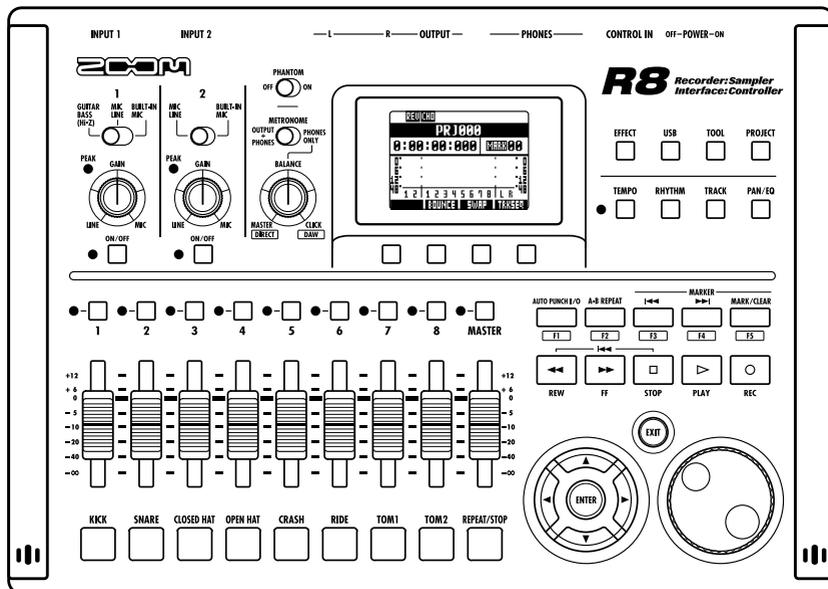


R8 Recorder: Sampler Interface: Controller



AUDIO INTERFACE MANUAL

zoom®

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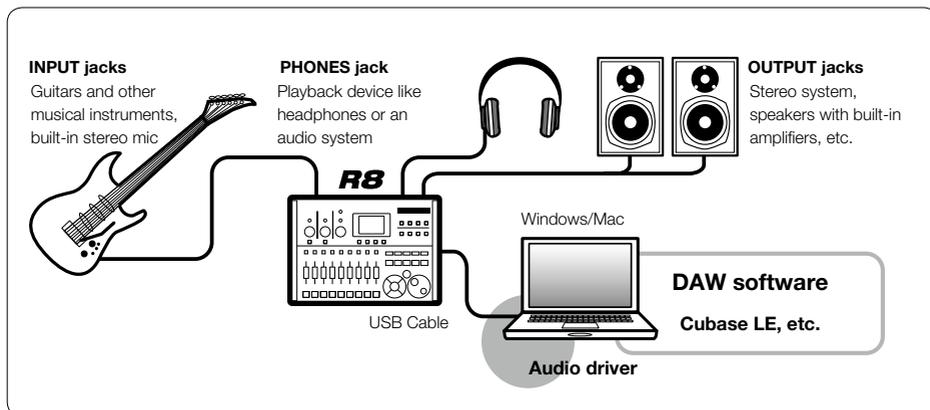
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Audio interface and control surface

This section explains how to connect the unit with a computer and how to set up and use the audio interface and control surface functions of the **RB** with a DAW and other software.

Functions of the audio interface and control surface



■ Audio interface

The **RB** inputs and outputs can be used as a Hi-Speed USB 2.0 audio interface with 2 inputs and 2 outputs at quality up to 24-bit/96kHz. Effects can be used when the sampling rate is 44.1 kHz, and the unit can be powered by a computer's USB bus.



■ Control surface functions

Control surface functions can be used to control DAW software on a computer via USB. Transport operations, including playback, recording and stopping, and physical control of the DAW faders are possible. Furthermore, various other DAW software functions can be mapped to the F1~F5 keys (assignable functions depend on the DAW used).



■ Supports input from a variety of sources, including guitars, mics and line level instruments

The two onboard jacks include one high-impedance input. Both accept XLR and standard phone plugs and can provide phantom power (24 or 48V).

