

ZOOM Effect Processing Power Chart

How best to manage “Process Overflow”

Modeling technology requires the effective use of DSP (Digital Signal Processing) power for the accurate simulation of amps and stompboxes.

The chart below shows the actual DSP power requirement on a scale 0 to 100 for each amp, cabinet and effect.

Please consider the total DSP power requirement for each product when changing preset patches or creating your own.

This will avoid to run into “Process Overflow” when making your own amp and effect combinations.

Maximum capability

G5n ver.2.0 : Up to 100

G3n / G3Xn : Up to 100

TYPE NAME	Processing Power	TYPE NAME	Processing Power
-----------	------------------	-----------	------------------















DYNAMICS

STOMPBOXES

















	Comp	■ 6		RackComp	■ 7
	SlowATTCK	■ 5		ZNR	■ 4
	MuteSW	■ 7		GrayComp	■ 20
	NoiseGate	■ 7		OptComp	■ 13

TYPE NAME	Processing Power	TYPE NAME	Processing Power
-----------	------------------	-----------	------------------

FILTER

	AutoWah	■ 7		Resonance	■ 8
	Cry	■ 6		SeqFLTR	■ 9
	Gt GEQ	■ 5		Gt GEQ 7	■ 5
	St Gt GEQ	■ 11		ParaEQ	■ 5
	EG FLTR	■ 11		RndmFLTR	■ 8
	LowPassFL	■ 8		Exciter	■ 9
	Step	■ 8		LFO FLTR	■ 9

DRIVE

	TS Drive	■ 16		EP Stomp	■ 13
	RC Boost	■ 15		GoldDrive	■ 21
	SweetDrv	■ 28		DYN Drive	■ 21
	RedCrunch	■ 18		MetalWRLD	■ 13
	TB MK1.5	■ 20		OctFuzz	■ 31
	SpotBoost	■ 14		Aco.Sim	■ 13
	NYC Muff	■ 14		HG THRRTL	■ 27
	BG_GRID	■ 16		TS+Boost	■ 14

TYPE NAME	Processing Power	TYPE NAME	Processing Power
-----------	------------------	-----------	------------------

MODULATION

	Tremolo	■ 9		Chorus	■ 8
	StereoCho	■ 7		Phaser	■ 7
	VinFLNGR	■ 6		TheVibe	■ 10
	Vibrato	■ 7		Octave	■ 7
	RingMod	■ 5		Detune	■ 6
	PitchSHFT	■ 7		MonoPitch	■ 7
	HPS	■ 7		Kick FLNG	■ 7
	Slicer	■ 8		CloneCho	■ 10
	SuperCho	■ 8		StonePha	■ 8
	CoronaTri	■ 20		BendCho	■ 9

SFX





	Bomber	■ 8		AutoPan	■ 4
--	--------	-----	--	---------	-----

DELAY

























	Delay	■ 5		AnalogDly	■ 5
	TapeEcho	■ 7		ReverseDL	■ 6
	ModDelay	■ 8		Hold DLY	■ 6
	P-P Delay	■ 6		FilterDly	■ 8
	Dual DLY	■ 17		Pitch DLY	■ 9

TYPE NAME	Processing Power	TYPE NAME	Processing Power
-----------	------------------	-----------	------------------

































DELAY

	SlapBackD	 14		A-Pan DLY	 9
---	-----------	---	---	-----------	--

REVERB

	Air	 6		Room	 10
	Hall	 11		HD Hall	 26
	Spring	 9		FD Spring	 25
	Plate	 21		EarlyRef	 10
	SpaceHole	 29		Church	 30
	Ambience	 29		ParticleR	 38






PEDAL

	PDL Vol	 4		BlackWah	 8
	ChromeWah	 7		WAH100	 6
	PDL Pitch	 7		PDL MnPit	 7
	PDL Vibe	 10		PDL Drive	 18
	PDL PHSR	 6		PDL Delay	 6
	PDL Rev	 11		OSC Echo	 17
	VoiceWah	 12		PDL Roto	 13
	P-BitCRSH	 5		PDL FLNGR	 6














TYPE NAME	Processing Power	TYPE NAME	Processing Power
-----------	------------------	-----------	------------------

STOMPBOXES

RHYTHM / LOOPER











 LP-MONO	■ 7	 LP-STEREO	■ 10
 LP-MN2	■ 7	 LP-ST2	■ 10
 Rhythm	■ 8		

AMP

 MS 800	■ 30	 MS1959	■ 31
 FD TWRN	■ 30	 FD B-MAN	■ 30
 FD DLXR	■ 30	 UK 30A	■ 37
 BG MK1	■ 34	 BG MK3	■ 34
 XtasyBlue	■ 33	 HW 100	■ 28
 Recti ORG	■ 29	 Orange120	■ 34
 DZ DRV	■ 26		

AMP / CABINET




CABINET

 MS4x12	■ 9	 MS4x12GB	■ 9
 FD2x12	■ 9	 FD-B4x10	■ 9
 FD-DX1x12	■ 9	 UK2x12	■ 9
 MK1 1x12	■ 9	 MK3 1x12	■ 9
 BGN4x12	■ 9	 HW4x12	■ 9

TYPE NAME	Processing Power	TYPE NAME	Processing Power
-----------	------------------	-----------	------------------

CABINET

AMP / CABINET

	RCT4x12	■ 9		ORG4x12	■ 9
	DZ4x12F	■ 9			