

# 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.3.0 : Up to 100

G3n / G3Xn : Up to 100

TYPE NAME	Processing Power	TYPE NAME	Processing Power
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### DYNAMICS

STOMPBOXES

















	Comp	■ 6		RackComp	■ 7
	SlowATTCK	■ 5		ZNR	■ 4
	MuteSW	■ 7		GrayComp	■ 20
	NoiseGate	■ 7		OptComp	■ 13
	BlackOpt	■ 14		LMT-76	■ 13

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## 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

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## DRIVE





 RedCR+BST	■ 12	 DIST 1	■ 15
 Squeak	■ 13	 UpOctBSTR	■ 17
 OutputBST	■ 5	 DIST Plus	■ 13
 Zen O.DRV	■ 18	 VioletDST	■ 14

## MODULATION


















 Tremolo	■ 9	 Chorus	■ 7
 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
 AnalogCho	■ 10	 WarpPhase	■ 9
 DuoPhase	■ 10		

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## SFX

 Bomber	■ 8	 AutoPan	■ 4
 LoopRoll	■ 5	 HotSpice	■ 18

## 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
 SlapBackD	■ 14	 A-Pan DLY	■ 9
 PhaseDly	■ 11	 TapeEcho3	■ 18
 ICE Delay	■ 26	 SlwAtkDly	■ 16
 SoftEcho	■ 25		

## REVERB



















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

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## REVERB

 Ambience	■ <b>29</b>	 ParticleR	■ <b>38</b>
 Chamber	■ <b>23</b>	 GateRev	■ <b>20</b>
 HoldVerb	■ <b>22</b>		

## PEDAL

















 PDL Vol	■ <b>4</b>	 BlackWah	■ <b>8</b>
 ChromeWah	■ <b>7</b>	 WAH100	■ <b>6</b>
 PDL Pitch	■ <b>7</b>	 PDL MnPit	■ <b>7</b>
 PDL Vibe	■ <b>10</b>	 PDL Drive	■ <b>18</b>
 PDL PHSR	■ <b>6</b>	 PDL Delay	■ <b>6</b>
 PDL Rev	■ <b>11</b>	 OSC Echo	■ <b>17</b>
 VoiceWah	■ <b>12</b>	 PDL Roto	■ <b>13</b>
 P-BitCRSH	■ <b>5</b>	 PDL FLNGR	■ <b>6</b>
 PDL Reso	■ <b>6</b>	 Output VP	■ <b>3</b>

## RHYTHM / LOOPER

















 LP-MONO	■ <b>7</b>	 LP-STEREO	■ <b>10</b>
 MONO LOOPER	■ <b>7</b>	 STEREO LOOPER	■ <b>10</b>
 Rhythm	■ <b>8</b>		

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## AMP

 MS 800	30	 MS1959	31
 MS45os	31	 FD TWRN	30
 FDB-MAN	30	 FD DLXR	30
 FDMSTR	29	 UK30A	37
 BG MK1	34	 BG MK3	34
 XtasyBL	33	 HW100	28
 RECT ORG	29	 ORG120	34
 DZ DRV	26	 MATCH30	35

## CABINET

 MS 4x12	9	 MS 4x12 GB	9
 MS 4x12 AL	9	 FD 2x12	9
 FD-B 4x10	9	 FDBX 1x12	9
 FD MA 2x12	9	 UK 2x12	9
 MK1 1x12	9	 MK3 1x12	9
 BGN 4x12	9	 HW 4x12	9
 RCT 4x12	9	 ORG 4x12	9
 DZ 4x12 F	9	 MA 2x12	9