

ZOOM

ZOOM PLAYER ADVANCED BASS EFFECTS PROCESSOR

300008



OPERATION MANUAL

®

USAGE AND SAFETY PRECAUTIONS

USAGE AND SAFETY PRECAUTIONS

In this manual, symbols are used to highlight warnings and cautions for you to read so that accidents can be prevented. The meanings of these symbols are as follows:



Warning

This symbol indicates explanations about extremely dangerous matters. If users ignore this symbol and handle the device the wrong way, serious injury or death could result.



Caution

This symbol indicates explanations about dangerous matters. If users ignore this symbol and handle the device the wrong way, bodily injury and damage to the equipment could result.

Please observe the following safety tips and precautions to ensure hazard-free use of the 3000B.



Warning

• Power requirements

The 3000B is powered by the supplied AC adapter. To prevent malfunction and safety hazards, do not use any other kind of AC adapter.

When using the 3000B in an area with a different line voltage, please consult your local ZOOM distributor about acquiring a proper AC adapter.



Caution

• Environment

Avoid using your 3000B in environments where it will be exposed to:

- Extreme temperature
- High humidity or moisture
- Excessive dust or sand
- Excessive vibration or shock



Caution

• Handling

Since the 3000B is a precision electronic device, avoid applying excessive force to the switches and buttons. Also take care not to drop the unit, and do not subject it to shock or excessive pressure.



Caution

• Alterations

Never open the case of the 3000B or attempt to modify the product in any way since this can result in damage to the unit.



Caution

• Connecting cables and input and output jacks

You should always turn off the power to the 3000B and all other equipment before connecting or disconnecting any cables. Also make sure to disconnect all cables and the AC adapter before moving the 3000B.

Usage Precautions

- **Electrical interference**

For safety considerations, the 3000B has been designed to provide maximum protection against the emission of electromagnetic radiation from inside the device, and protection from external interference. However, equipment that is very susceptible to interference or that emits powerful electromagnetic waves should not be placed near the 3000B, as the possibility of interference cannot be ruled out entirely.

With any type of digital control device, the 3000B included, electromagnetic interference can cause malfunctioning and can corrupt or destroy data. Care should be taken to minimize the risk of damage.

- **Cleaning**

Use a soft, dry cloth to clean the 3000B. If necessary, slightly moisten the cloth. Do not use abrasive cleanser, wax, or solvents (such as paint thinner or cleaning alcohol), since these may dull the finish or damage the surface.

Please keep this manual in a convenient place for future reference.

CONTENTS

USAGE AND SAFETY PRECAUTIONS

Introduction	1
---------------------------	----------

Names of Parts	2
-----------------------------	----------

Top Panel View	2
Rear Panel View	2
Getting Connected	3
Before Playing	3

Introducing the 3000B	4
------------------------------------	----------

Terms Used in This Manual	4
---------------------------------	---

Let's Try Out Some Patches

(Play Mode Operation)	6
------------------------------------	----------

Panel Display in Play Mode	6
Selecting a Patch	7
Adjusting the Master Volume	8
Temporarily Switching Effects Off (Bypass Function)	9
Temporarily Turning the Sound Off (Mute Function)	10
Tuning Your Bass Guitar (Auto tuner Function)	11
Adjusting Standard Pitch of Tuner (Calibration)	12
Adjusting Input Sensitivity/Tone	13
Using the Metronome Function	14

Changing the Patch Sound

(Edit Mode Operation)	15
------------------------------------	-----------

Switching Between Edit and Play Mode	15
Panel Display in Edit Mode	16
Switching Effect Modules On/Off	17
Changing Parameter Settings of Effects	18
Storing Patches	19
Copying a Patch to Another Location	20

Using the FUNCTION switch	21
--	-----------

Selecting the Action of the FUNCTION Switch	21
Manual Mode	23
Recording/Playing a Phrase (Hold Delay)	24
Delay Time Tap Input	26
Adjusting Effect Parameters in Real Time (RTM)	27

Controlling the Volume in Real Time (Volume RTM)	30
---	----

Returning the 3000B to the Factory Default Settings	32
--	----

Using the Remote Pedal	33
-------------------------------------	-----------

Names of Parts / Connections	33
RP01 Names of Parts / Functions	33
Control functions (RTM mode)	34
Control functions (DELAY mode)	34
Using the RP01 for Controlling the RTM Parameter (RTM Mode)	35
Using the RP01 for delay effect control (DELAY Mode)	38

Effect Types and Parameters	40
--	-----------

COMP (Compressor) Module	40
DIST/AMP (Distortion/Amp Simulator)	41
WAH	43
EQ (Equalizer)	45
SYNTH (Bass Synthesizer)	46
EFFECT	48
DLY/REV (Delay/Reverb)	51

3000B SPECIFICATIONS	53
-----------------------------------	-----------

Troubleshooting	54
------------------------------	-----------

PRESET PATCH LIST

Introduction

Thank you for selecting the **ZOOM PLAYER 3000B** (hereafter simply called the "3000B").

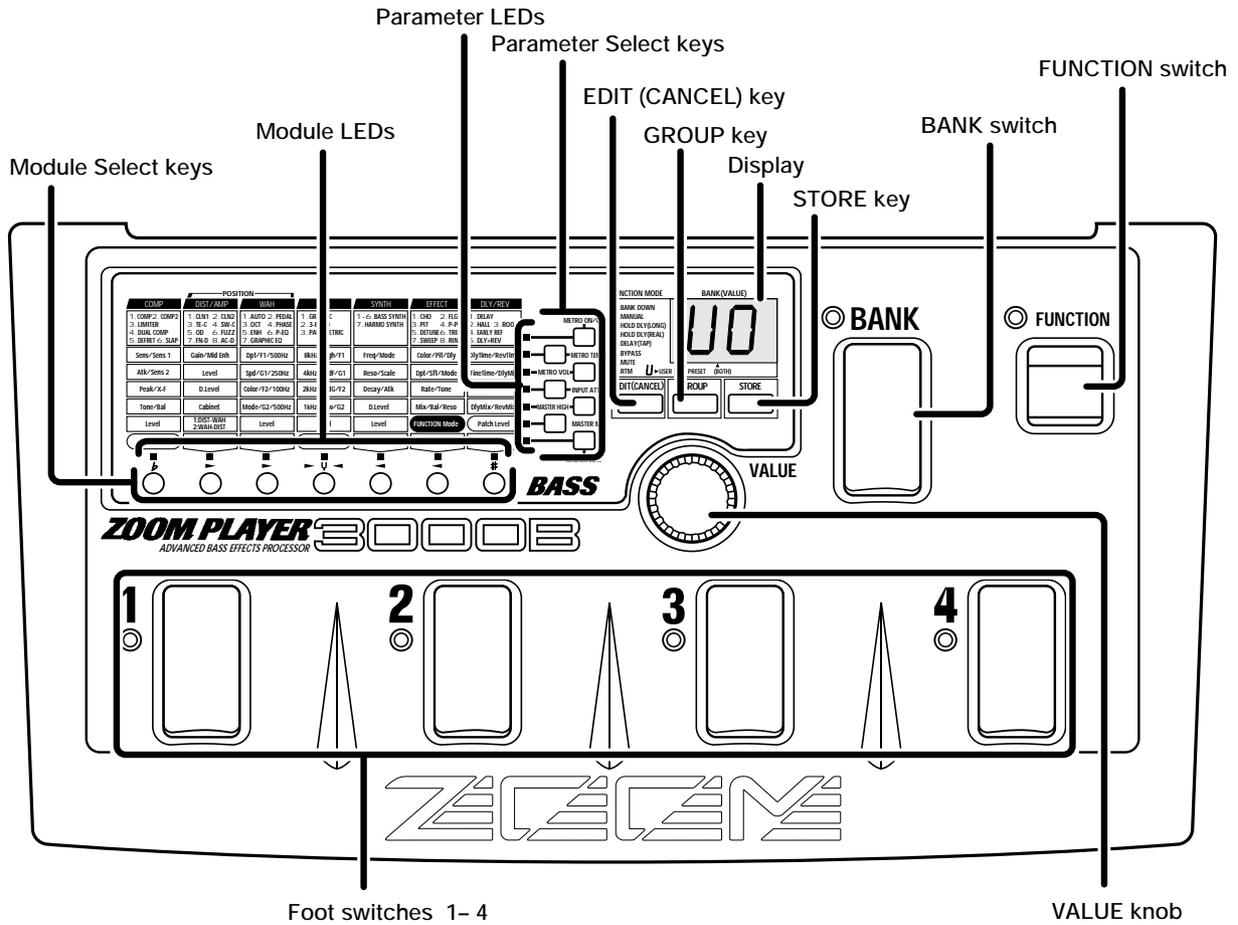
The 3000B is a bass multi-effect device with the following features:

- 45 built in effects types covering a wide range. Up to 9 effects can be combined in a patch, letting you easily create your own sound.
- Many special effects designed to enhance a bass guitar performance. DEFRET makes a normal bass sound like a fretless bass. SLAP achieves slapping sound from 2-finger playing.
- Built-in bass synthesizer detects bass pitch and controls a sound source to generate unison phrases and harmonic voices. Unusual auto effects such as TRILL and SWEEP are also available.
- Hold delay function is separate from individual effects and can store and repeat phrases of up to 6 seconds duration. The delay time can be conveniently set by tapping a foot switch.
- User-definable FUNCTION switch operates as a bypass or mute switch and can also be used as real-time controller, for example to vary effect parameters or volume during a performance.
- Connecting the optional remote pedal RP01 provides an even more powerful range of real-time controller functions. Use as pedal wah or pedal pitch shifter is also possible.
- Input sensitivity and tone can be adjusted to match the instrument characteristics and the playing venue.
- Built-in metronome function and auto-chromatic tuner enhance practice sessions.

Please take the time to read this manual carefully, so as to get the most out of your 3000B and to ensure optimum performance and reliability.

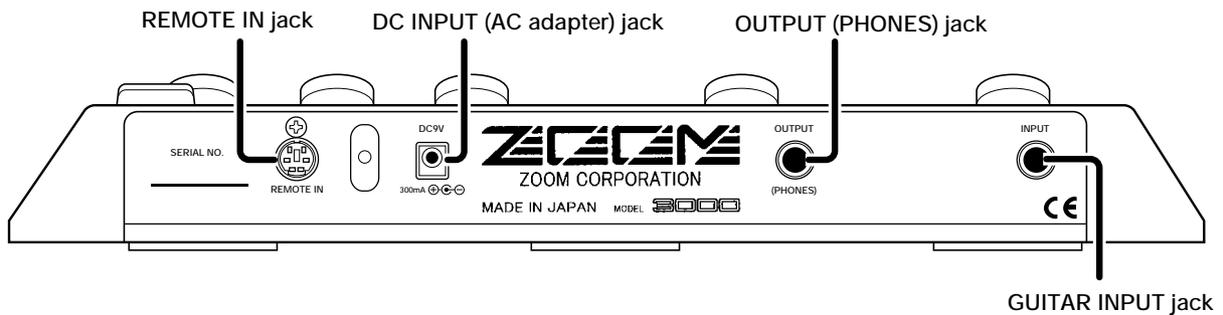
Names of Parts

Top Panel View

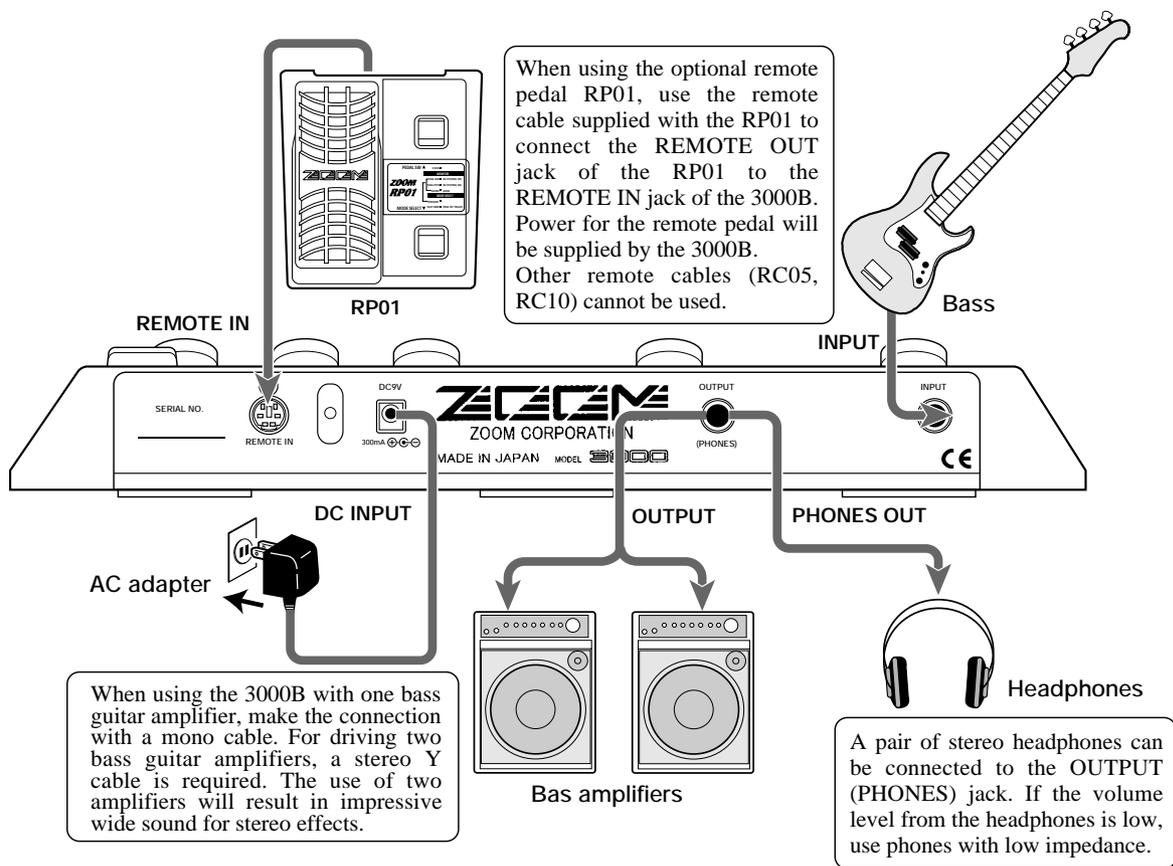


Names of Parts

Rear Panel View



Getting Connected



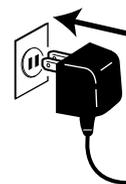
Before Playing

After completing connection, the volume has to be adjusted according to the following procedure.

STEP 1 Cut the power to the amplifier, turn the volume down to its minimum level, and connect the 3000B correctly to the musical instrument and amplifier

STEP 2 Power up the 3000B.

Connect the accessory AC adapter to the DC INPUT jack. The power to the 3000B is ON when the AC adapter is plugged into a power outlet.



STEP 3 Switch ON the power to the amplifier.

Adjust the volume of the musical instrument and the amplifier while playing the instrument.

Introducing the 3000B

Terms Used in This Manual

Some important concepts are explained in this section.

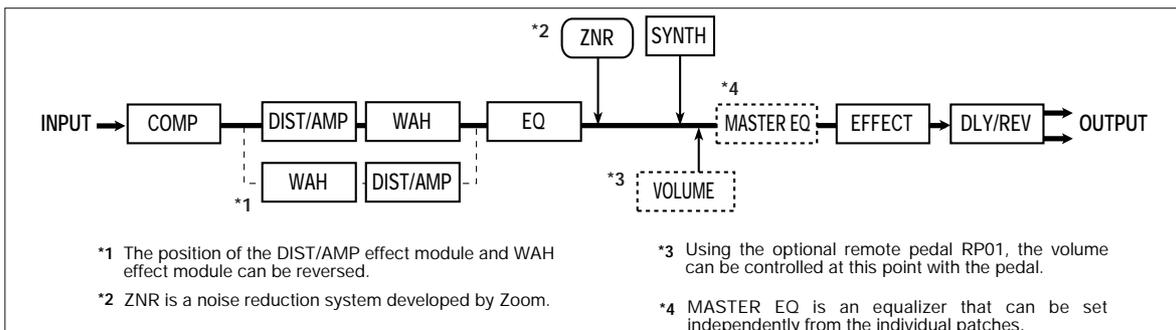
■ Effect module

An effect module is a single effect that influences the sound in a certain way, similar to a stand-alone compact effect device such as a compressor or a delay. The 3000B incorporates seven effect modules which can be used all together or in various combinations.

The following effect modules are incorporated in the 3000B:

- COMP (Compressor)
- DIST/AMP (Distortion/Amp Simulator)
- WAH (Wah)
- EQ (Equalizer)
- SYNTH (Bass Synthesizer)
- EFFECT (Effect)
- DLY/REV (Delay/Reverb)

The following diagram shows the signal flow in the effect modules of the 3000B.

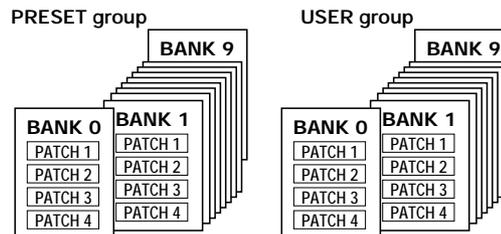


■ Patches, groups, and banks

Internal settings for the 3000B can be stored in memory and retrieved from memory in units called "patches". A patch contains a maximum of seven effect modules, each with its selected settings.

Patches are stored in two distinct groups: the USER group for patches that can be freely altered by the user, and the PRESET group for patches that are read-only. Each group has room for 40 patches, resulting in a total memory capacity for 80 patches.

Patches are called up in sets of four, corresponding to the four large foot switches on the top panel of the 3000B. Such a set of four patches is called a "bank". The USER group and the PRESET group each have ten banks, numbered from 0 through 9.



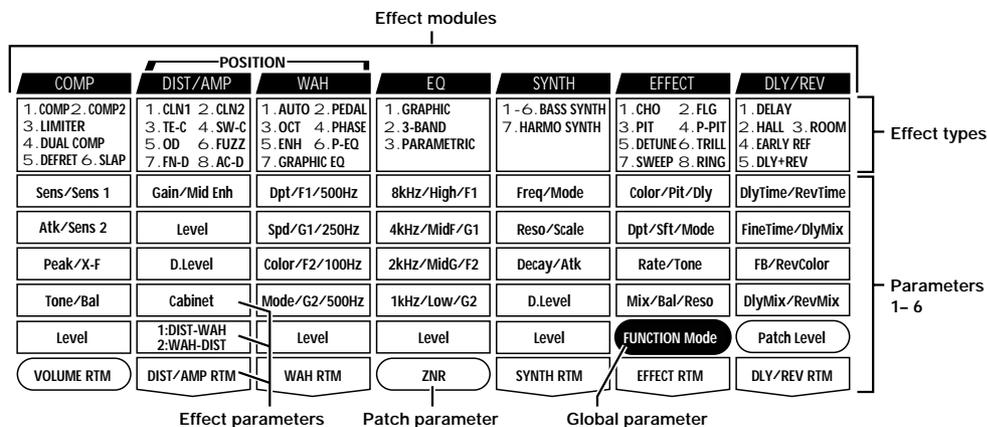
■ Effect types and parameters

Each effect module of the 3000B has several variations, called "effect types". At any given time, one effect type is selected for an effect module.