Many sources are supported from high-impedance guitars and basses to dynamic and condenser microphones and line-level devices like synthesizers. In addition, the built-in high-performance condenser microphones are convenient for recording acoustic guitars and vocals.

■ Versatile effect functions

Built-in insert effects can be applied to specific channel paths, and two-types of send/return effects work via the mixer send/return. These effects can be applied when recording, of course, but they can also be applied to only the monitor output. For example, when recording vocals, you can apply reverb only to the monitor signal to make singing easier.

■ Comprehensive built-in mixer

Using the **RB** mixer, you can make a mix for monitoring. When simultaneously recording guitar and vocals, for example, you can adjust volume balance, panning and reverb levels.

Moreover, you can also adjust the balance between the built-in mixer and the sound sent from a computer.

■ Multifunction tuner

In addition to standard chromatic tuning, the on-board multifunction tuner also supports 7-string guitar, 5-string bass and various drop tunings.

About trademarks

- The SD  and  SDHC logos are trademarks.
- Windows® and Windows 7® are registered trademarks of Microsoft® in the USA.
- Macintosh® and Mac OS® are trademarks of Apple Inc.
- Steinberg and Cubase are registered trademarks of Steinberg Media Technologies GmbH.
- Intel® and Pentium® are trademarks of Intel Corporation.
- Mackie Control is a registered trademark of LOUD Technologies.
- All other product names, registered trademarks, and company names mentioned in this documentation are the property of their respective owners.

In order to improve the product, specifications might be changed without advance notice.

Connecting and disconnecting in audio interface mode

This is an overview of connecting and disconnecting the **RB** to a computer with a USB cable. For details, see the included "Cubase LE Startup Guide".

Connecting the **RB** to a computer for the first time

- 1 Install the Cubase LE DAW software on the computer.
- 2 Install the ZOOM **RB** audio driver on the computer. (No driver is necessary for use with Macintosh computers.)

 Reference: "Cubase LE Startup Guide"

- 3 Connect the **RB** to the computer.

RB setup and connection

- 4 Setup the DAW software.

Device setup

 Reference: "Cubase LE Startup Guide"

Control surface setup P.7

Mackie Control

RB setup and connection

- 1 Connect the **RB** to the computer using a USB cable.

- 2  Press **USB**.

- 3 Select **AUDIO I/F**.



Change menu


 Press **ENTER**.

- 4 Select **EXECUTE**.



Change menu


 Press **ENTER**.

NOTE

- The ZOOM **RB** audio driver is essential for using the **RB** as an audio interface with DAW software such as Cubase LE. (No driver is necessary for use with Macintosh computers.)
- Download the latest **RB** audio driver from the Zoom Corporation website.
<http://www.zoom.co.jp/>

Disconnecting

1 Press the  below **EXIT**
 USB
 or press .

2 Select **YES**.



Change
menu



Press **ENTER**.

NOTE

Select **CONTINUE** to use the same settings as last time.

- INSERT EFFECT settings
- SEND RETURN EFFECT settings
- Mixer settings
- TUNER settings

Select **RESET** to restore default settings for each item.

- The audio interface and control surface functions of the **RB** can be used by drawing power through a USB cable from the USB bus.
- We recommend always using the latest **RB** system software.

Using control surface functions

When using the **R8** connected by USB as an audio interface, the **R8** keys and faders can be used to control Cubase LE's transport and mixer.

About the control surface

In control surface mode, the keys and knobs on the **R8** can be assigned to particular Cubase LE functions.

Transport section P.8

About banks P.9

Fader section P.9

HINT

Assigning keys

For a list of functions that can be assigned to the knobs and keys of the **R8**, as well as other transport/function keys that are supported by Cubase LE, please consult the "Control surface functions quick reference guide" in this manual.

