ZOOM Guitar Lab
Version 5.0
Reference guide

This document cannot be displayed properly on black-and-white displays.

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Introduction

ZOOM Guitar Lab is an application that is compatible with ZOOM effect products. Using this app, you can add and remove effects, manage patches and even edit and/or create new patches from a computer.

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Installing and launching ZOOM Guitar Lab

1. Download ZOOM Guitar Lab to the computer

   Download the application from the ZOOM website (http://www.zoom.co.jp/downloads/).

   **Hint**
   - Download the latest ZOOM Guitar Lab from the above website.
   - Download ZOOM Guitar Lab for the operating system that you are using.

2. Install ZOOM Guitar Lab on the computer

   Follow the instructions that appear on screen to install ZOOM Guitar Lab.

3. Start ZOOM Guitar Lab

   Click the ZOOM Guitar Lab icon and launch the application.

4. Select the effects product

   Use a USB cable to connect the computer and a ZOOM effects product supported by ZOOM Guitar Lab.

   **Note**
   When using with a GCE-3 Guitar Lab Circuit Emulator connected, select the product to emulate. (→ "Selecting the product emulated by the GCE-3" on P.28)
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Preview sound examples and video clips

Add Patches to Guitar Lab's patch pool P.24

G5n users: Click here to patches to Patch Pool
G2n users: Click here to patches to Patch Pool
G2Xn users: Click here to patches to Patch Pool

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Opening the EFFECT view

Click the EFFECT icon.
Checking the amount of device memory used

You can check the amount of memory used on the device.

Loading new effects on the device

1. Click the new effect to add.

2. Select “Load to device”.

HINT

appears by folders that contain new effects.
Deleting effects on the device

1. Right-click the effect to delete.
2. Select “Delete From Device”.
3. Click “OK”.

Restoring deleted effects

Click the load icon to restore the effect.

HINT

The load icon will appear for effects that had been loaded after they are removed.

Viewing effect properties

Double-click an effect to view its properties.
Selecting favorite effects

Click the ★ to select an effect as a favorite.

Sorting effects

Select the order in which effects are sorted.

■ Sort condition types

<table>
<thead>
<tr>
<th>Condition</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Category</td>
<td>Sort in category order.</td>
</tr>
<tr>
<td>Effect</td>
<td>Sort in alphabetical order.</td>
</tr>
<tr>
<td>Power</td>
<td>Sort by power usage.</td>
</tr>
<tr>
<td>Use</td>
<td>Show by the number of times used in patches on the device.</td>
</tr>
<tr>
<td>★</td>
<td>Sort with favorites first.</td>
</tr>
</tbody>
</table>
Opening the PATCH view

Click the PATCH icon.

**HINT**

appears next to patches that use effects that are not loaded on the device.
Checking patch sounds / Changing patch order / Showing patch properties

Checking patch sounds
Select a patch to check its sound.

Click

004  Lead BGN

Changing the patch order
1. Select the patch to reorder.

Click

004  Lead BGN

005  The Brown

2. Drag that patch to the position you want.

Drag

004  Lead BGN

005  The Brown

3. Release the mouse to drop the reordered patch.

Drop

004  The Brown

005  Lead BGN

Showing patch properties
1. Select the patch to view.

Click

004  Lead BGN

2. Right-click the patch and select “Properties...” from the context menu.
Editing patch names

1. Double-click the patch name to edit.

2. Edit the patch name.

NOTE

• The characters and symbols that can be used are as follows.
  ! # $ % & ´ ( ) + , - . ; = @ [ ] ^ _ ` { } ~(space) A–Z, a–z, 0–9

• Patch names can have a maximum of 10 characters.
Editing patch comments

1. Double-click the comment to edit.

  铅 BGN
   
   这是现代电贝司插件电贝司.

   <editor elements="text">
   这是现代电贝司插件电贝司.
   </editor>

   A note on this text.

2. Edit the comment.

   Lead BGN
   
   This modern lead sound uses Xitone and ModDelay.

   <editor elements="text">
   This modern lead sound uses Xitone and ModDelay.
   </editor>

NOTE

A comment can have a maximum of 200 characters.