The detailed settings that determine the sound are called "parameters". The 3000B has three different kinds of parameters:

- **Effect parameter**
Determines the effect intensity or signal flow in an effect module. Effect parameter settings are stored as part of each patch.
- **Patch parameter**
Determines the overall level of a patch, Zoom Noise Reduction (ZNR) settings, and other aspects affecting the entire patch. Patch parameters are stored as part of each patch.
- **Global parameter**
This kind of parameter affects all patches in the same way. For example, the FUNCTION Mode parameter that determines how the FUNCTION switch works is a global parameter. This setting is retained also when switching patches, until the unit is turned off. When wishing to preserve the global parameter setting, any patch of the USER group should be selected and stored before turning the unit off.

The effect types and effect parameters available for a given effect module are indicated on the panel of the 3000B.



Introducing the 3000B

■ Mode

Operation of the 3000B can be divided into five different states, called "modes". These modes are listed below.

- **Play mode** In this mode, you select patches and use the effects for playing your instrument. In Play mode, you can also temporarily switch effects off, and you can use the auto tuner function.
- **Manual mode** In this mode, you can switch effect modules on and off individually, using the top panel switches of the 3000B. This is also suitable for use during a performance.
- **Edit mode** In this mode, the effect parameters of the currently selected patch can be edited (changed) by the user. This allows you to create your own patches.
- **Store mode** This mode serves for storing patches in memory and for copying patches from one location in memory to another.
- **Special mode** This mode serves for initializing the 3000B. USER group settings and patches can be selectively returned to the factory default.

■ RTM

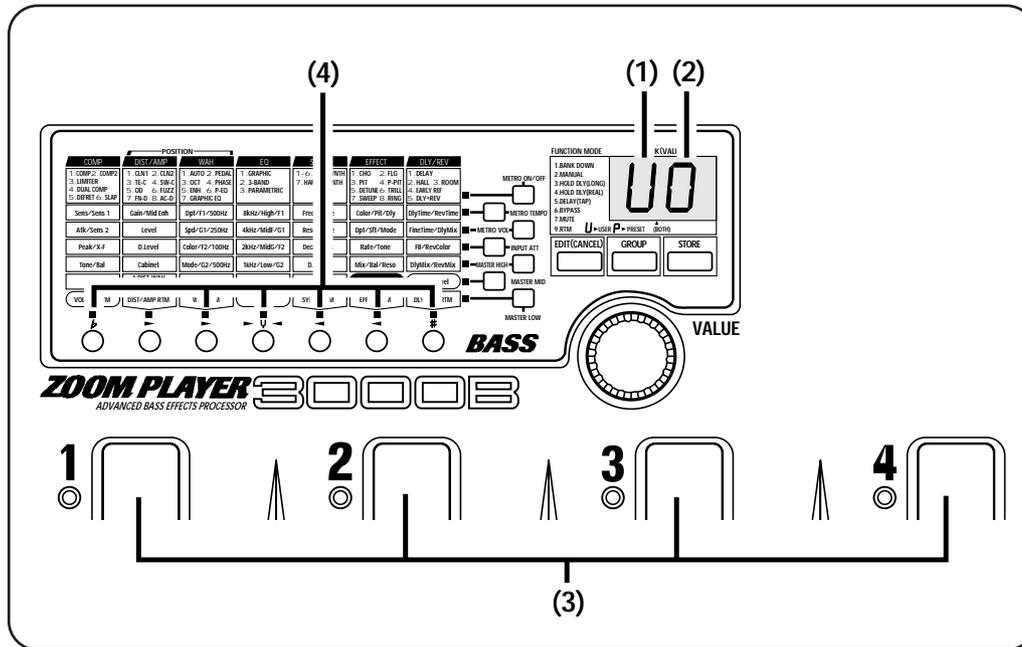
The 3000B incorporates a so-called RTM (real-time modulation) function which lets the user change effect parameters or volume in real time, using the FUNCTION switch or the optional remote pedal RP01. This makes it possible to adjust for example overdrive distortion or reverb mix during a performance, creating a wide expression range. The parameters to be affected by RTM and the range of the change can be set for each patch individually.

Let's Try Out Some Patches (Play Mode Operation)

The Play mode is for selecting a patch and playing. When you power up the 3000B, it automatically activates in Play mode, and the USER group's Bank 0, Patch Number 1 is selected.

Panel Display in Play Mode

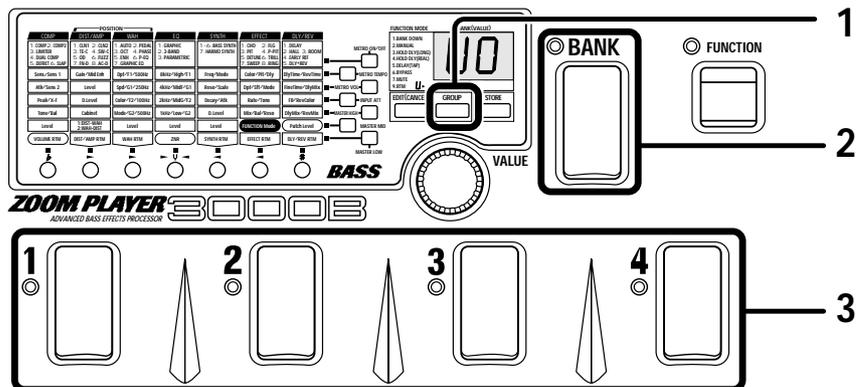
In Play mode, the display LEDs on the panel show the following information:



- (1) Group
The type of group currently selected is indicated in the left side of the display.
- (2) Bank Number
The currently selected bank number is indicated in the right side of the display.
- (3) Patch Number
The LED of the Foot Switch 1 - 4 corresponding to the currently selected patch number lights up.
- (4) Effect Module ON/OFF
The panel module LEDs light for the effect modules that are on in the currently selected patch.

Selecting a Patch

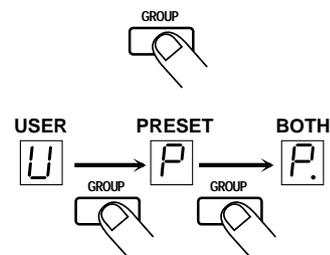
In the Play mode, you can play by choosing one of the patches from among the 80 types (40 USER group patches plus 40 PRESET patches) in memory.



STEP 1 Press the GROUP key to select the group.

When choosing a patch, first decide which group of patches you want to use. With each push of the GROUP key, the left side of the display changes in the following sequence.

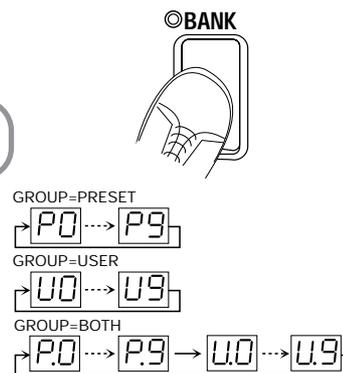
- U (USER) Only USER group patches can be used.
- P (PRESET) Only PRESET group patches can be used.
- U. or P. (BOTH) Patches of both USER and PRESET groups can be used.



STEP 2 Press the GROUP key to select the group.

Each time you step, you change to the next higher bank number. (The bank number flashes.)

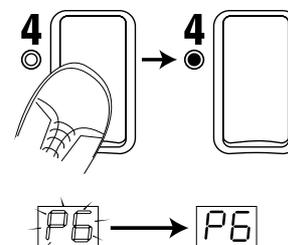
HINT In this status, the patch will not yet be changed



STEP 3 Step on a Foot Switch (1 - 4) to select a patch.

The LEDs lights for the Foot Switch you stepped on, telling you that a patch has been selected. Also, the indicated bank number changes from flashing to constantly lit.

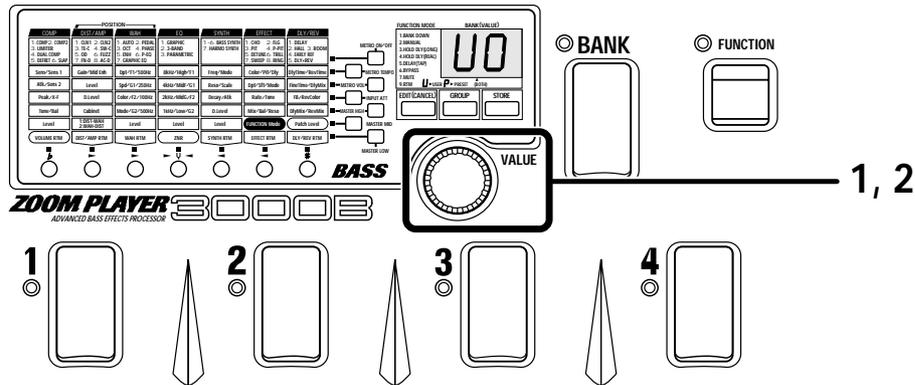
HINT Here, try switching the patches while you are actually playing your instrument, and find out what types of patches are stored in the 3000B.



Let's Try Out Some Patches (Play Mode Operation)

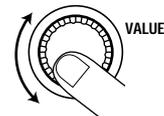
Adjusting the Master Volume

In Play mode, regardless of the selectable patches, the final output volume by the 3000B can be controlled by the Master Volume.



STEP 1 Operate the VALUE knob.

The display will indicate the current value (1 - 50) of the Master Volume for one second (default setting: 40).

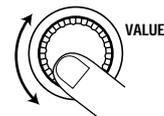


40

STEP 2 While the value is displayed, use the VALUE knob to adjust the volume to the desired level.



- The Master Volume setting works in common for all patches. It cannot be stored for separate patches.
- If you want to change the volume for specific patches, adjust the patch level in Edit mode. For details, see page 52
- Master volume can also be adjusted in Manual mode (→ page 23).



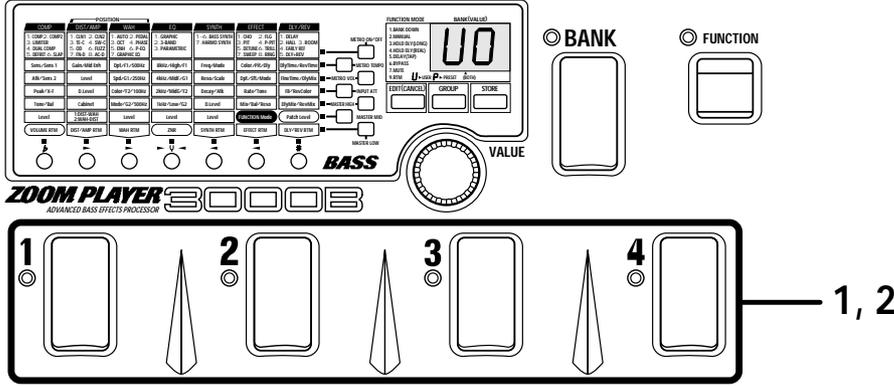
40 → 41



The master level setting cannot be stored. It needs to be adjusted every time the unit is turned on.

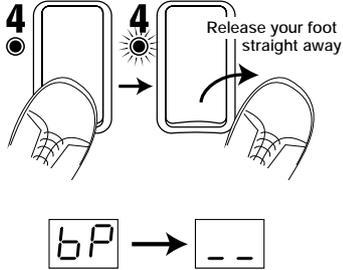
Temporarily Switching Effects Off (Bypass Function)

You can switch the 3000B Effect mode OFF temporarily (this is called "bypass"), and monitor the instrument's direct sound. This is a handy function for checking how the effects are working.



STEP 1 Step on the Foot Switch for the currently selected patch number (the Foot Switch whose LED is lit) and release your foot straight away.

If you lightly step on the Foot Switch and then release your foot within a second, the 3000B will enter the Bypass status. The LED for the currently selected patch will flash, and the module LED will light. Also, the display will indicate the Bypass status with "bP", and then change to "--".



STEP 2 To release this status, lightly step on and release your foot from the Foot Switch again, or select another patch.

The 3000B will return to the usual Play mode.

HINT The **FUNCTION** switch can also be used to activate the Bypass function. For details, please refer to page 21.

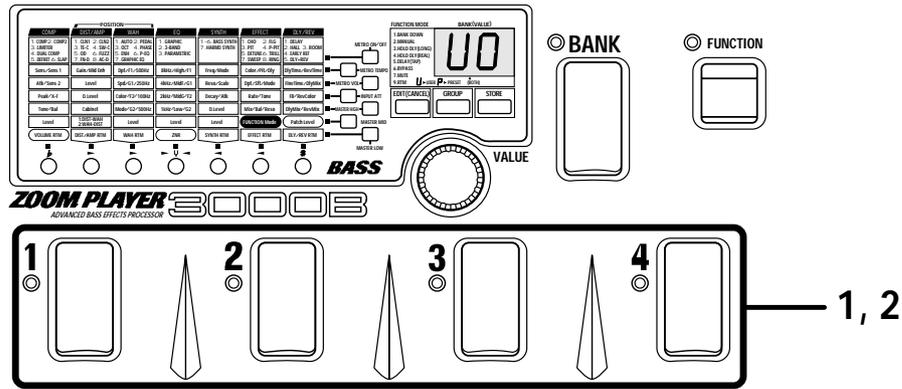
NOTE When the **FUNCTION** switch mode is set to bypass or mute, step 1 is invalid. When not wishing to use the Foot Switches 1 - 4 for on/off switching of the bypass or mute condition, set the **FUNCTION** switch mode to **BYPASS** or **MUTE**.



Let's Try Out Some Patches (Play Mode Operation)

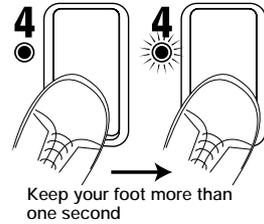
Temporarily Turning the Sound Off (Mute Function)

The mute function temporarily turns the output OFF.



STEP 1 Step on the Foot Switch whose LED is currently lit, keep your foot pressed on the switch for a moment, and then release it.

If you have stepped for more than a second on the Foot Switch whose LED is lit, both effect sound and direct sound will be silenced (muted). The LED for the currently selected patch will flash, and the module LED will light. Also, the display will indicate the Mute status with "MUTE", and then change to "--".

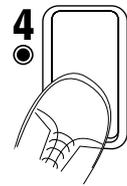


STEP 2 To release this status, step on the Foot Switch again, or select another patch.

The 3000B will return to the usual Play mode.

HINT The **FUNCTION** switch can also be used to activate the Mute function. For details, please refer to page 21.

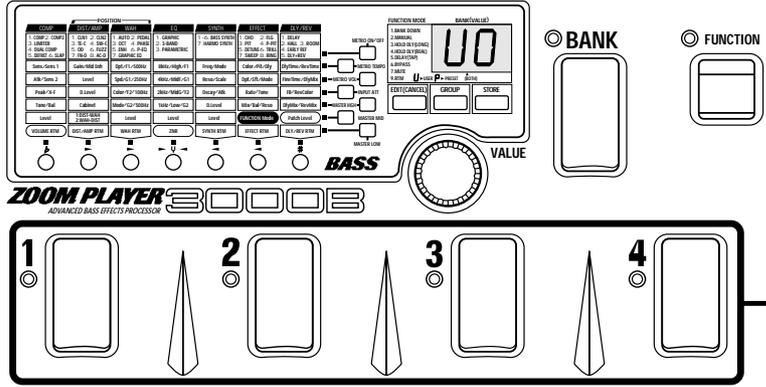
NOTE When the **FUNCTION** switch mode is set to bypass or mute, step 1 is invalid. When not wishing to use the Foot Switches 1 - 4 for on/off switching of the bypass or mute condition, set the **FUNCTION** switch mode to **BYPASS** or **MUTE**.



Let's Try Out Some Patches (Play Mode Operation)

Tuning Your Bass Guitar (Auto tuner Function)

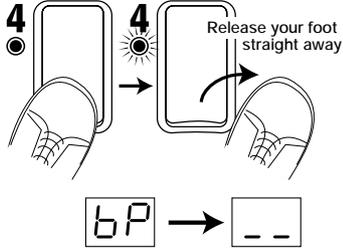
The 3000B incorporates a chromatic auto tuner function. This function can be used in the Bypass or Mute condition.



STEP 1 Lightly step on the foot switch whose LED is currently lit in the display for Foot Switches 1 - 4, and release your foot straight away.

The 3000B will enter the Bypass status, and you can use the auto tuner function. The display changes from "bP" to "--".

HINT The auto tuner function can be used when the 3000B is in Mute status. This is handy for tuning on stage when you do not want to produce the sound externally.



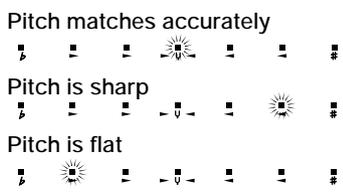
STEP 2 Pick the string you want to tune

The display shows the note closest to the current pitch. Tune the bass guitar until it matches the desired note.

C = C	F = F	A = A
C# = C#	F# = F#	A# = A#
D = D	G = G	B = B
D# = D#	G# = G#	
E = E		

STEP 3 When the display shows the desired note, perform fine adjustment until the center module LED (EQ module LED) lights up.

When the tuner function is ON, the module LEDs work as a tuning meter. When the pitch matches accurately, the center LED is lit.



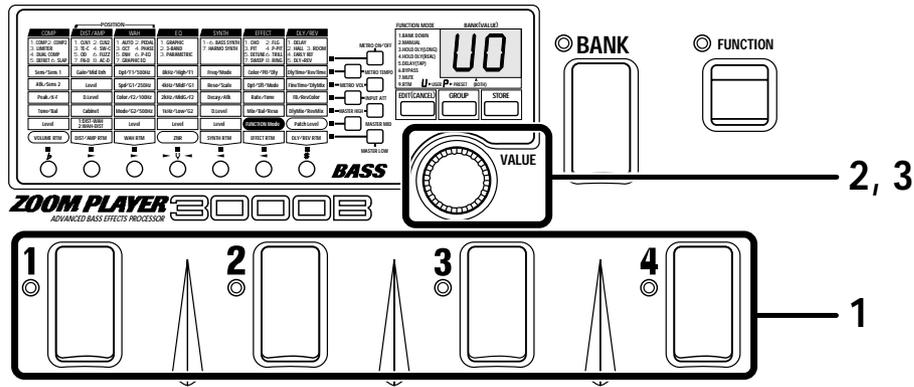
STEP 4 Press the Foot Switch 1 - 4 again. The 3000B reverts to Play mode.