 Reference: Control surface functions quick reference guide

P.12

Control surface setup

See **R8** setup and connection on P.5

- 5 Then, launch Cubase LE.
- 6 From the Cubase LE "Devices" menu, select "Device setup..."
- 7 At the top left of the Device setup window [+], [-] and [⟨] buttons appear. Click the [+] and select "Mackie Control"
- 8 Set the MIDI input and output

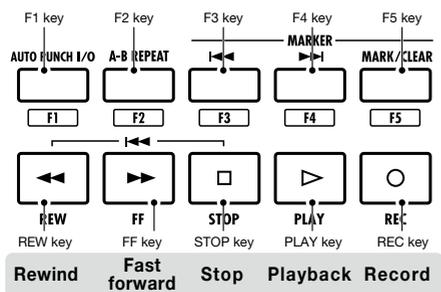
MIDI input:	ZOOM R8
MIDI output:	ZOOM R8

HINT

The display of MENU etc. may be different depending on the version of Cubase LE. Please refer to your Cubase LE manual.

Transport section

By setting up the control surface, the **RB** transport section keys can be assigned to individual functions in Cubase LE.



HINT

You can connect a footswitch to the **CONTROL IN** jack to start and stop playback, and change effect patches, for example, with your foot when using the **RB** as an audio interface.



Reference: Operation Manual
Using a footswitch

P.113

Fader section operation

Using the faders and status keys of the fader section, you can adjust the volume of corresponding Cubase LE tracks, mute and solo them, and arm them for recording.

About banks

After setting up control surface operation, the main parameters of Cubase LE can be operated using the **RS** fader and status keys.

A group of tracks operated by the faders and status keys is called a “bank.” With the **RS**, one bank of 8 adjacent tracks can be controlled.

For example, if fader 1 is assigned to Cubase LE track 1, tracks 1-8 can be controlled as shown in the following diagram.

Status keys & Faders	1	2	3	4	5	6	7	8
Track	Tr.1	Tr.2	Tr.3	Tr.4	Tr.5	Tr.6	Tr.7	Tr.8

As the diagram shows, when tracks 1~8 are selected, pressing beneath **BANK** once switches the assignments as shown below.

Status keys & Faders	1	2	3	4	5	6	7	8
Track	Tr.9	Tr.10	Tr.11	Tr.12	Tr.13	Tr.14	Tr.15	Tr.16

Push beneath **BANK**. The next lower bank of eight tracks (channels) is assigned to the fader section.

Push beneath **BANK**. The next higher bank of eight tracks (channels) is assigned to the fader section.

Operating the fader section

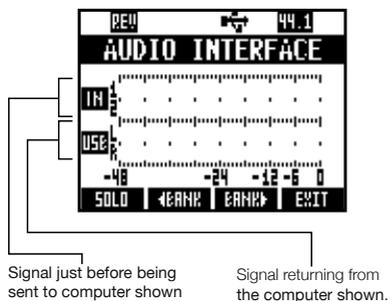
- 1 Assign the Cubase LE tracks (channels) that you want to control to the fader section.
- 2 Use the faders to control the volumes of the corresponding tracks.

The faders control the volumes of their respective tracks. Change the master volume by moving the Master Fader.
- 3 To change the function of the status keys for all the tracks, press the soft key for the desired function.



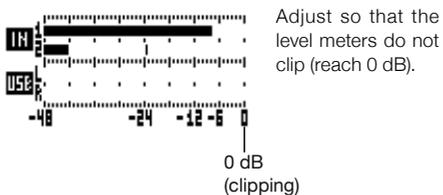
Use these keys to set the functions of the status keys

RS level meters
(Audio interface use)



Checking DAW recording levels

Set "REC SIGNAL" (in the INSERT EFFECT menu) to set whether signals are sent to the computer "WET" (with effect) or "DRY" (without effect).



Setting the function keys

The five keys above the transport keys can be used as function keys (F1~F5) and assigned as desired.

Function key setup

- 1** Open the “Device setup...” dialog in Cubase LE.
- 2** Select “Mackie Control”.
Commands can be assigned using the three columns displayed on the right side of the window.
- 3** From the “Button” column choose the function key (F1~F5) to be assigned a Cubase LE function.
- 4** Click on the “Category” column for that control.
- 5** Choose the type of Cubase LE function from the Category pop-up menu.
- 6** Click on the “Command” column and select the desired Cubase LE function from the pop-up menu.