Let's Try Out Some Patches (Play Mode Operation)

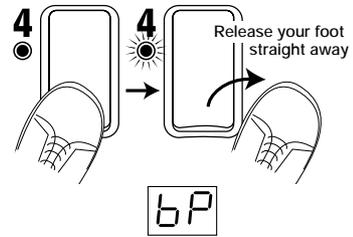
Adjusting Standard Pitch of Tuner (Calibration)

This function sets the reference pitch used by the tuner of the 3000B.



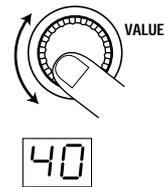
STEP 1 Invoke the Bypass status by lightly stepping on and releasing your foot from the Foot Switch whose LED is currently lit in the display for Foot Switches 1 - 4.

The display will indicate "bP", and the module LEDs will light.



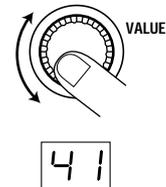
STEP 2 Operate the VALUE knob.

The display will indicate the current calibration value for one second.



STEP 3 While the value is displayed, use the VALUE knob to set the desired value.

Calibration is within the range of "35" (A = 435 Hz) and "45" (A = 445 Hz).



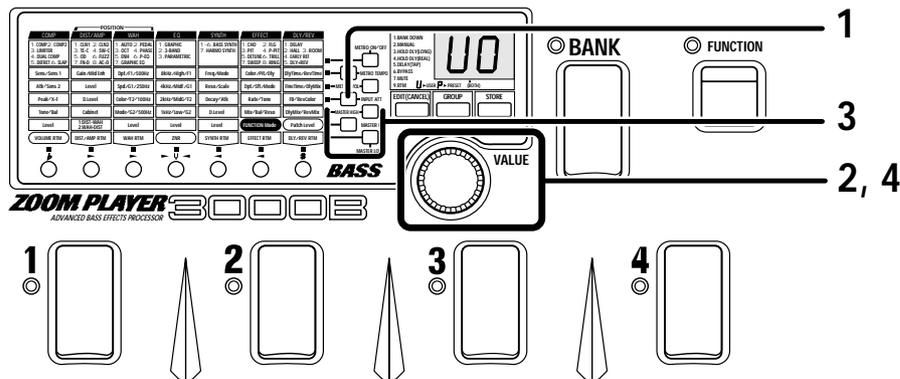
NOTE Every time the unit is turned on, the calibration value is reset to A = 440 Hz.

435Hz	: 35
440Hz	: 40
445Hz	: 45

Let's Try Out Some Patches (Play Mode Operation)

Adjusting Input Sensitivity/Tone

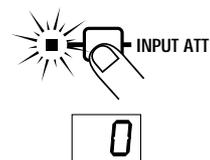
This section describes how to adjust input sensitivity (for matching the 3000B to the output level of the instrument) and tone (to suit the acoustic requirements of a performance venue).



STEP 1 To adjust input sensitivity, press the Parameter Select key marked INPUT ATT in Play mode or Manual mode.

The current input attenuator setting (-18 to 0) is shown on the display for about one second.

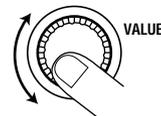
HINT When the 3000B is in Play mode, the Parameter Select keys serve to change internal settings of the 3000B or to use the metronome.



STEP 2 Adjust the VALUE knob while playing your instrument, to adjust the input sensitivity.

Pressing the same Parameter Select key once more returns the unit to the previous mode.

HINT When a bass guitar with high output is connected, the sound of the 3000B may be distorted due to input overload. In such a case, reduce the input sensitivity.



STEP 3 To adjust tone, press one of the Parameter Select keys marked MASTER HIGH, MASTER MID, or MASTER LOW.

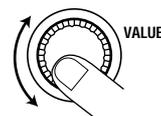
These keys serve to adjust the high range, midrange, and low range, respectively. The current setting (-12 to 0 to +12) is shown on the display for about one second.



STEP 4 Adjust the VALUE knob to change the attenuation or boost of the selected frequency range.

Pressing the same Parameter Select key once more returns the unit to the previous mode.

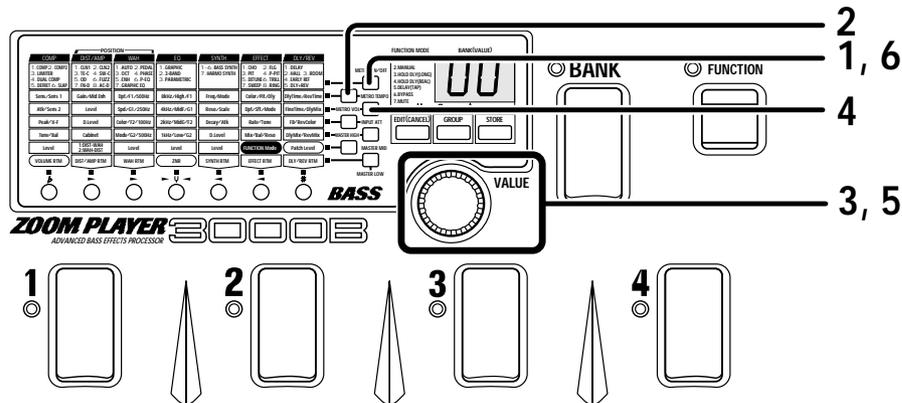
- HINT**
- The input sensitivity and tone settings are valid for all patches, and are maintained also when the unit is switched off.
 - The input sensitivity and tone adjustment can be performed also in Manual mode (page 23).
 - In Play mode and Manual mode, if the INPUT ATT, MASTER HIGH, MASTER MID, or MASTER LOW setting is other than 0, the respective LED is lit.
 - In the Bypass state, the input sensitivity setting is active, but tone adjustment settings are inactive.



Let's Try Out Some Patches (Play Mode Operation)

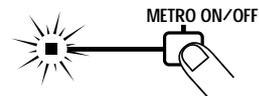
Using the Metronome Function

The 3000B incorporates a metronome function that is handy for scale and fingering practice. The metronome can be used at any time in Play mode, Manual mode, and in the Bypass state.



STEP 1 To activate the metronome, press the Parameter Select key marked **METRO ON/OFF** in Play mode, Manual mode, or in the Bypass state.

The metronome comes on and a click sound is heard. The LED of the METRO ON/OFF key flashes in the metronome tempo.



STEP 2 To change the metronome tempo, press the Parameter Select key marked **METRO TEMPO**.

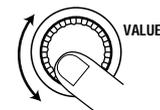
The current tempo setting (40 - 250) is shown on the display for about one second. Values between 100 and 199 are denoted by a dot in the right column. Values between 200 and 250 are denoted by dots in the left and right columns.

Tempo value: 40 ... 99 100 101 ... 199 200 201 ...
 Display indication: 40 ... 99 00. 01. ... 99. 0.0. 0.1. ...



STEP 3 Use the **VALUE** knob to adjust the tempo.

Pressing the same Parameter Select key once more returns the unit to the previous mode.



STEP 4 To change the metronome volume, press the Parameter Select key marked **METRO VOL**.

The current volume setting (0 - 50) is shown on the display.



STEP 5 Use the **VALUE** knob to adjust the volume.

Pressing the same Parameter Select key once more returns the unit to the previous mode.

STEP 6 To turn the metronome off, press the METRO ON/OFF key once more.

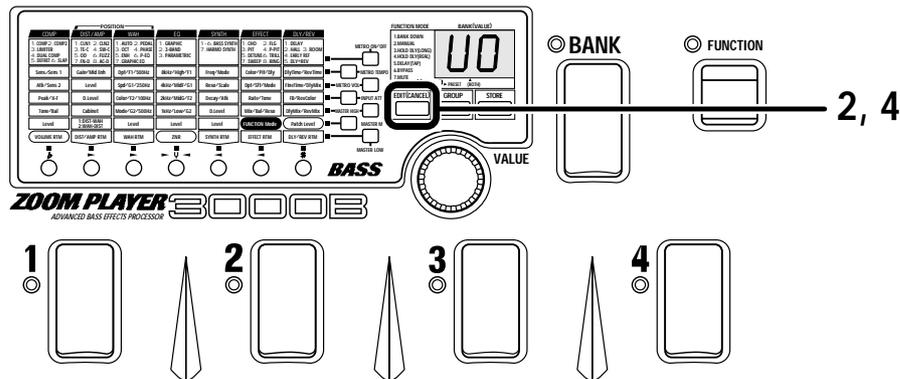


- The tempo and volume settings are maintained also when the unit is switched off.
- The metronome function can be used also in Manual mode (page 23).

Changing the Patch Sound (Edit Mode Operation)

This section describes basic operation of the Edit mode. The patches of the 3000B are made up from a variety of effect parameters that determine the sound and the signal routing, as well as patch parameters that affect the entire patch such as the ZNR sensitivity setting and the overall patch level. In the Edit mode, these parameters can be changed to fit your personal preferences. Global parameters are also set in this mode.

Switching Between Edit and Play Mode



STEP 1 In the Play mode, choose the patch you want to edit. (This can be from the USER or PRESET group.)

STEP 2 Press the EDIT key.

The 3000B enters Edit mode, so that you can edit parameters.



STEP 3 Perform editing.

The editing methods are explained in detail on the following pages.

STEP 4 When you have finished editing, press the EDIT key again.

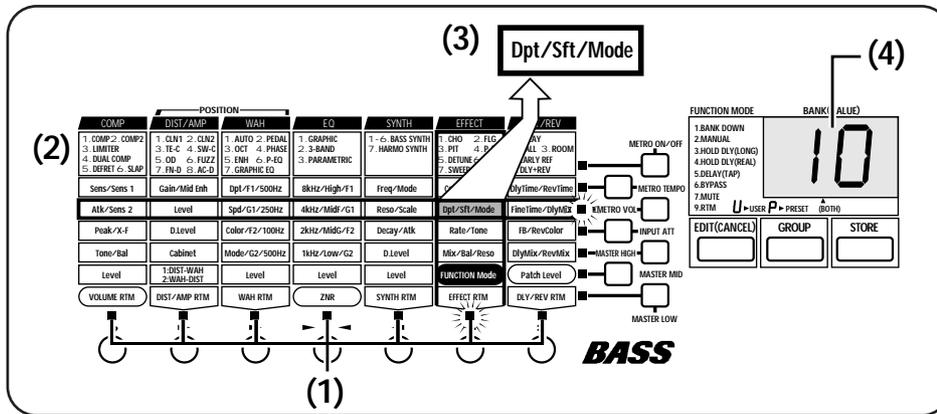
The 3000B returns to the Play mode.



Changing the Patch Sound (Edit Mode Operation)

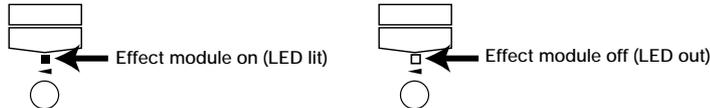
Panel Display in Edit Mode

In Edit mode, the panel displays the following information:



(1) Effect module ON/OFF

When the effect modules are ON in a patch, their corresponding module LEDs light.



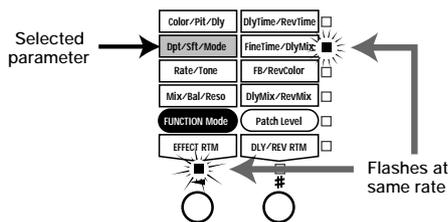
(2) Parameter type

On the top panel of the 3000B, effect modules are arranged horizontally and effect parameters for the various modules are listed vertically (including patch parameters and global parameters).

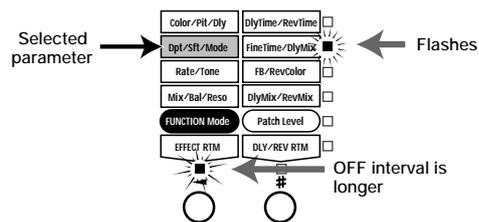
(3) Currently selected parameter

The parameter at the point where the lines marked by the flashing module LED and flashing parameter LED cross is the parameter that is currently selected for editing. When an effect module is selected that is currently off, the flashing interval of the module LED changes (the off time becomes longer).

When selected effect module is on



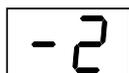
When selected effect module is off



(4) Parameter value

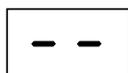
The value of the parameter currently selected for editing is displayed. When the selected effect module is off, only "--" is displayed.

Effect module on



Parameter value

Effect module off

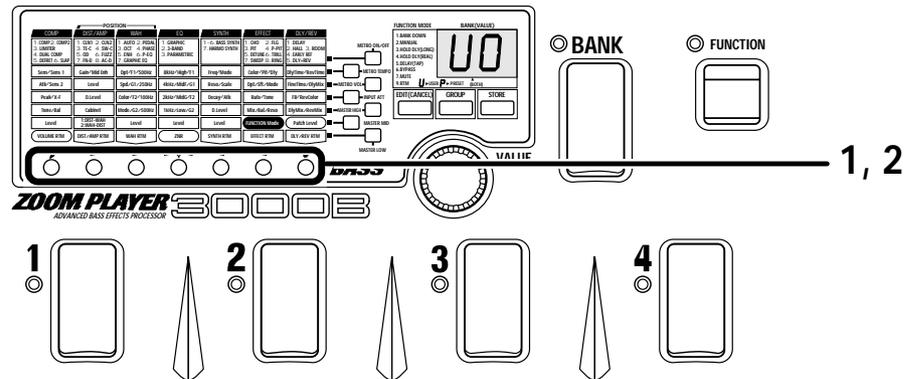


Parameters for modules that are switched off cannot be edited.

Depending on the type selected for the effect module, some parameters may have no setting item. When such a parameter is selected, the display shows "-.-". For information on effect types and parameters.

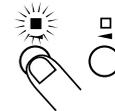
Switching Effect Modules On/Off

In Edit mode, the effect modules can be switched on or off freely.



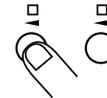
STEP 1 Use the Module Select keys to select the desired effect module.

In Edit mode, the module LEDs light for effect modules that are currently on. The LED for the module that is selected for editing flashes. By pressing the MODULE Select key directly under the module LED, this LED starts to flash.



STEP 2 Pressing the MODULE Select key once more turns the effect module on or off.

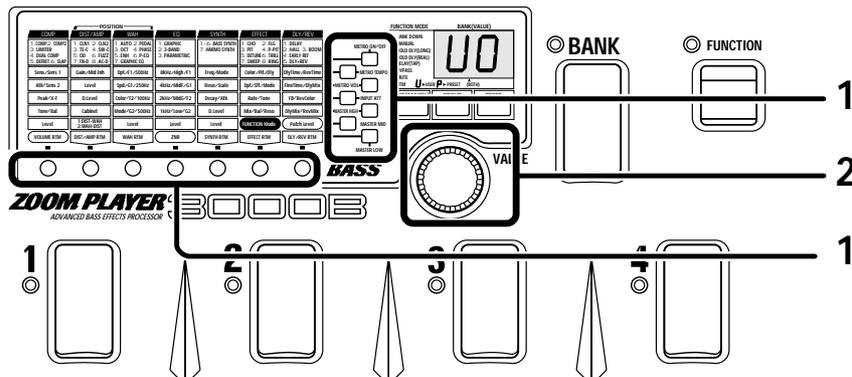
The MODULE key can be used to toggle the module on or off. When off, the module LED goes out.



- The module on/off state can be stored as part of a patch, by performing the store operation as described on page 19.
- In Manual mode, the BANK switch and Foot Switches 1 - 4 can be used to switch modules on and off. For details, please refer to page 23.
- In Play mode, modules can be switched on and off by pressing the Module Select keys.

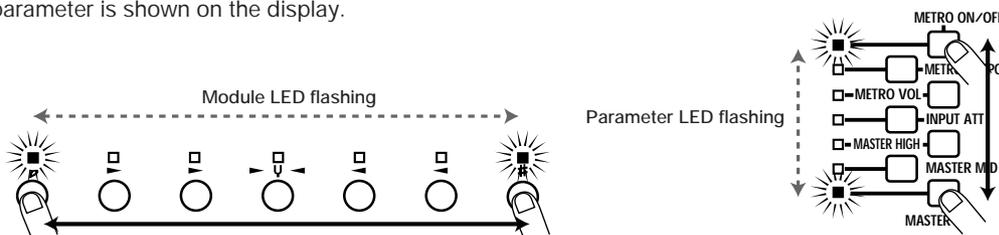
Changing Parameter Settings of Effects

You can choose any parameter of an effect module and change the setting and value as desired.



STEP 1 Use the Module Select keys and Parameter Select keys to move the flashing module LED and parameter LED to the parameter you want to edit.

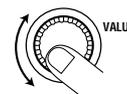
When the Edit mode is first activated, the PATCH LEVEL parameter is selected for editing. When the parameter is switched, the current value of the parameter is shown on the display.



HINT The topmost parameter controls the effect type for the entire effect module.

STEP 2 Operate the VALUE knob.

The setting of the currently selected parameter changes.



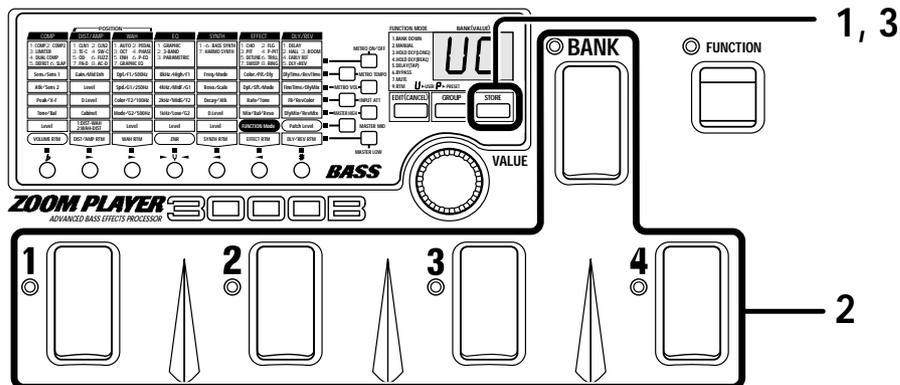
STEP 3 Change other parameters in the same way.