The items in this pop-up menu will differ depending on the category chosen.
- 7** Press the “Apply” button.

HINT

The display of MENU etc. may be different depending on the version of Cubase LE. Please refer to your Cubase LE manual.

Control surface functions quick reference guide

	Control	Explanation
Fader section	Status keys	Turns mute, solo or record arming on/off for tracks
	1–8 faders	Controls the volume of the corresponding tracks
	MASTER fader	Master volume operation
Display section	Soft keys	Change functions of status keys, change banks and end connection (EXIT)
Transport section	Cursor keys	Performs the same functions as the computer arrow keys
	DIAL	Moves the project cursor position
	REW key	Rewind
	FF key	Fast forward
	STOP key	Stop
	PLAY key	Play
	REC key	Record
	AUTO PUNCH I/O key	Depends on the F1 key setting
	A-B REPEAT key	Depends on the F2 key setting
	⏮ (marker) key	Depends on the F3 key setting
	⏭ (marker) key	Depends on the F4 key setting
MARK/CLEAR key	Depends on the F5 key setting	

Mixer in audio interface mode

In audio interface mode you can make a mix for monitoring using the **RB** internal mixer. In addition, you can adjust the balance of the sound from the internal mixer and from the computer.

Volume, reverb send, pan

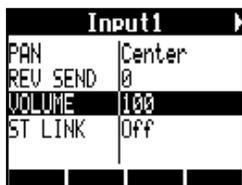
You can be adjust the reverb send, pan, volume and stereo link settings in the same way as in recorder mode.

Operation is the same as in recorder mode.
(Reference: Operation Manual P.42)

PAN/EQ menu

VOLUME

Adjust the volumes of **INPUTS 1-2**.



0-127 (increments of 1)
Default value: 100

REV SEND

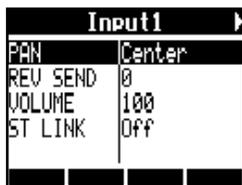
Adjust the reverb send levels of **INPUTS 1-2**.



0-100 (increments of 1)
Default value: 0
Reverb only affects the monitored signal (as in recording mode).

PAN (BALANCE)

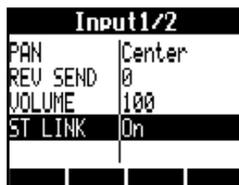
Adjust the pan for **INPUTS 1-2**.



L100-R100
(increments of 2)
Default value: Center
(as in recording mode)

Stereo link

Link **INPUT 1 and 2** to handle them as stereo pairs.



On/Off

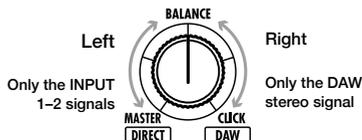
Default setting: Off

By setting up a stereo link, volume, reverb send and pan track parameters can be shared by **INPUT 1 and 2**.

(Reference: Operation Manual P.29)

Balance

In audio interface mode, the balance of the input monitoring signal and the signal from DAW software (the computer) can be adjusted with the **BALANCE** knob.



NOTE

The reverb send, pan, volume and stereo link settings are all saved when you end (EXIT) audio interface mode and can be used again the next time.

Tuner

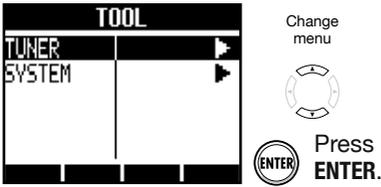
The **RS** tuner can be used as when in audio interface mode. For details, see the Operation Manual (P.108).

Chromatic tuner

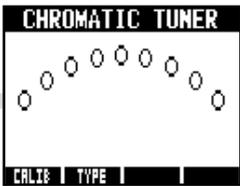
TOOL > TUNER

1  Press **TOOL**.

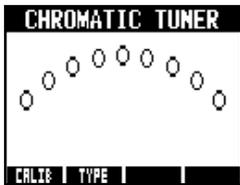
2 Select **TUNER**.