NOTE The parameter changes made in this way are temporary. If you do not store the new settings, they will return to the original values when you return to Play mode and select another patch. (Global parameters revert to the original setting when the unit is turned off.) For information on storing patches, please refer to page 19.

HINT After returning to the Play mode, the most recently edited parameter is still stored in memory. If you return to Edit mode before switching to another patch, you can edit the same parameter again.

Storing Patches

As long as you do not store in memory any patches edited in Edit mode, the original status will be returned when you select another patch. The following paragraphs describe how to store patches.



STEP 1 Press the STORE key.

This will invoke the store standby status, and the module LEDs, and parameter LEDs, will flash. In this status, you can specify the bank number and patch number of the storage destination.



Even though you can change the parameters of the patches of the PRESET group, you cannot write over them. Instead, when you have changed a patch of the PRESET group, the storage destination can only be "U" (USER group).



You can store in either Play mode or Edit mode.

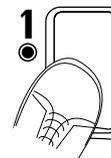


STEP 2 Using the BANK switch and Foot Switches 1 – 4, specify the patch storage destination.

If you do not make any particular specification, the destination will be the original patch of the USER group. When store has not been specified by the PRESET group, the patch is stored in Patch 1, Bank 0 of the USER group.



When you store parameters, the patch data already in the storage destination will be erased. Check to make sure you do not need the patch in the storage destination.



STEP 3 Press the STORE key again. This completes the storage operation, and returns the 3000B to the Play mode.

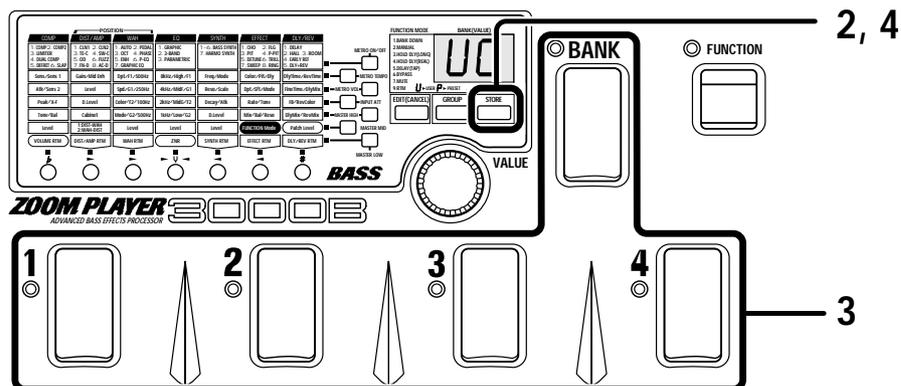


If the STORE key was not pressed for the second time, pressing the EDIT key will abandon the store procedure and return to the previous condition (before step 1).



Copying a Patch to Another Location

Patches of the 3000B can be copied to any desired number in the USER group. For example, if you want to use several patches in a song, copying them to the same bank will make it easy to select them during a performance.



STEP 1 In Play mode, select the patch you want to copy. (The patch can be from the USER group or the PRESET group.)

STEP 2 Press the STORE key.

The 3000B goes into the store standby mode, and the module LED and parameter LED are flashing.

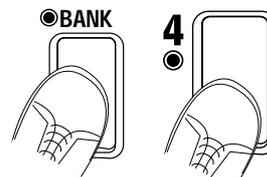


STEP 3 Use the BANK switch and the Foot Switches 1 - 4 to specify the copy target number

Only numbers from the USER group can be selected as copy target.



When a patch is copied, the patch in the target number will be overwritten (erased). Make sure that you do not need the patch in the target location before carrying out the copying operation.



STEP 4 Press the STORE key once more.

The selected patch is stored in the copy target number.



If you press the EDIT key before pressing the STORE key the second time, the copy operation will be canceled and the unit returns to the condition of step 1.

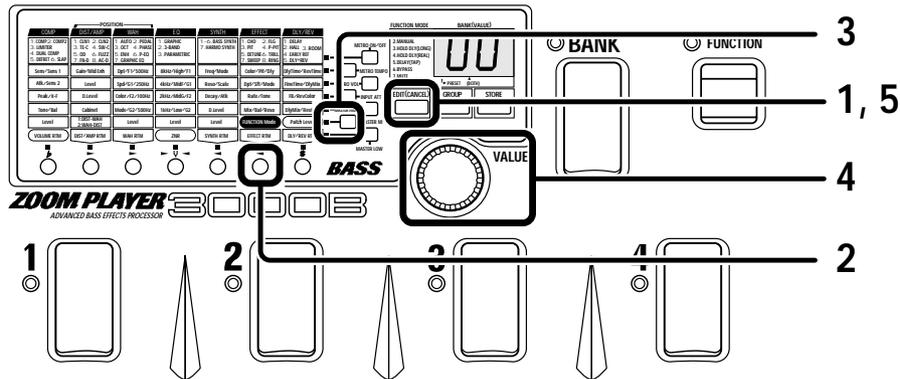


Using the FUNCTION switch

The FUNCTION switch on the top panel of the 3000B is a special switch whose action can be selected by the user. There are nine preprogrammed modes for the FUNCTION switch which provide functions for various applications. This section describes how to select the FUNCTION switch mode and how to use the switch.

Selecting the Action of the FUNCTION Switch

The FUNCTION switch action is selected in Edit mode.



STEP 1 Press the EDIT key to activate the Edit mode.



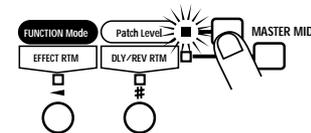
STEP 2 Use the Module Select keys to select the EFFECT module.

The EFFECT module LED flashes.



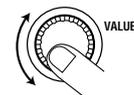
STEP 3 Use the Parameter Select keys to select parameter 5 (FUNCTION Mode).

FUNCTION Mode is a global parameter which serves for controlling the FUNCTION switch. The setting is not affected by the on/off status of the module.



STEP 4 Use the VALUE knob to select one of modes 1 - 9 listed below.

The following FUNCTION switch modes 1 - 9 are available.



1: BANK DOWN

Switches the bank to the next lower number (opposite direction from the BANK switch).

This mode is useful when banks are to be switched often during a performance.

2: MANUAL

Toggles between Manual mode (in which Foot Switches 1 - 4 can be used to individually switch modules on and off) and regular Play mode. For information on Manual mode, please refer to page 23.

This mode is useful when modules are to be switched on and off during a performance.

3: HOLD DLY (LONG)**4: HOLD DLY (REAL)**

Controls the hold delay feature (page 24) for recording and playing a phrase during a performance. In the HOLD DLY (LONG) mode, maximum recording time is 6 seconds. In the HOLD DLY (REAL) mode, maximum recording time is 3 seconds, with higher sound quality.

5: DELAY (TAP)

Allows tap input of the delay time for the hold delay feature (page 26). Useful for controlling the delay time according to the tempo of a song.

6: SYNTH HOLD

In this mode, the sound produced by the SYNTH module is held constant for as long as the FUNCTION switch is pressed. Pressing the FUNCTION switch once more releases the hold mode.

7: BYPASS**8: MUTE**

Toggles the Bypass state or Mute state on and off. When one of these FUNCTION switch modes is selected, the Foot Switches 1 - 4 cannot be used to control the Bypass state (page 9) or Mute state (page 10). This is to prevent inadvertent activation of Bypass or Mute during a performance.

9: RTM

Controls a selected effect parameter or the volume in real time. For details, please refer to page 27.

STEP 5 Press the EDIT key once more.

The 3000B returns to the Play mode.

NOTE

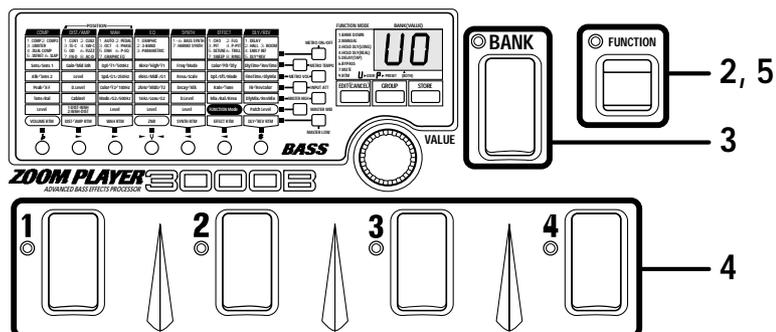
FUNCTION Mode is a global parameter whose setting does not change when a different patch is selected. If not stored, the setting reverts to the previous value when the unit is turned off and then on again. When wishing to store the setting, select any patch in the USER group and store it as described on page 19.

EDIT(CANCEL)



Manual Mode

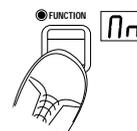
In Manual mode, effect modules can be switched on and off individually during a performance. When the FUNCTION Mode parameter is set to "2", the FUNCTION switch can be used to toggle between Manual mode and regular Play mode. Manual mode operation is described below.



STEP 1 Set the FUNCTION switch to "2: MANUAL", as described on page 21.

STEP 2 Press the FUNCTION switch while the 3000B is in Play mode.

The indication "fn" appears on the display.
The FUNCTION LED lights up.



STEP 3 Use the BANK switch to select effect modules to be assigned to Foot Switches 1 - 4.

In Manual mode, the BANK Switch is used to assign effect modules to Foot Switches 1 - 4.

When the LED of the BANK switch is lit, the following effect modules can be assigned to the Foot Switches 1 - 4.

BANK LED	Foot switch	Corresponding effect module
●	1	COMP module on/off
●	2	DIST/AMP module on/off
●	3	WAH module on/off
●	4	EQ module on/off

When the BANK switch was pressed and the LED flashes, the following modules can be assigned to the Foot Switches 1 - 4.

BANK LED	Foot switch	Corresponding effect module
⊙	1	SYNTH module on/off
⊙	2	EFFECT module on/off
⊙	3	DLY/REV module on/off
⊙	4	--



STEP 4 Use the Foot Switches 1 - 4 to turn the respective effect module on or off.



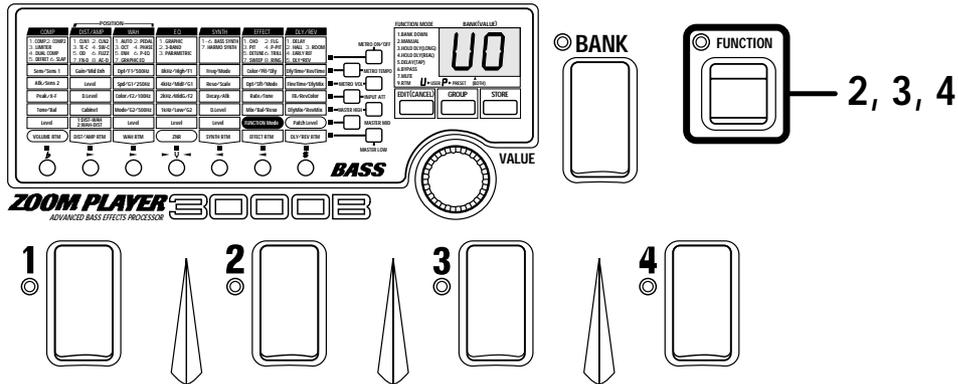
STEP 5 To switch to another patch, press the FUNCTION switch once more.

The FUNCTION LED goes out and the 3000B returns to Play mode.



Recording/Playing a Phrase (Hold Delay)

When the FUNCTION Mode parameter is set to "3: HOLD DLY (LONG)" or "4: HOLD DLY (REAL)", the FUNCTION switch can be used to control the hold delay function. While you keep the FUNCTION switch depressed, play is sampled (recorded digitally) and then repeated by the 3000B.



STEP 1 Set the FUNCTION Mode parameter to "3: HOLD DLY (LONG)" or "4: HOLD DLY (REAL)".

For information on how to select the mode, refer to page 21. In the HOLD DLY (LONG) mode, maximum recording time is 6 seconds. In the HOLD DLY (REAL) mode, maximum recording time is 3 seconds, with higher sound quality. Choose the appropriate mode, depending on the length of the phrase you want to record.

STEP 2 While playing your instrument, press the FUNCTION switch at the point where you want to start sampling, and hold the FUNCTION switch down.

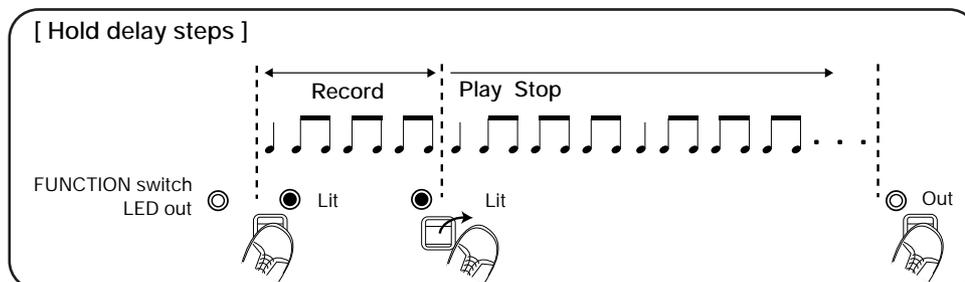
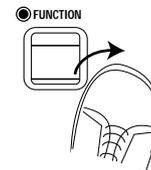
The FUNCTION switch LED lights up and recording starts.

HINT The hold delay function operates independently from other effect modules. It can be used at any time when the 3000B is in Play mode.



STEP 3 Release the FUNCTION switch at the point where you want to end sampling.

The phrase is sampled for the length of the time that the FUNCTION switch is pressed. When you release the switch, the phrase is repeated.



NOTE

If the FUNCTION switch is pressed for a longer interval than the hold time, sampling ends before the switch is released, and repeat play starts.

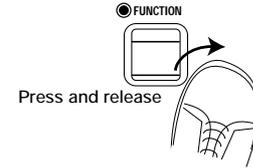
STEP 4 When wishing to stop the sampling playback, press the FUNCTION switch once more and release it immediately.

The FUNCTION switch LED goes out and playback stops. The most recently recorded phrase remains stored in memory until the unit is turned off.

- To start playback once more: Press the FUNCTION switch and release it immediately. The most recently recorded phrase is played.
- To start recording once more: Press the FUNCTION switch and keep it depressed, as described in step 2. The most recently recorded phrase is erased, and recording starts again.

NOTE

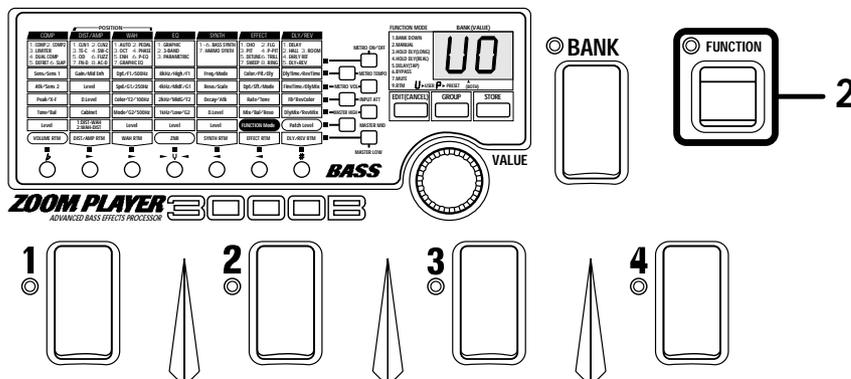
- *If Bypass/Mute is activated during playback, playback stops automatically. The most recently recorded phrase remains stored in memory.*
- *If Bypass/Mute is activated during recording, the Store mode is activated and recording stops automatically. The phrase recorded up to that point remains stored in memory.*



Delay Time Tap Input

When the FUNCTION Mode parameter is set to "5: DELAY (TAP)", the FUNCTION switch can be used to set the delay time for the effect types DELAY and DLY+REV (DLY/REV module). By using this function as described below, you can easily set the delay time to match the music's tempo.

NOTE To use delay time tap input, select a patch which uses the effect type DELAY or DLY+REV from the DLY/REV module. The effect type setting can be checked in the Edit mode (page 18).

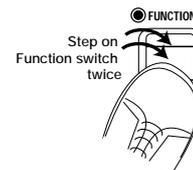


STEP 1 Set the FUNCTION Mode parameter to "5: DELAY (TAP)", as described on page 21.

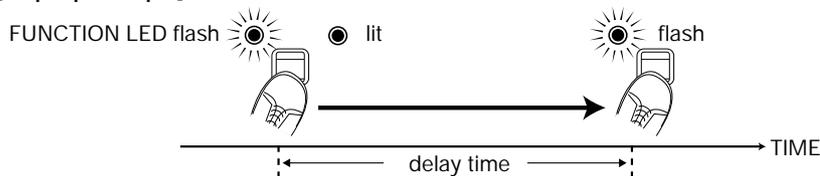
In this mode, the FUNCTION switch LED will flash in sync with the delay time.

STEP 2 Step on the FUNCTION switch twice, to match the tempo.

The 3000B detects the interval in which the FUNCTION switch was pressed, and the delay time will be set in the DLY/REV module. If the FUNCTION switch operation interval exceeds the maximum delay time, the original delay time setting remains active. The maximum delay time is 1000 ms when the effect type is DELAY and 500 ms when the effect type is DLY+REV.



[Tap input steps]

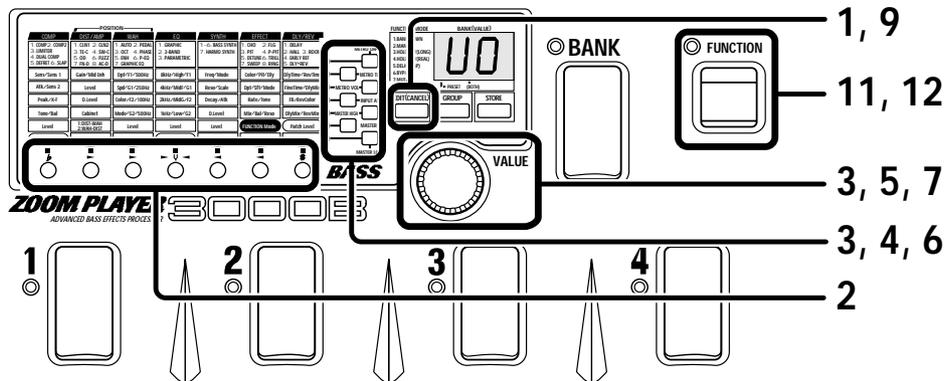


- Delay time tap input can be performed in Play mode or Edit mode. In either mode, the delay time setting will be lost when the unit is turned off, unless the patch was stored. For information on how to store patches, please refer to page 19.
- If the optional remote pedal RP01 is connected and set to DELAY mode, delay time tap input is possible only with the foot switch of the remote pedal RP01 (page 38).