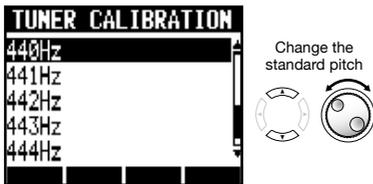
3  Tune the instrument.



4 To change the standard pitch, press the  beneath **CALIB**.



5 Select the standard pitch.



 Press **ENTER**.

HINT

- The default value of the standard pitch is 440 Hz.
- Tuners other than the chromatic tuner can also be used.

 Reference: Operation Manual
Tuner

P.108

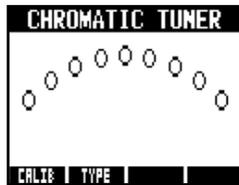
NOTE

Tuner settings are saved when you end (**EXIT**) audio interface mode and can be used again the next time.

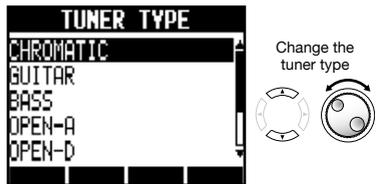
 Reference: Operation Manual
Tuner

P.108

4 To change the tuner type, press the  beneath **TYPE**.



5 Change the tuner type.



 Press **ENTER**.

Effects in audio interface mode

The **RS** insert and send-return effects can both be used when the sampling frequency is set to 44.1 kHz. Basic operation is the same but there are a few differences in the menus.

Insert effect

As in recording mode, you can select the insert location and the insert effect algorithm, as well as the effect patches to be applied to the signal being recorded.

INSERT EFFECT menu options

Select the insert location

Insert on any **INPUT 1-2**.



(Reference: Operation Manual P.45)

Send return effect

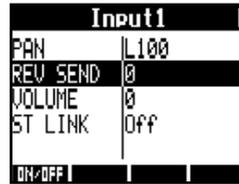
When used as an audio interface, the send reverb can only be used for monitoring.

As in recorder mode, use the **SEND REVERB EFFECT** menu to change the patch and use the **PAN/EQ** menu to set the **REV SEND** level that adjusts the reverb depth.

Setting the reverb send level

REVERB SEND

Adjust the amount of reverb using the **REV SEND** level of the **PAN/EQ** menu.



(Reference: Operation Manual P.44)

(Reference: Audio interface manual – Mixer P.26)

Apply the effect only to monitoring

The effect can be set to only be applied to the monitoring signal and to not affect signals recorded in DAW software.



(Reference: Operation Manual P.89)

NOTE

- Effects can only be used when the sampling rate is 44.1 kHz. At all other times they are turned OFF.
- Insert and send return effect settings are saved when you end (**EXIT**) audio interface mode and can be used again the next time.

Working with patches

After making many changes, you can restore a patch to its pre-edited settings by initializing it. This will return it to its factory preset condition.

Patch operations

For both insert and send return effects

Menus used for patch operations

Selecting patches

INSERT EFFECT/SEND REVERB

Select a patch from an algorithm to use an insert or send reverb effect.

(Reference: Operation Manual P.83)

Editing patches (EDIT)

By adjusting effect module parameters and levels, you can create the desired result.

(Reference: Operation Manual P.84)

Importing patches (IMPORT)

All effect algorithms (and reverb patches) or a single one can be imported from a selected project on the **RS**.

(Reference: Operation Manual P.87)

In audio interface mode, one complete set of effect data is saved for the mode. There are no project based settings.

Saving patches (SAVE)

Edited patches can be saved.

(Reference: Operation Manual P.86)

Initializing patches (INITIAL)

Patches can be restored to their original factory settings. (This option is only available in audio interface mode.)

Changing patch names (RENAME)

The name of the currently selected patch can be changed.