Adjusting Effect Parameters in Real Time (RTM)

When the FUNCTION Mode is set to "9: RTM", the so-called RTM (real-time modulation) function can be used. RTM allows the user to change effect parameters in real time, using the FUNCTION switch.

To use RTM, the reference setting (before change by RTM) and the maximum or minimum value (after change by RTM) must be set for each effect module.



STEP 1 Press the EDIT key to activate the Edit mode.



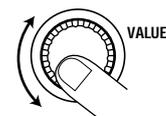
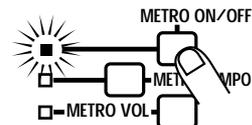
STEP 2 Use the Module Select keys to choose the module to be controlled by RTM.

If the module is off, press the Module Select key once more to turn it on.



NOTE Effect parameters of the COMP module and EQ module cannot be controlled by RTM.

STEP 3 Use the Parameter Select keys and the VALUE knob to choose the effect type.



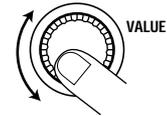
STEP 4 Use the Parameter Select keys to choose the effect parameter to be controlled by RTM.

Which parameter can be controlled depends on the effect type. In the "Effect Types and Parameters" table on page 40-52, the parameter

marked with " ← RTM" can be controlled by RTM. For example, when the effect type CHO is selected for the EFFECT module, the "Mix" parameter can be controlled by RTM.

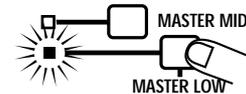
STEP 5 Use the VALUE knob to adjust the value of the effect parameter.

The value set in this way becomes the reference setting for RTM.



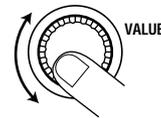
STEP 6 Use the Parameter Select keys to choose parameter 6.

For every effect module except for the COMP module and EQ module, parameter 6 is the RTM parameter which determines the maximum (or minimum) value that is reached by RTM control.



STEP 7 Use the VALUE knob to adjust the RTM parameter.

For example, if the "Mix" parameter was set to "50" in step 5, and the RTM parameter is "0", the adjustment range is 0 - 50. When the parameter is "100", the adjustment range is 50 - 100. When the RTM parameter is "oF", RTM control cannot be used for that module.



NOTE

Depending on the effect type, the RTM parameter causes a change in the upward or downward direction. In some cases, only RTM on or off can be set. For details, please refer to "Effect Types and Parameters" (pages 40–52).

STEP 8 If desired, repeat steps 2 through 7 to make the RTM setting for other effect modules.

STEP 9 When the setting is completed, press the EDIT key to revert to Play mode.

If necessary, store the patch as described on page 19. The RTM setting can be stored individually for each patch.



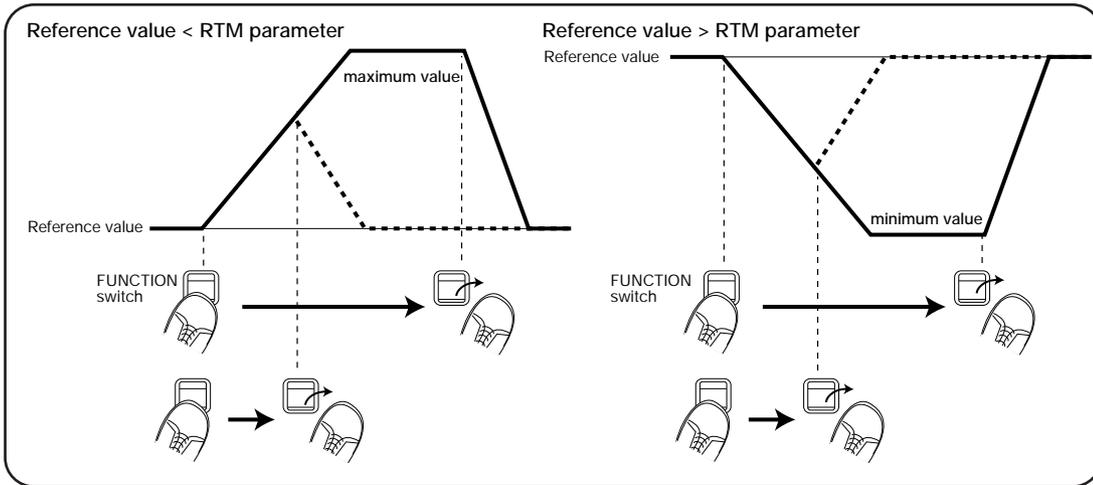
STEP 10 Set the FUNCTION Mode to "9: RTM".

For details, please refer to page 21.

STEP 11 While playing your instrument, press and hold the FUNCTION switch.

The value of the effect parameter selected in step 5 changes gradually towards the maximum (minimum) value set in step 7, causing a change in the sound quality of the patch. When the maximum (minimum) value is reached, the parameter remains constant also if the FUNCTION switch is still depressed.

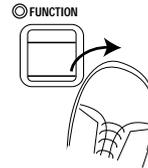




STEP 12 Release the FUNCTION switch.

The RTM control target parameter gradually returns to the original value.

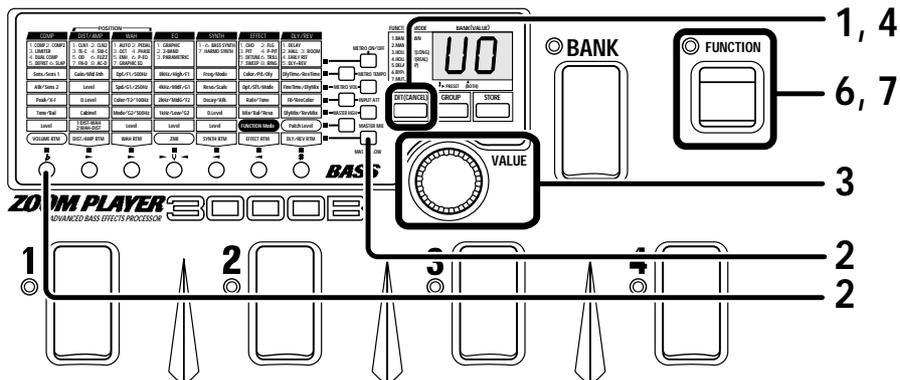
- HINT**
- You can release the FUNCTION switch already before the maximum (minimum) value is reached. The setting will gradually return to the original value. For some effect parameters, simply pressing and releasing the FUNCTION switch will yield an interesting effect. We recommend that you try out the various possibilities.
 - When the remote pedal RP01 is connected, RTM can also be controlled with the foot pedal of the RP01.



Using the FUNCTION switch

Controlling the Volume in Real Time (Volume RTM)

When the FUNCTION mode is set to "9: RTM", the Volume RTM function is also available, allowing volume adjustment in real time. This makes it possible to easily perform fade-out or fade-in during a performance.

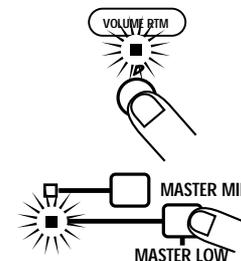


STEP 1 Press the EDIT key to activate the Edit mode.



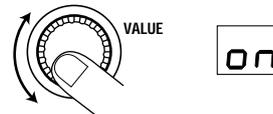
STEP 2 Use the Module Select keys and the Parameter Select keys to choose parameter 6 (Volume RTM) of the COMP module.

Parameter 6 of the COMP module serves for turning Volume RTM on and off.



STEP 3 Use the VALUE knob to set the display indication to "on".

Volume RTM can now be used.



STEP 4 Press the EDIT key to revert to Play mode.

If necessary, store the patch as described on page 19. The Volume RTM setting can be stored for each patch.



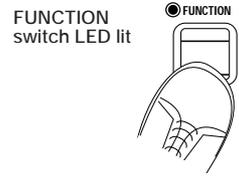
STEP 5 Set the FUNCTION Mode to "9: VOLUME".

For details, please refer to page 21.

STEP 6 While playing your instrument, press and hold the FUNCTION switch.

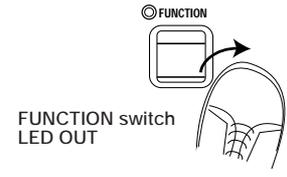
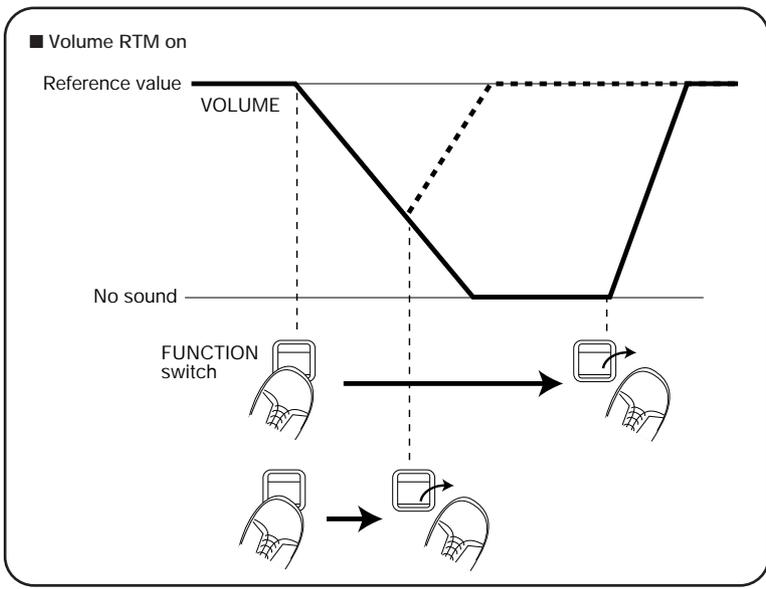
The effect volume will be gradually reduced to zero.

NOTE The volume here refers to the input level of the EFFECT module, not the overall level of the 3000B. If for example delay or reverb is used, only the original sound is reduced, and the delay or reverb sound is still audible.



STEP 7 Release the FUNCTION switch.

The volume gradually returns to the original value.



- HINT**
- In step 6, you can release the FUNCTION switch before the volume zero point is reached. The setting will gradually return to the original value.
 - When the remote pedal RP01 is connected, Volume RTM can also be controlled with the foot pedal of the RP01.

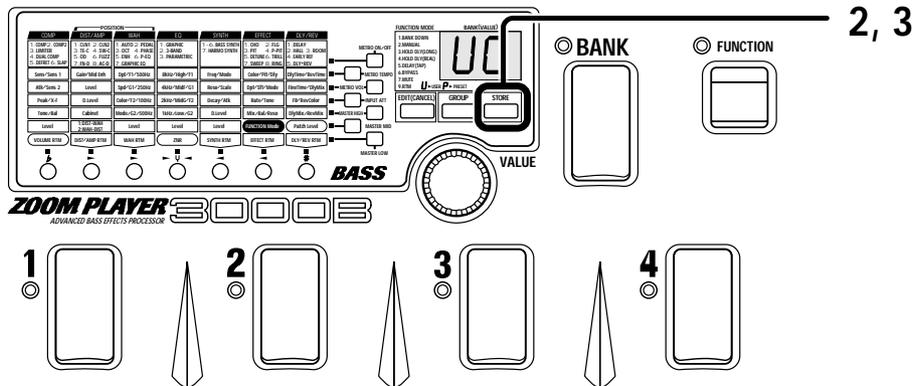
Using the FUNCTION switch

Returning the 3000B to the Factory Default Settings

This section describes use of the Special mode (All Initialize and Factory Recall).

All Initialize is a special function for returning all the patches in the USER group and the values of the global parameters to their factory settings. Factory Recall allows selective return of a specified patch to the factory default.

NOTE Keep in mind that any patches you have stored will be erased if you implement the All Initialize function.



STEP 1 Cut the power supply to the 3000B. (Be sure to turn the amplifier volume down to minimum.)

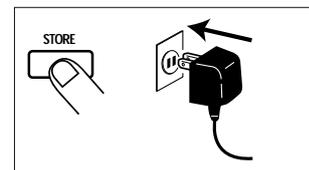


STEP 2

The indication "AL" appears on the display and the module LED and parameter LED are flashing. This indicates that the unit is ready for the All Initialize function.

- To perform All Initialize:
→ Proceed to step 3.
- To perform factory Recall:
→ Use the BANK switch and Foot Switches 1 - 4 to select the patch from the USER group which you want to return to the default condition.

* When wishing to terminate the procedure, press the EDIT key. (The unit reverts to Play mode.)



AL

STEP 3 Press the STORE key once more.

When All Initialize is being carried out, the module LED and parameter LED are flashing quickly. When initialization is completed, the unit automatically reverts to Play mode.

When Factory Recall is being carried out, the module LED and parameter LED are flashing quickly and the specified patch is restored. The unit then remains in standby mode for more patches. When wishing to terminate Factory Recall, press the EDIT key to return to Play mode.

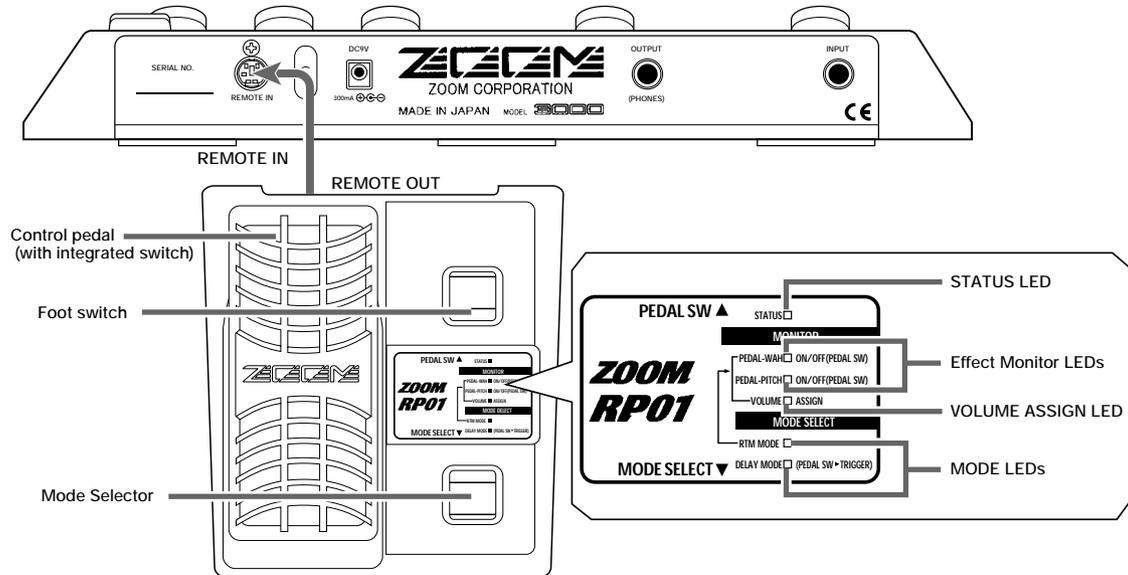


Using the Remote Pedal

While it is possible to perform RTM control and delay time tap input using only the controls on the 3000B itself, connecting the optional remote pedal RP01 will make these functions even easier to use, thereby increasing your playing scope during a performance.

This section explains various way of using the remote pedal RP01.

Names of Parts / Connections



Before connecting the RP01, make sure that power to the 3000B is off. Otherwise proper operation is not assured.

RP01 Names of Parts / Functions

The RP01 has the following two modes, which serve for different functions.

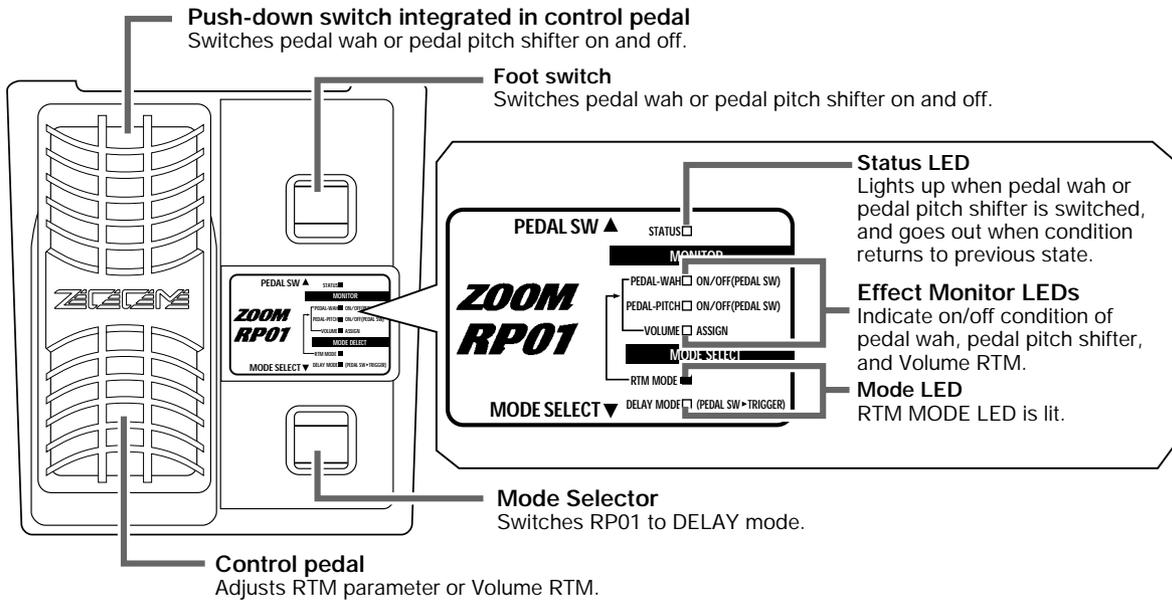
- **RTM mode**

The remote pedal RP01 serves for continuously varying the effect parameter or volume of a patch. This allows use for pedal wah or the pedal pitch shifter. When switching patches, the RP01 is always in RTM mode.

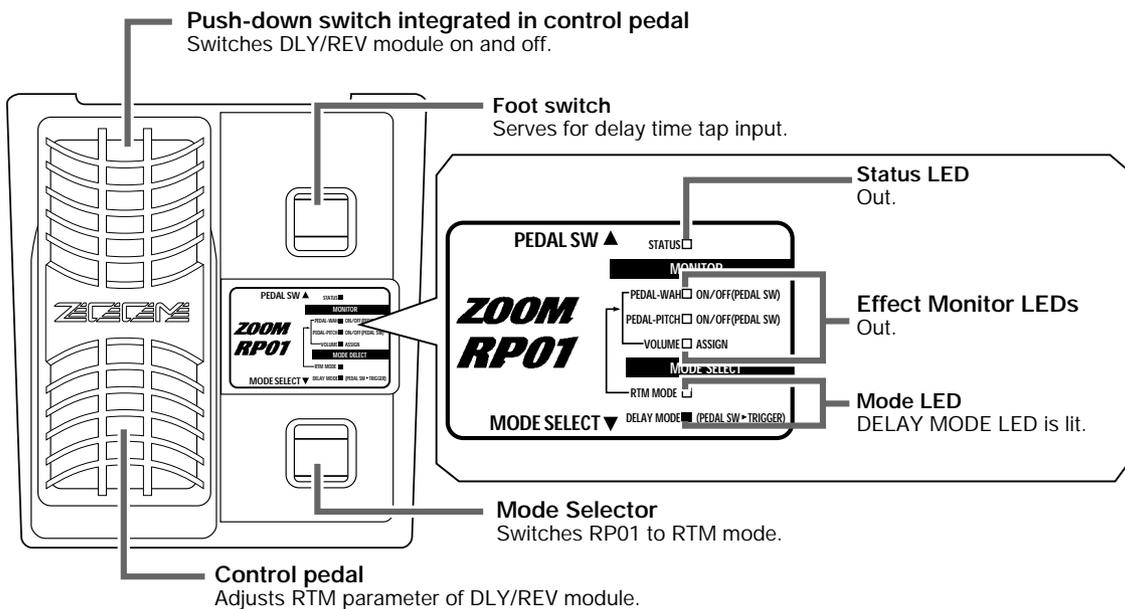
- **DELAY mode**

This mode allows use of the switch on the RP01 for delay time tap input and for control of the delay effect.

Control functions (RTM mode)

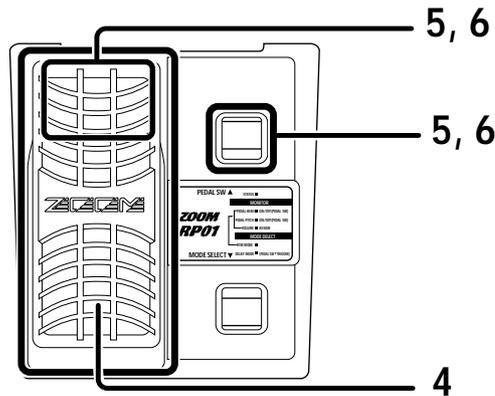


Control functions (DELAY mode)



Using the RP01 for Controlling the RTM Parameter (RTM Mode)

This section describes how to use the RP01 for controlling RTM or Volume RTM.



STEP 1 Verify that the RP01 is properly connected to the 3000B.

STEP 2 Set the FUNCTION switch (FUNCTION Mode parameter) to one of modes 1 - 8.

For details, please refer to page 21.



If the FUNCTION Mode is set to "9: RTM", the control pedal of the RP01 will only function as master volume pedal.

FUNCTION switch (3000B) and control pedal (RP01) operation (RP01 in RTM mode)

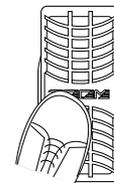
FUNCTION Mode parameter setting	FUNCTION switch (3000B) operation	Control pedal (RP01) operation
When FUNCTION Mode = 1 - 8	Function selected with FUNCTION Mode parameter	RTM/Volume RTM control
When FUNCTION Mode = 9	RTM/Volume RTM control	Master volume control

STEP 3 Call up a patch for which RTM/Volume RTM has been set.

For information on making settings for the RTM function, please refer to page 21. When a patch has been called up, the RP01 is always in RTM mode and the RTM MODE LED is lit.

STEP 4 Operate the control pedal of the RP01 while playing your

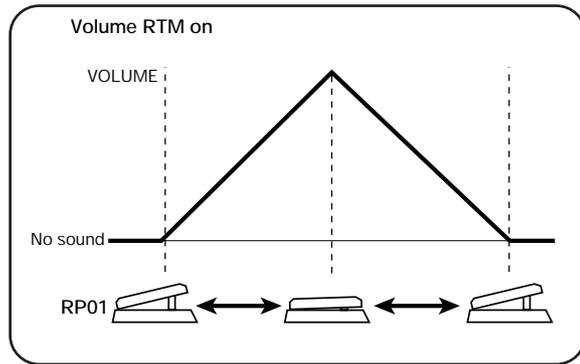
The parameter adjusted with the control pedal depends on the effect type selected for the patch and on the RTM/Volume RTM setting. It is also possible to control several parameters at a time.



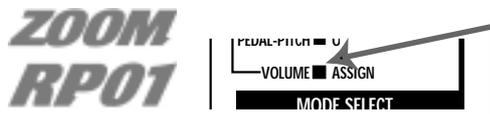
■ If Volume RTM is ON

If the Volume RTM setting is ON for the currently selected patch, the control pedal of the RP01 can be used to continuously vary the volume of the patch. When the pedal is fully up, volume is zero. Pushing the pedal down will gradually increase the volume.

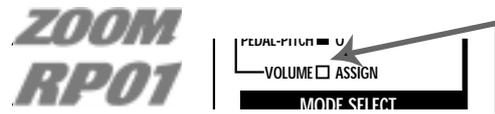
The Volume RTM ON/OFF condition can be checked with the VOLUME ASSIGN LED of the RP01.



[VOLUME ASSIGN LED RP01]



When Volume RTM is ON: LED lit



When Volume RTM is OFF: LED out

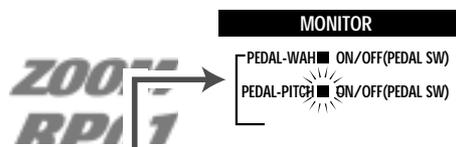
■ When pedal wah or pedal pitch is selected

If the WAH module is ON for the currently selected patch and PEDAL is selected as effect type, the control pedal of the RP01 can be used as a wah pedal. Similarly, if the EFFECT module is ON for the currently selected patch and P-PIT is selected as effect type, the control pedal of the RP01 can be used as a pitch shift pedal.

The change direction when the pedal is pressed depends on the RTM parameter setting.

The pedal wah/pedal pitch setting and the ON/OFF state can be checked with the Effect Monitor LED.

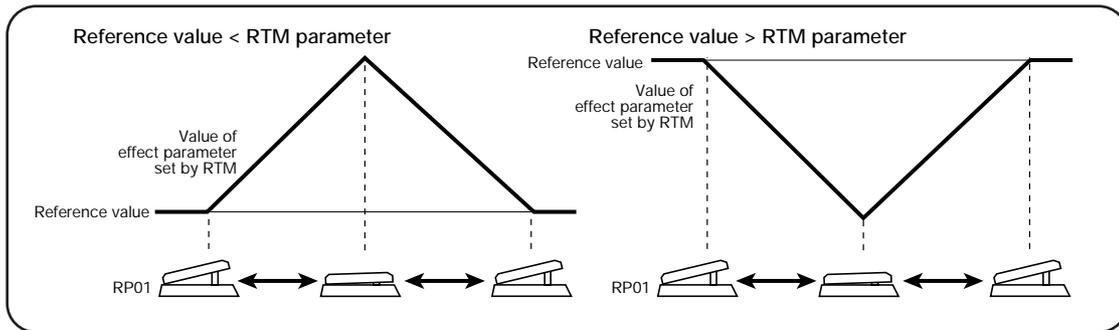
[Effect Monitor LED]



- When PEDAL/P-PIT is selected and module is on:  LED lit
- When PEDAL/P-PIT is selected and module is off:  LED flashing
- When PEDAL/P-PIT is not selected for the module:  LED out

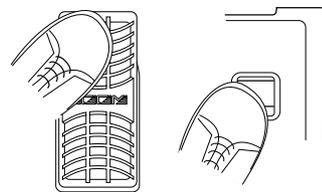
■ When other RTM parameter is selected

If a parameter other than pedal wah/pedal pitch shift is set for the currently selected patch, the control pedal of the RP01 can be used to continuously vary that effect parameter. When the control pedal is fully raised, the parameter is at the reference value. Pushing down the pedal will gradually alter the parameter towards the maximum (minimum) value.



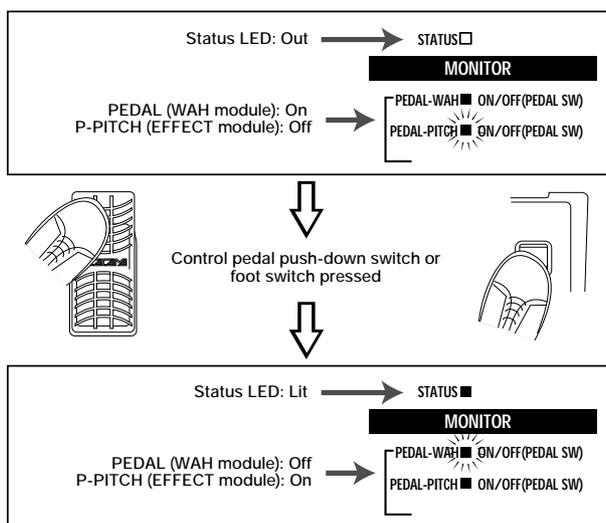
STEP 5 To switch the on/off state of pedal wah/pedal pitch shift, use the control pedal push-down switch or the foot switch of the RP01.

If the PEDAL parameter of the WAH module or the P-PITCH parameter of the EFFECT module is selected for the current patch, the control pedal push-down switch or the foot switch of the RP01 can be used to toggle the ON/OFF state. The Status LED lights up accordingly.



STEP 6 To return the pedal wah/pedal pitch shifter to the original state, press the control pedal push-down switch or foot switch once more.

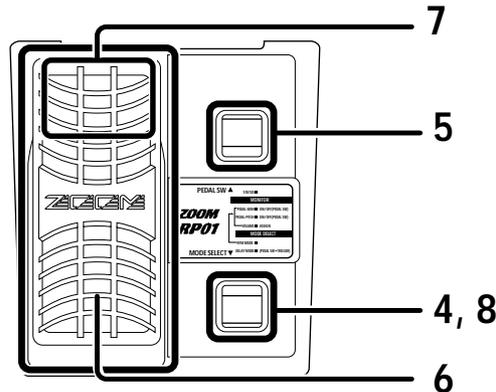
The Status LED goes out.



- When the Effect Monitor LED for pedal wah/pedal pitch shifter is out (effect type PEDAL/P-PITCH is not selected in respective module), the control pedal push-down switch and the foot switch have no effect.
- Any change in the pedal wah/pedal pitch shifter on/off setting and the RTM parameter is only temporary. When another patch is selected, the settings of the new patch will become active.

Using the RP01 for delay effect control (DELAY Mode)

This section describes how to use the RP01 for tap input of the delay time and for on/off switching of the DLY/REV module.



- STEP 1** Verify that the RP01 is properly connected to the 3000B.
- STEP 2** Set the FUNCTION switch (FUNCTION Mode parameter) to one of modes 1 - 8.
For details, please refer to page 21.
- STEP 3** Select a patch which uses the effect type DELAY or DLY+REV from the DLY/REV module.
- STEP 4** Push the Mode Selector of the RP01 to select DELAY mode. The DELAY MODE LED lights up.

When a new patch is selected, the RP01 is always in RTM mode. The Mode Selector of the RP01 must therefore be used to activate the DELAY mode.



- When the FUNCTION Mode is set to "9: RTM", the control pedal of the RP01 is inactive.
- When the FUNCTION Mode is set to "5: (DELAY)", the RP01 functions normally, but the FUNCTION switch on the 3000B is inactive.

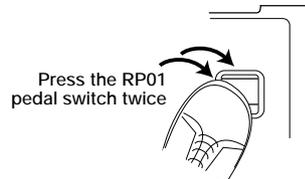
FUNCTION switch (3000B) operation (RP01 = DELAY mode)

FUNCTION MODE parameter setting	FUNCTION switch (3000B) operation
FUNCTION MODE = 1 - 4, 6 - 8	Function selected with FUNCTION Mode
FUNCTION MODE = 5	Inactive
FUNCTION MODE = 9	RTM/Volume RTM operation

STEP 5 To perform delay time tap input, press the RP01 pedal switch twice.

The 3000B detects the interval in which the pedal switch was pressed, and the delay time will be set in the DLY/REV module.

If the pedal switch operation interval exceeds the maximum delay time, the original delay time setting remains active. The maximum delay time is 1000 ms when the effect type is DELAY and 500 ms when the effect type is DLY+REV.



The RP01 cannot be used for controlling the hold delay function. To use hold delay, set the FUNCTION Mode parameter of the 3000B to "3: HOLD DLY (LONG)" or "4: HOLD DLY (REAL)" and operate the FUNCTION switch.

STEP 6 To vary the effect parameter of the DLY/REV module, move the control pedal of the RP01 up or down.

When the RP01 is in DELAY mode, the control pedal serves for RTM control of the DLY/REV module.



STEP 7 To switch the DLY/REV module on and off, press the control pedal fully down to operate the push-down switch.

When the RP01 is in DELAY mode, the control pedal push-down switch serves for on/off switching of the DLY/REV module.



STEP 8 To return the RP01 to the RTM mode, push the Mode Selector or select another patch.



Any change made with the RP01 to the delay time, DLY/REV module on/off setting, and RTM parameter is only temporary. When a new patch is selected, the settings of that patch will become active.



Effect Types and Parameters

This section explains all of the Zoom Player 3000B's effect types and parameters. However, parameters that are the same for several effect types are only explained fully the first time they appear.

- Parameters marked with "G" are global parameters, and parameters marked with "P" are patch parameters. These parameters can be changed regardless of the on/off condition of the respective effect module.
- Parameters marked with "←RTM" are parameters which can be operated by RTM when that effect module is selected.
- Shaded sections () indicate that there are no setting items for the parameter. When such a parameter is selected, the display only shows "-_.".

COMP (Compressor) Module

This module contains effects that influence the dynamic range, such as a compressor and limiter. The Volume RTM setting is also made in this module.

TYPE COMP	1. COMP	2. COMP2	3. LIMITER	4. DUAL COMP	5. DEFRET	6. SLAP
Parameter 1	Sens 1-50		Sens(Threshold) 1-50	Sens1 1-50	Sens 1-50	
Parameter 2	Atk 1-50			Sens2 1-50	Atk 1-50	
Parameter 3	Peak(Wild) 1-8	Peak(Release) 1-8	Peak(Ratio) 1-8	X-F 1-8		
Parameter 4	Tone 1-8			Bal 0-100		
Parameter 5	Level 1-30					
Parameter 6	VOLUME RTM (P) oF, on					

Effect types

The following six effect types are available in the COMP module.

- Type 1 COMP (Compressor)
- Type 2 COMP2 (Compressor 2)
- Type 3 LIMITER
- Type 4 DUAL COMP (Dual Compressor)
- Type 5 DEFRET
- Type 6 SLAP

Depending on the selected effect type, the content of parameters 1, 2, 3, 4 changes.

Type 1 COMP (Compressor)

The compressor maintains the volume within a given dynamic range by reducing attack intensity.

- **Parameter 1 Sens**
Determines the compressor depth.
- **Parameter 2 Atk**

Determines the time interval between the bass guitar sound and the onset of the compressor effect.

- **Parameter 3 Peak (Wild)**
Higher values result in a more peak-oriented, unrestrained sound.
- **Parameter 4 Tone**
Higher values result in a brighter sound.

Type 2 COMP2 (Compressor 2)

Compared to COMP, this effect type causes a less intense sound change.

- **Parameter 3 Peak (Release)**
Determines the speed of compression release. The parameter content is the same as for Type 1 (COMP).

Type 3 LIMITER

This effect keeps the sound below a certain level.

- **Parameter 1 Sens (Threshold)**
Determines the threshold from which the limiter

effect becomes active.

● **Parameter 2 Atk**

● **Parameter 3 Peak (Ratio)**

Determines the compression ratio for signals exceeding the threshold. Higher values result in higher compression ratio.

● **Parameter 4 Tone**

■ **Type 4 DUAL COMP (Dual Compressor)**

This effect allows choosing a different compression value for the low range and high range.

● **Parameter 1 Sens1**

Determines the compressor depth for the high range.

● **Parameter 2 Sens2**

Determines the compressor depth for the low range.

● **Parameter 3 X-F**

Determines the frequency for dividing the high range and low range.

● **Parameter 4 Bal**

Determines the level balance of high range and low range.

■ **Type 5 DEFRET**

This effect simulates the slow-attack sound of a fretless bass. The effect should be used only when playing single notes.

● **Parameter 1 Sens**

Determines the input sensitivity.

● **Parameter 2 Atk**

Determines the attack speed.

■ **Type 6 SLAP**

This effect simulates the slap playing style with sharp attacks. The effect should be used only when playing single notes.

● **Parameter 1 Sens**

● **Parameter 2 Atk**

Higher values result in emphasized attack.

■ **Common parameters for Type 1 - 6**

● **Parameter 5 Level**

Determines the module output level.

● **Parameter 6 Volume RTM (P)**

This is a patch parameter which determines whether the patch level is controlled by RTM. The input level of patches for which this parameter is set to ON can be controlled with the FUNCTION switch or remote pedal RP01.



For controlling Volume RTM with the FUNCTION switch on the 3000B, the FUNCTION Mode Parameter (page 22) must be set to "9: RTM".

DIST/AMP (Distortion/Amp Simulator)

This module comprises distortion effects such as overdrive and fuzz. It also includes amp simulator settings for duplicating the sound of bass guitar amplifiers.

TYPE DIST/AMP	1. CLN1	2. CLN2	3. TE-C	4. SW-C	5. OD	6. FUZZ	7. FN-D	8. AC-D
Parameter 1	Mid Enh (←RTM) 1-30				Gain (←RTM) 1-30			
Parameter 2	Level 0-30							
Parameter 3	D. Level 0-30							
Parameter 4	Cabinet oF, C0-C9, S0-S9							
Parameter 5	1: DIST-WAH 2: WAH-DIST 1, 2							
Parameter 6	DIST/AMP RTM oF, 1-30							

■ **Effect types**

The following eight effect types are available in the DIST/AMP module.

Type 1 CLN1 (Clean 1)

Type 2 CLN2 (Clean 2)

Type 3 TE-C (TE-Clean)

Type 4 SW-C (SW-Clean)

Type 5 OD (Overdrive)

Type 6 FUZZ

Type 7 FN-D (FN-Drive)

Type 8 AC-D (AC-Drive)

Depending on the selected effect type, the content of parameter 1 changes.

■ **Type 1 CLN1 (Clean 1)**

Clean sound with flat frequency response. Convenient when wishing to use only the amp simulator.

■ **Type 2 CLN2 (Clean 2)**

Clean sound making optimum use of the characteristic bass sound.

■ **Type 3 TE-C (TE-Clean)**

Clean sound emulating a high-quality bass amplifier.