(Reference: Operation Manual P.88)

Patch initialization (factory reset)

EFFECT > INITIAL

1 EFFECT Press EFFECT.

Selecting effect type

Insert effect

Press the beneath **INSERT**.

Send return effect

Press the beneath **REVERB**.

The following example is of an insert effect.

2 Turn the effect **On**.



3 Select **INITIAL**.



Press ENTER.

4 Select **YES**.



Press ENTER.



4-4-3 Kandasurugadai, Chiyoda-ku, Tokyo 101-0062 Japan
Web Site: <http://www.zoom.co.jp>

Cubase LE Startup Guide

- 1 Install Cubase LE referring to the bundled 'Download access code sheet'.

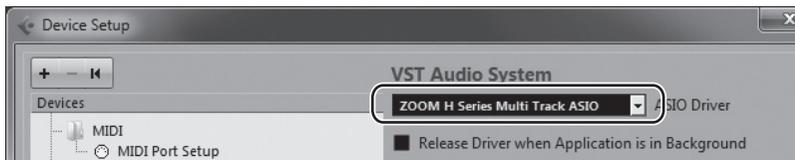


Download access code sheet

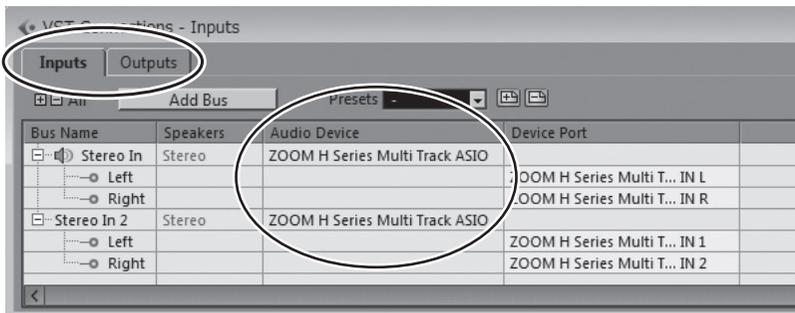
- 2 Download the latest driver from ZOOM website (www.zoom.co.jp) and install it.

- 3 Connect the ZOOM unit to the computer. Please refer to Operation Manual how to connect.

- 4 Startup Cubase LE, select "Device Setup..." from the "Devices" menu, and click "VST audio system" in the Devices Column. Select the downloaded driver or the devices including the ZOOM model names here. e.g. H Series Multi Track is shown as following.

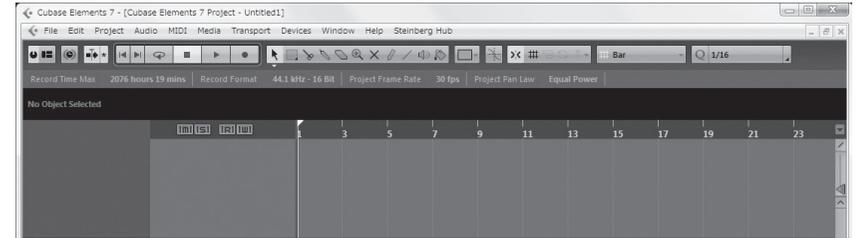


- 5 Select "VST Connections" from "Devices" menu and set the input and output device ports to the downloaded driver or the devices including the ZOOM model names. For multi-track supported models, click "Add Bus" and add the input bus. e.g. H Series Multi Track is shown as following.



- 6 Select "New Project" from the "File" menu.

"Project Assistant" window opens in order to select a project template. Click "More", select "Empty", and then click the "Create" button to display the project window.



- 7 Select "Add Track">"Audio" from "Project" menu and add new audio track.



- 8 Click "Record" button on the Transport panel and start recording.



Recording starts. Click "Stop" button to stop recording.

- 9 Click "Play" button to check the recording.

This is all for the basic setting.

For more information, please refer to the Documentation from "Help" in Cubase LE or visit Steinberg website (www.steinberg.net/en/home).

The Menu items are subject to change. Please refer to the Cubase LE Operation Manual in such cases.