■ **Type 4 SW-C (SW-Clean)**

Clean sound emulating a wide-range bass amplifier.

● **Parameter 1 Mid Enh (← RTM)**

Higher values result in more prominent midrange. This parameter is the same for Type 1 - 4.

■ **Type 5 OD (Overdrive)**

Effect with solid overdrive sound.

■ **Type 6 FUZZ**

Effect with strongly distorted fuzz sound.

■ **Type 7 FN-D (FN-Drive)**

Vintage tube-amp type overdrive distortion.

■ **Type 8 AC-D (AC-Drive)**

Overdrive sound such as produced by a bass amplifier with a pronounced midrange.

● **Parameter 1 Gain (← RTM)**

Determines the amount of distortion. This parameter is the same for Type 5 - 8.

■ **Common parameters for Type 1 - 8**

● **Parameter 2 Level**

Determines the level of the effect sound.

● **Parameter 3 D. Level**

Determines the level of the original sound.

● **Parameter 4 Cabinet**

This amp simulator effect adds a cabinet sound to the original bass sound.

oF: The amp simulator effect is off.

C0 - C9: Simulates a combo type speaker cabinet. The numeral adjusts the depth of the effect.

S0 - S9: Simulates a stack type speaker cabinet. The numeral adjusts the depth of the effect.

● **Parameter 5 DIST-WAH/WAH-DIST**

This parameter determines the connection sequence of the DIST/AMP module and the WAH module (page 43).

1: DIST-WAH: The WAH effect module comes after the DIST/AMP effect module.



2: WAH-DIST: The WAH effect module comes before the DIST/AMP effect module.



● **Parameter 6 DIST/AMP RTM**

Sets the maximum (minimum) value for the RTM control parameter denoted by the (← RTM) mark. When set to "oF", RTM control is disabled for that module.

This module comprises wah, phaser, equalizer and other effects.

TYPE WAH	1. AUTO	2. PEDAL	3. OCT	4. PHASE	5. ENH	6. P-EQ	7. GRAPHIC EQ
Parameter 1	Dpt 0-10	F1(Freq) 1-50	Dpt(Oct Mix) (←RTM) 0-50	Dpt 0-10	F1 1-16		500Hz -12 - +12
Parameter 2	Spd(Sens) (←RTM) 0-50		Spd 1-8	Spd (←RTM) 1-50	G1 (←RTM) 0-12	G1 -12 - +12	250Hz -12 - +12
Parameter 3	Color 1, 2			Color (Resonance) -10 - +10	F2 1-16		100Hz -12 - +12
Parameter 4	Mode(Inv) dn, UP		Mode 1, 2	Mode(Stage) 4, 8	G2 0-12	G2 -12 - +12	50Hz -12 - +12
Parameter 5	Level 1-30					Level (←RTM) 1-30	
Parameter 6	WAH RTM oF, 0-50	WAH RTM oF, dn, UP	WAH RTM oF, 0-50	WAH RTM oF, 1-50	WAH RTM oF, 0-12	WAH RTM oF, 1-30	

The following seven effect types are available in the WAH module.

- Type 1 AUTO (Auto Wah)
- Type 2 PEDAL (Pedal Wah)
- Type 3 OCT (Octave)
- Type 4 PHASE
- Type 5 ENH (Enhancer)
- Type 6 P-EQ (Parametric Equalizer)
- Type 7 GRAPHIC EQ (Graphic Equalizer)

Depending on the selected effect type, the content of parameters 1 - 6 changes.

■ Type 1 AUTO (Auto Wah)

This is an effect which applies wah according to how strongly a string is played.

- **Parameter 1 Dpt**
Determines the depth of the Auto Wah effect.
- **Parameter 2 Spd (Sens) (← RTM)**
Determines the sensitivity of the Auto Wah effect.
- **Parameter 3 Color**
Determines the wah character. A value of "1" gives solid sounding Auto Wah, and "2" yields Auto Wah with a unique character.
- **Parameter 4 Mode (Inv)**
Determines the direction of change caused by Auto Wah. "dn" means downward change and "UP" means upward change.
- **Parameter 5 Level**
Determines the module output level.

● Parameter 6 WAH RTM

Sets the maximum (minimum) value for the RTM control parameter denoted by the (← RTM) mark. When set to "oF", RTM control is disabled for that module.

■ Type 2 PEDAL (Pedal Wah)

This effect type allows manual control of wah, using the FUNCTION switch or the optional remote pedal RP01.

- **Parameter 1 F1 (Freq)**
Determines the base frequency for the wah effect (when the pedal is not operated).
- **Parameter 3 Color**
- **Parameter 5 Level**
- **Parameter 6 WAH RTM**
Determines the direction of change caused when the FUNCTION switch is operated (or the remote pedal RP01 is depressed). "dn" means downward change and "UP" means upward change. When set to "oF", WAH RTM control is disabled.

NOTE For controlling wah with the FUNCTION switch on the 3000B, the FUNCTION Mode Parameter (page 22) must be set to "9: RTM".

■ Type 3 OCT (Octave)

This effect adds a one-octave lower component to the signal, resulting in a solid, full-bodied sound.

- **Parameter 1 Dpt (Oct Mix) (← RTM)**
Determines the mix ratio for the one-octave lower sound.

- **Parameter 2 Spd**

Determines the time delay until the effect sets in.

- **Parameter 3 Color**

Determines the sound character.

- **Parameter 4 Mode**

Two methods can be selected for detecting the pitch to be used as reference for producing the effect sound. Use the method that yields a more stable effect pitch.

- **Parameter 5 Level**

- **Parameter 6 WAH RTM**

Sets the maximum (minimum) value for the RTM control parameter denoted by the (← RTM) mark. When set to "oF", RTM control is disabled for that module.



When using this effect, play only single notes. If a chord is played, the pitch cannot be detected correctly.

- **Type 4 PHASE**

This effect adds a phase-shifted component to the signal. By varying the amount of phase shift, a wave effect is achieved.

- **Parameter 1 Dpt**

Determines the depth of the phaser effect.

- **Parameter 2 Spd (← RTM)**

Sets the speed of the phase shift variation.

- **Parameter 3 Color (Resonance)**

Determines the depth of the resonance that adds a special character to the phaser effect.

- **Parameter 4 Mode (Stage)**

Varies the phaser sound in eight distinct stages, allowing you to fine-tune the effect.

- **Parameter 5 Level**

- **Parameter 6 WAH RTM**

- **Type 5 ENH (Enhancer)**

Emphasizes a certain frequency range, making the sound more distinct and prominent. Two enhancer effects can be used simultaneously.

- **Parameter 1 F1**

Determines the frequency range to be emphasized by the first enhancer.

- **Parameter 2 G1 (← RTM)**

Determines the intensity of the first enhancer.

- **Parameter 3 F2**

Determines the frequency range to be emphasized by the second enhancer.

- **Parameter 4 G2**

Determines the intensity of the second enhancer.

- **Parameter 5 Level**

- **Parameter 6 WAH RTM**

- **Type 6 P-EQ (Parametric Equalizer)**

This is a parametric equalizer that allows boost/cut in two separate frequency ranges.

- **Parameter 1 F1**

Determines the boost/cut frequency range for the first equalizer.

- **Parameter 2 G1**

Determines the boost/cut amount for the first equalizer.

- **Parameter 3 F2**

Determines the boost/cut frequency range for the second equalizer.

- **Parameter 4 G2**

Determines the boost/cut amount for the second equalizer.

- **Parameter 5 Level (← RTM)**

- **Parameter 6 WAH RTM**

- **Type 7 GRAPHIC EQ (Graphic Equalizer)**

This is a 4-band graphic equalizer which mainly provides boost/cut in the lower frequency range.

- **Parameter 1 500Hz**

Determines the boost/cut amount in the 500 Hz range.

- **Parameter 2 250Hz**

Determines the boost/cut amount in the 250 Hz range.

- **Parameter 3 100Hz**

Determines the boost/cut amount in the 100 Hz range.

- **Parameter 4 50Hz**

Determines the boost/cut amount in the 50 Hz range.

- **Parameter 5 Level (← RTM)**

- **Parameter 6 WAH RTM**

EQ (Equalizer)

This effect type comprises three equalizer types. ZNR settings (patch parameter) are also made in this module.

TYPE EQ	1. GRAPHIC	2. 3-BAND	3. PARAMETRIC
Parameter 1	8kHz -12 - +12	High -12 - +12	F1 1-16
Parameter 2	4kHz -12 - +12	MidF 1-16	G1 -12 - +12
Parameter 3	2kHz -12 - +12	MidG -12 - +12	F2 1-16
Parameter 4	1kHz -12 - +12	Low -12 - +12	G2 -12 - +12
Parameter 5	Level 1-30		
Parameter 6	ZNR (P) oF, 1-7		

■ Effect types

The EQ module lets you select the following three equalizer types.

Type 1 GRAPHIC EQ (Graphic Equalizer)

Type 2 3-BAND EQ (3-Band Equalizer)

Type 3 PARAMETRIC EQ
(Parametric Equalizer)

Depending on the selected effect type, the content of parameters 1 - 4 changes.

■ Type 1 GRAPHIC EQ (Graphic Equalizer)

This is a 4-band graphic equalizer which mainly provides boost/cut in the upper frequency range. In combination with the GRAPHIC EQ effect type of the WAH module, you can create a graphic equalizer with a total of 8 bands.

● Parameter 1 8kHz

Determines the boost/cut amount in the 8 kHz range.

● Parameter 2 4kHz

Determines the boost/cut amount in the 4 kHz range.

● Parameter 3 2kHz

Determines the boost/cut amount in the 2 kHz range.

● Parameter 4 1kHz

Determines the boost/cut amount in the 1 kHz range.

■ Type 2 3-BAND EQ (3-Band Equalizer)

This is a 3-band equalizer which separately adjusts the high range, midrange, and low range. The midrange is designed as a parametric equalizer with adjustable frequency.

● Parameter 1 High

Determines the boost/cut amount for the high range equalizer.

● Parameter 2 MidF

Determines the frequency for the midrange equalizer.

● Parameter 3 MidG

Determines the boost/cut amount for the midrange equalizer.

● Parameter 4 Low

Determines the boost/cut amount for the low range equalizer.

■ Type 3 PARAMETRIC EQ (Parametric Equalizer)

This is a parametric equalizer that allows boost/cut in two separate frequency ranges. In combination with the PARAMETRIC EQ effect type of the WAH module, you can create a parametric equalizer with a total of 4 bands.

● Parameter 1 F1

Determines the boost/cut frequency range for the first equalizer.

● Parameter 2 G1

Determines the boost/cut amount for the first equalizer.

● Parameter 3 F2

Determines the boost/cut frequency range for the second equalizer.

● Parameter 4 G2

Determines the boost/cut amount for the second equalizer.

■ Common parameters for Type 1 - 3

● Parameter 5 Level

Determines the module output level.

● Parameter 6 ZNR (P)

This is a patch parameter that determines the sensitivity for the Zoom Noise Reduction (ZNR). The recommended approach is to set the value as high as possible without producing an unnatural cut of the instrument sound. When set to "oF", ZNR is disabled.

SYNTH (Bass Synthesizer)

This effect module produces a synthesizer sound based on the reference pitch detected from the bass signal.

TYPE SYNTH	1. BASS SYNTH(1)	2. BASS SYNTH(2)	3. BASS SYNTH(3)	4. BASS SYNTH(4)	5. BASS SYNTH(5)	6. BASS SYNTH(6)	7. HARMO SYNTH
Parameter 1	Freq 1-16						Mode 1-8
Parameter 2	Reso 1-16						Scale (←RTM) 1, 2
Parameter 3	Decay 1-16						Atk 1-16
Parameter 4	D. level 0-30						
Parameter 5	Level (←RTM) 0-30						Level 0-30
Parameter 6	SYNTH RTM oF, 0-30						SYNTH RTM oF, on

■ Effect types

The SYNTH effect module comprises the following seven effect types.

- Type 1 BASS SYNTH 1 (Bass Synthesizer 1)
- Type 2 BASS SYNTH 2 (Bass Synthesizer 2)
- Type 3 BASS SYNTH 3 (Bass Synthesizer 3)
- Type 4 BASS SYNTH 4 (Bass Synthesizer 4)
- Type 5 BASS SYNTH 5 (Bass Synthesizer 5)
- Type 6 BASS SYNTH 6 (Bass Synthesizer 6)
- Type 7 HARMO SYNTH (Harmonic Synthesizer)

Depending on the selected effect type, the content of parameters 1, 2, 3, 5, 6 changes.

NOTE When using this effect, play only single notes. If a chord is played, the pitch cannot be detected correctly.

■ Type 1 BASS SYNTH 1 (Bass Synthesizer 1)

This effect type produces a sawtooth-wave mono synthesizer sound from single notes played on the bass guitar.

- **Parameter 1 Freq**
Determines the center frequency for the filter that is used to shape the synthesizer sound.
- **Parameter 2 Reso**
Adds a special character to the filter effect.
- **Parameter 3 Decay**
Determines the speed with which the range emphasized by the filter shifts up or down.

● Parameter 4 D.Level

Determines the level of the original sound.

● Parameter 5 Level (← RTM)

Determines the level of the synthesizer sound.

● Parameter 6 SYNTH RTM

Sets the maximum (minimum) value for the RTM control parameter denoted by the (← RTM) mark. When set to "oF", RTM control is disabled for that module.

■ Type 2 BASS SYNTH 2 (Bass Synthesizer 2)

This effect type produces a pulsating square-wave mono synthesizer sound from single notes played on the bass guitar. The parameter content is the same as for Type 1 (BASS SYNTH 1).

■ Type 3 BASS SYNTH 3 (Bass Synthesizer 3)

This effect type is a variation of Type 1, with the synthesizer sound as octave unison. The parameter content is the same as for Type 1 (BASS SYNTH 1).

■ Type 4 BASS SYNTH 4 (Bass Synthesizer 4)

This effect type is a variation of Type 1, with the synthesizer sound mixed with a noise component. The parameter content is the same as for Type 1 (BASS SYNTH 1).

■ Type 5 BASS SYNTH 5 (Bass Synthesizer 5)

This effect type yields a portamento type synthesizer sound with a smooth pitch glide. Except for parameter 3, parameter contents are the same as for

Type 1 (BASS SYNTH 1).

● **Parameter 3 Decay**

Determines the speed with which the portamento effect changes the pitch.

■ **Type 6 BASS SYNTH 6 (Bass Synthesizer 6)**

This effect type produces a vibrato type square-wave synthesizer sound. The parameter content is the same as for Type 1 (BASS SYNTH 1).

■ **Type 7 HARMO SYNTH (Harmonic Synthesizer)**

This effect type produces harmonic voices from single notes played on the bass guitar. The harmonic content depends on the settings of the Mode parameter and the Scale Parameter.

● **Parameter 1 Mode**

Selects one of eight types of harmonic voices (1 - 8).

● **Parameter 2 Scale (← RTM)**

Selects the harmonic voice variation. Two variations are available for each of the eight settings of parameter 1.

● **Parameter 3 Atk**

Determines the speed of the synthesizer attack.

● **Parameter 4 D.Level**

Determines the level of the original sound.

● **Parameter 5 Level**

Determines the level of the effect sound (synthesizer sound).

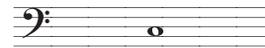
● **SYNTH RTM**

Determines whether RTM control is carried out for the parameter denoted by the (← RTM) mark. When set to "on", the FUNCTION switch or remote pedal RP01 can be used to adjust parameter 2 (Scale).



Using the SYNTH HOLD mode of the FUNCTION switch, you can maintain the currently playing synthesizer tone.

Note played on the bass



Example: C

	When Scale 1 is selected	When Scale 2 is selected
Mode 1	 C	 Cm
Mode 2	 C7 (omit 5)	 Cm7 (omit 5)
Mode 3	 CMaJ7 (omit 5)	 Cm MaJ7 (omit 5)
Mode 4	 FonC	 FonC
Mode 5	 C	 C
Mode 6	 Cdim	 E ^b dim
Mode 7	 C7	 F7
Mode 8	 CMaJ7	 FMaJ7



EFFECT

This module comprises effect types such as chorus, pitch shifter, ring modulator, etc. The global parameter FUNCTION Mode which determines the action of the FUNCTION switch is also part of this module.

TYPE EFFECT	1. CHO	2. FLG	3. PIT	4. P-PIT	5. DETUNE	6. TRILL	7. SWEEP	8. RING
Parameter 1	Color M1-M3, S1-S3	Color (Pre Delay) 1-10	Pit 1, 2, 1... 2, 24		Pit -12 - +12		Color (←RTM) M, m	Dly 0-10
Parameter 2	Dpt 0-10	Dpt 0-10	Sft dn, UP	Mode 1-8	Dpt (PreDelay) 0-10	Mode 1-12	Mode S1-S8, r1-r8	Mode (Reso) 1-10
Parameter 3	Rate 1-50	Rate (←RTM) 1-50	Tone 0-10			Rate 1-50		Rate (←RTM) 1-50
Parameter 4	Mix (←RTM) 0-100	Reso 0-10	Bal (←RTM) 0-100		Mix (←RTM) 0-100	Bal (←RTM) 0-100	Bal 0-100	Mix 0-100
Parameter 5	FUNCTION MODE (G) 1-9							
Parameter 6	EFFECT RTM oF, 0-100	EFFECT RTM oF, 1-50	EFFECT RTM oF, 0-100	EFFECT RTM dn, UP	EFFECT RTM oF, 0-100		EFFECT RTM oF, on	EFFECT RTM oF, 1-50

Effect types

The EFFECT module comprises the following eight effect types.

- Type 1 CHO (Chorus)
- Type 2 FLG (Flanger)
- Type 3 PIT (Pitch Shifter)
- Type 4 P-PIT (Pedal Pitch Shifter)
- Type 5 DETUNE
- Type 6 TRILL
- Type 7 SWEEP
- Type 8 RING (Ring Modulator)

Depending on the selected effect type, the content of parameters 1 - 4 changes.

Type 1 CHO (Chorus)

This effect type produces a warm, spacious chorus sound.

Parameter 1 Color

Selects variations of the chorus effect.
M1, M2, M3: Mono chorus variations
S1, S2, S3: Stereo chorus variations

The numeral specifies the variation.

- 1: Deep, warm chorus
- 2: Clear chorus with little modulation
- 3: Vintage type chorus

Parameter 2 Dpt

Determines the depth of the effect.

Parameter 3 Rate

Determines the speed of the effect.

Parameter 4 Mix (← RTM)

Determines the mix ratio of the effect sound.

Parameter 6 EFFECT RTM

Sets the maximum (minimum) value for the RTM control parameter denoted by the (← RTM) mark. When set to "oF", RTM control is disabled for that module.

Type 2 FLG (Flanger)

This effect type produces a flanger sound with strong modulation.

Parameter 6 EFFECT RTM

Type 3 PIT (Pitch Shifter)

This effect type is a pitch shifter with a range of two octaves up or down.

Parameter 1 Pit

Determines the amount of pitch shift in semitones.

Parameter 2 Sft

Determines the direction of pitch shift. "dn" means a downward change and "UP" an upward change.

Parameter 3 Tone

Attenuates the high-frequency range of the effect.

● **Parameter 4 Bal (← RTM)**

Determines the level balance between effect sound and original sound. "0" means original sound only, and "1.0" (100) means effect sound only.

● **Parameter 6 EFFECT RTM**

■ **Type 4 P-PIT (Pedal Pitch Shifter)**

This effect type allows continuous pitch shift using the FUNCTION switch of the 3000B or the optional remote pedal RP01.

● **Parameter 2 Mode**

The following eight modes can be selected for the pitch shift method.

When RTM parameter is "UP"	Pedal down	Pedal up
When RTM parameter is "dn"	Pedal up	Pedal down
Mode		
1: Dirty Bend	-100 cent	DRY
2: Detune	DOUBLING	-30 cent + DRY
3: Bend Up	0 cent	+1 oct
4: Arm Down	0 cent	-2 oct
5: Octave Harmony	-1 oct + DRY	+1 oct + DRY
6: -5th/+4th	-700 cent + DRY	+500 cent + DRY
7: Cross-Fade	<-infinite> + DRY	+1 oct
8: Stop	<-infinite> + DRY	+1 oct + DRY

● **Parameter 3 Tone**

● **Parameter 6 EFFECT RTM**

Determines the direction of pitch shift when the FUNCTION switch (or the control pedal of the RP01) is operated. When set to "oF", RTM control is disabled for that module.

 When a patch is called up or when the effect type is changed from Pedal Pitch Shifter to another type, the pitch is reset when the pedal is fully raised.

■ **Type 5 DETUNE**

This effect type uses a creative mix of pitch-shifted effect sound and original sound to achieve a chorus sound with only slight modulation.

● **Parameter 1 Pit**

Determines the pitch detune amount.

● **Parameter 2 Dpt (Pre Delay)**

Determines the pre-delay time of the effect.

● **Parameter 3 Tone**

● **Parameter 4 Mix (← RTM)**

Determines the mix ratio of the effect sound.

● **Parameter 6 EFFECT RTM**

Sets the maximum (minimum) value for the RTM control parameter denoted by the (← RTM) mark. When set to "oF", RTM control is disabled for that

module.

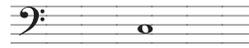
□ **Type 6 TRILL**

This effect type continuously shifts the pitch of the effect sound up and down, simulating trill play.

● **Parameter 2 Mode**

Determines the amount of pitch modulation in semitones.

Note played on the bass



When Mode 2 is selected

When Mode 7 is selected



● **Parameter 3 Rate**

Determines the speed of the pitch modulation.

● **Parameter 4 Bal (← RTM)**

● **Parameter 6 EFFECT RTM**

■ **Type 7 SWEEP**

This effect type continuously varies the pitch of the effect sound to create an arpeggio effect.

● **Parameter 1 Color (← RTM)**

Determines whether a major or minor chord is played. "M" stands for major and "m" for minor.

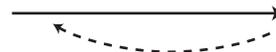
● **Parameter 2 Mode**

The preceding letter determines the arpeggio style, and the following numeral the arpeggio mode.

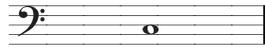
S1 - S8: Arpeggio is played only once.



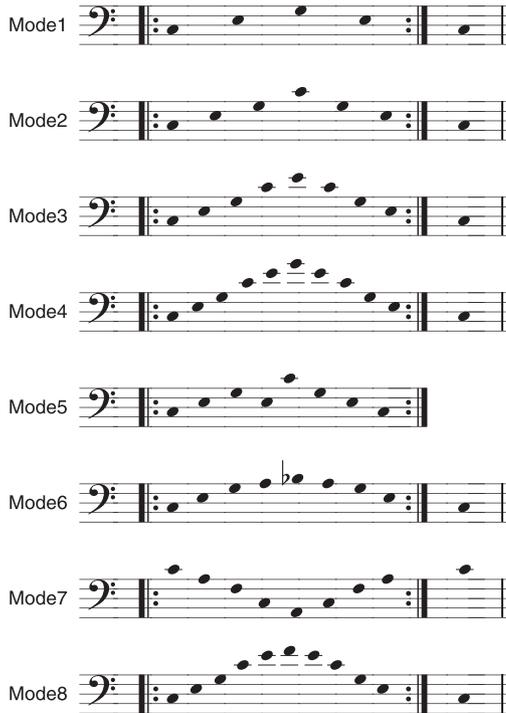
r1 - r8: Arpeggio is repeated.



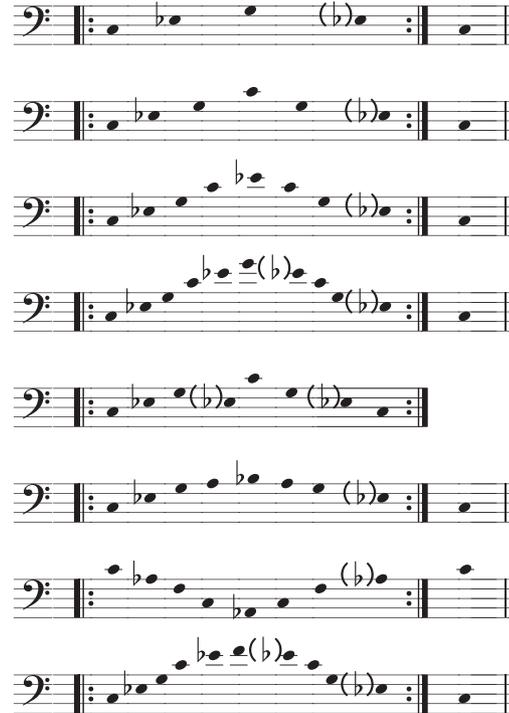
Note played on the bass



When Color is set to M



When Color is set to m



● **Parameter 3 Rate**

Determines the arpeggio speed.

● **Parameter 4 Bal**

● **Parameter 6 EFFECT RTM**

Determines whether RTM control is carried out for the parameter denoted by the (← RTM) mark. When set to "on", the FUNCTION switch or remote pedal RP01 can be used to adjust parameter 1 (Color).

■ **Type 8 RING (Ring Modulator)**

This effect type is a ring modulator that produces a metallic sound.

● **Parameter 1 Dly**

Determines the delay time of the effect sound.

● **Parameter 2 Mode (Reso)**

Determines the resonance of the ring modulator.

● **Parameter 3 Rate (← RTM)**

Determines the modulation frequency.

● **Parameter 4 Mix**

● **Parameter 6 EFFECT RTM**

■ **Common parameters for Type 1 - 8**

● **Parameter 5 FUNCTION Mode (G)**

This is a global parameter that determines the action of the FUNCTION switch. For details on the various modes, please refer to page 21–22.

DLY/REV (Delay/Reverb)

This effect module contains various delay and reverb effects. The Patch Level setting (patch parameter) that controls the level of the entire patch is also made in this module.

TYPE DLY/REV	1. DELAY	2. HALL	3. ROOM	4. EARLY REFLECTION	5. DLY+REV
Parameter 1	DlyTime 0-10		RevTime 1-30		DlyTime 1-50
Parameter 2	FineTime 0-99		FineTime 0-50		DlyMix (←RTM) 0-100
Parameter 3	FB 0-10	RevColor(Tone) 0-10		RevColor(Env) -10 - +10	FB 0-10
Parameter 4	DlyMix (←RTM) 0-100		RevMix(←RTM) 0-100		RevMix 0-100
Parameter 5			Patch Level(P) 1-50		
Parameter 6			DLY/REV RTM oF, 0-100		

■ Parameter 1 TYPE (Effect Type)

The DLY/REV module comprises the following five effect types.

- Type 1 DELAY
- Type 2 HALL (Hall Reverb)
- Type 3 ROOM (Room Reverb)
- Type 4 EARLY REFLECTION
- Type 5 DELAY+REVERB
(Delay and Reverb connected in series)

Depending on the selected effect type, the content of parameters 1 - 4 changes.

■ Type 1 DELAY

Conventional delay effect with a maximum delay time of 1000 milliseconds.

- **Parameter 1 DlyTime**
Determines the delay time in 100-ms steps.
- **Parameter 2 FineTime**
Determines the delay time in 1-ms steps.
- **Parameter 3 FB**
Determines the delay feedback amount.
- **Parameter 4 DlyMix (← RTM)**
Determines the mixing balance between effect sound and original sound. "0" means original sound only, and "1.0" (100) means equal level of effect sound and original sound.

■ Type 2 HALL (Hall Reverb)

Warm reverb effect simulating the sound of a concert hall.

● Parameter 1 RevTime

Determines the duration of the reverb.

● Parameter 2 FineTime

Determines the pre-delay interval until the reverb sound starts

● Parameter 3 RevColor (Tone)

Attenuates the high-frequency range of the effect.

● Parameter 4 RevMix (← RTM)

Determines the mix ratio of the effect sound.

■ Type 3 ROOM (Room Reverb)

Bright reverb effect simulating the sound of a room. The parameter content is the same as for Type 2 (HALL).

■ Type 4 EARLY REFLECTION

A reverb effect that stresses the early reflections. Parameter 3 can be used to achieve a reverse effect.

● Parameter 1 RevTime

● Parameter 2 FineTime

● Parameter 3 RevColor (Env)

Determines the reverb envelope. Negative values result in reverse reverb.

● Parameter 4 RevMix (← RTM)

■ Type 5 DELAY+REVERB

This effect type provides delay and reverb in a serial connection.

● Parameter 1 DlyTime

Determines the delay time in 10-ms steps.

● Parameter 2 Dlymix (← RTM)

Determines the level of the delay sound.

● **Parameter 3 FB**

Determines the delay feedback level.

● **Parameter 4 RevMix**

Determines the reverb level and time. Higher values result in higher level and shorter reverb time.

■ **Common parameters for Type 1 - 6**

● **Parameter 5 Patch Level (P)**

This patch parameter determines the overall volume level of the patch.

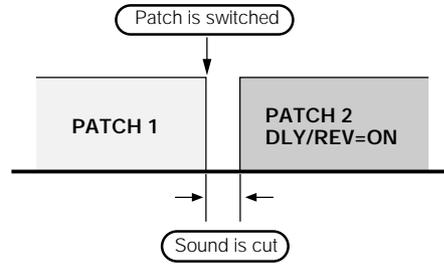
● **Parameter 6 DLY/REV RTM**

Sets the maximum (minimum) value for the RTM control parameter denoted by the (← **RTM**) mark. When set to "oF", RTM control is disabled for that module.

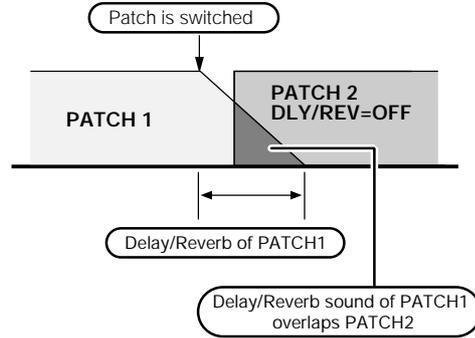


When switching to a patch which does not use the DLY/REV module, the delay sound or reverb sound from the previous patch still remains audible.

If DLY/REV module is ON in target patch



If DLY/REV module is OFF in target patch



3000B SPECIFICATIONS

Effect programs	45 (44effect types + ZNR)
Effect modules	9 (+ ZNR)
Patch memory capacity	USER 10 banks x 4 = 40 (read and write) PRESET 10 banks x 4 = 40 (read only) Total 80 patches
Sampling frequency	39.0625 kHz
A/D converter	20 bit, 64 times oversampling
D/A converter	20 bit, 128 times oversampling
DSP	ZFx-2 (developed by ZOOM) x 2
Input	Bass input (standard monaural phone jack) Rated input level: -20 dBm Input impedance:500 kilohms
Output	Combined line/headphone output (standard monaural phone jack) Max. output level: +6 dBm Output load impedance: 10 kilohms or more
Control connector	For optional RP01
Display	2-digit , 7-segment LED
Power requirements	9 VDC, 300 mA (from supplied AC adapter)
Dimensions	373 (W) x 200 (D) x 46 (H) mm
Weight	1.5 kg

* 0 dBm = 0.775 Vrms

* Design and specifications subject to change without notice.

Troubleshooting

If there seems to be a problem with the unit, please check the following points first.

Problem	Check	Remedy
No Sound, or Extremely Small Sound	• Is the AC adapter connected correctly and the power ON?	⇒ Turn the power ON by following the instructions, "GETTING CONNECTED".
	• Is the INPUT jack correctly connected to the guitar, and the OUTPUT jack to the amplifier?	⇒ Connect them correctly by following the instructions, "GETTING CONNECTED".
	• Is your shielded cable ok?	⇒ Try changing your shielded cable.
	• Is the connected amplifier's power ON?	⇒ Turn the amplifier's power ON.
	• Are volume settings of instrument and amplifier appropriate?	⇒ Adjust the volume to the appropriate level.
	• Is input sensitivity (INPUT ATT) set extremely low?	⇒ Set input sensitivity to a suitable level (see page 13).
	• Is the LEVEL parameter setting for each effect module appropriate?	⇒ Enter the Edit mode (see page 15) and appropriately adjust the levels for each parameter.
	• Is the 3000 muted?	⇒ If the FUNCTION switch mode (see page 22) is set to "MUTE", press the FUNCTION switch to turn off the mute condition.
	• Master volume turned down?	⇒ Turn VALUE knob in Play mode to adjust the volume (see page 8).
• Volume turned down with RP01 (option) foot pedal?	⇒ Operate RP01 foot pedal.	
Patches Do Not Switch	• Is the 3000B in Manual mode?	⇒ Press FUNCTION switch to return to Play mode.
	• Is the 3000B in Store standby status or All Initialize standby status?	⇒ Press the STORE key to execute the operation, or press the EDIT key to leave the standby status and return to Play mode.
RTM (including Pedal Wah and Pedal Pitch Shifter) and Volume RTM cannot be operated with foot pedal of RP01.	• Is a patch with RTM selected?	⇒ Activate Edit mode and make the RTM settings (page 27).
	• Was an effect type which allows Pedal Wah or Pedal Pitch Shifter selected?	⇒ Verify that PEDAL (WAH module) or P-PIT (EFFECT module) is selected as effect type (see page 43, 49).
	• Is Effect Monitor LED off (flashing)?	⇒ Press pedal switch so that LED becomes on (lit).
	• Is RP01 set to DELAY mode?	⇒ Press Mode Selector of RP01 to switch to RTM mode.
	• Is FUNCTION switch of 3000B set to "9: RTM"?	⇒ When FUNCTION switch mode is set to "9: RTM", the control pedal of the RP01 functions as volume pedal. Select another mode (see page 21–22).
Pedal wah or pedal pitch shifter does not turn on or off when integrated switch of RP01 pedal is pressed.	• Is RP01 set to DELAY mode?	⇒ Press Mode Selector of RP01 to switch to RTM mode.
	• Was an effect type which allows Pedal Wah or Pedal Pitch Shifter selected?	⇒ Verify that PEDAL (WAH module) or P-PIT (EFFECT module) is selected as effect type (see page 43, 49).

ZOOM BASS PLAYER 3000B PRESET PATCH LIST

	PATCH 1	PATCH 2	PATCH 3	PATCH 4
BANK 0 DEMO-1	MULTI BASS Straight, fat sound RTM ready	HARD DRIVE Overdriven lead sound RTM ready	TIGHT SLAP Slap sound with room ambience RTM ready	AVANTGARDE Synthesizer bass
BANK 1 DEMO-2	MELODIOUS Ideal for ballad solos RTM ready	DUAL COMP Dual band compressor create fat bass sound	CROSSOVER Vintage Phase sound RTM ready	SWEEP Arpeggiator effect RTM ready
BANK 2 AMP	THE TRACER Very popular bass amp sound from UK	ROCK BASS Heavy Rock bass sound RTM ready	WALK RUN Goliath sound	ACCORDANCE If Jimi was a bassist... RTM ready
BANK 3 MULTI EFFECTS	JET POWER Jet bass RTM ready	WET-WAH Auto-wah with short delay RTM ready	PITCH LEAD 5th harmonized lead sound	Maj7 CHORD Major 7th synth pad sound RTM ready
BANK 4 ARTIST	J.P. Fretless bass sound with warm chorus	SILLY BEAN Great for super-fast right hand play RTM ready	MALE VOICE Synthesizer voice RTM ready	POWER CHORD Bright sound for upper-range chord cutting
BANK 5 CABINET	DETUNE SOLO Detuned chorus sound RTM ready	IN THE WATER In the water... RTM ready	70's DRIVE Fat and overdriven rock sound	PHASE SLAP Very slow phase modulation
BANK 6 VARIATION	SPACY Ideal for six-string bass upper-range arpeggio	FANTASY Warm synthesizer lead RTM ready	CLASSICAL Auto-sweep effect RTM ready	FINGER SLAP Special effect changes every sound to slap RTM ready
BANK 7 LINE(RHYTHM)	REAL FINGER Basic line output setting	80's N.Y. SOUND Line output setting for slap	PICK BASS Line output setting for pick	FRETLESS BASS Defret effect
BANK 8 LINE(LEAD)	CHORUS SOLO Bass solo sound with chorus effect	PITCH BELL Bell sound SFX	REVERSE Special reversed reverb	A-WAH DRIVE Auto-wah effect for line output setting
BANK 9 SFX	DANGER ZONE It's ZOOM's SFX RTM ready	PORTAMENT Synthesizer bass with portament RTM ready	SUPER VIBRATO Exsotic vibrato sound	RING MOD Gong sound SFX RTM ready

RTM ready Using optional RP01 or FUNCTION SW(RTM mode), effect can be controlled dynamically.

*The INPUT ATT and ZNR (Zoom Noise Reduction)parameter in each patch should be adjusted for optimum matching with your bass.

*At the factory, USER memory area is programmed the same as PRESET memory area.

*At the factory, FUNCTION MODE parameter is programmed as "3 HOLD DLY(LONG)"



ZOOM CORPORATION

NOAH Bldg., 2-10-2, Miyanishi-cho, Fuchu-shi, Tokyo 183-0022, Japan
PHONE: 042-369-7116 FAX: 042-369-7115