Undoing the last change to a patch

1. Click “Edit”.

2. Select “Undo”.

   (Images of software interface with actions highlighted.)
Backing up patches on the device

**Backing up individual patches**

1. Right-click a patch to back up.

2. Select "Save To Patch Pool" to back up the patch.

3. The patch is copied to the pool.

**HINT**

- Select multiple patches to back up by holding down the Cmd key (Mac) /Ctrl key (Win) as you click them.
- Export patches by dragging and dropping them outside the application window.
- Import patches by dragging and dropping their files into the application window.

**Backing up all patches**

1. Select a patch on the device.

2. Select "Backup All".

Click
Restoring patches to the device

Restoring individual patches
1. Select where to restore the patch.

2. Right-click the patch to restore.

3. Select "Copy To Device".

Restoring patch backups
1. Select the patch backup to restore.

2. Click “Restore All”.

HINT
Select multiple patches by holding down the Cmd Key (Mac)/ Ctrl key(Win) as you click them.
Opening the EDITOR view

Click the EDITOR icon.
Adjust effect parameters / Change an effect type

Adjust effect parameters of a patch

1. Select a patch you want to edit.
2. Click and drag any of the knobs to adjust their values.

Change an effect type

1. Select the patch you want to edit.
2. Click TYPE at the top of the effect.
3. Select a category and an effect from the Effect Type View.

HINTS
- Press ESC to close the Effect Type View.
- When changing parameters use CTRL + mouse (Win) CMD + mouse (Mac) to make fine adjustments.
- Click the at the bottom right to zoom the display of an effect.
Add an effect to the patch

1. Click the ADD button in the toolbar.

2. Place the mouse cursor in the Display Overview where you'd like to insert the effect and click the mouse button.

3. A bypassed effect unit will be inserted.

4. Click the TYPE button in the effect header to open the Effect Type View.

5. Select a category and an effect.

<table>
<thead>
<tr>
<th>Category</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>DYNAMICS</td>
<td>Comp 18%</td>
</tr>
<tr>
<td>FILTER</td>
<td>ZV 11%</td>
</tr>
<tr>
<td>DRIVE</td>
<td>BlowATTACK 14%</td>
</tr>
<tr>
<td>AMP</td>
<td>MuteSW 18%</td>
</tr>
<tr>
<td>CAFINET</td>
<td>GrayComp 50%</td>
</tr>
<tr>
<td>MODULATION</td>
<td>NoiseGate 17%</td>
</tr>
<tr>
<td>SFK</td>
<td>DelayOptComp 32%</td>
</tr>
<tr>
<td>DELAY</td>
<td>DelayBlackDy 30%</td>
</tr>
<tr>
<td>REVERB</td>
<td>DelayLMT-76 34%</td>
</tr>
</tbody>
</table>

Delete an effect

1. Click the DELETE button in the toolbar.

2. Place the mouse cursor in the Display Overview on the effect you wish to remove. The effect is highlighted.

3. Click to delete it.

Change effect order

1. In the Display Overview, click the effect that you want to move.

2. Drag it left or right along the signal flow line to re-order it.

3. Release the mouse when the effect is in the desired position.
Create a clip/ Add a clip to a patch

Clips

A “Clip” is a frequently used combination of 1 - 4 effects and their settings. In Guitar Lab, you can create your own clips, store them in the Clipboard pane, and use them to quickly build new patches.

Create a clip

1. Click the CLIP button in the toolbar and select any effect.

2. Resize the highlighted selection box by clicking and dragging the left/right edge to include up to 4 effects in your clip.

You can also move the selection box.

3. Click the clip icon in the selection box to add the clip to the Clipboard. The new clip appears in the Clipboard pane.

Add a clip to a patch

1. Click to select a clip in the clipboard.

2. Drag the clip from the clipboard into the Display Overview.

3. Release the mouse when the indicator is in the desired location.

The effects from the clip are added to the patch.
Edit a clip name / Delete a clip / Change the clip order

**Edit a clip name**
1. Double-click the clip name to edit it.
2. Edit the clip name.
3. Press ENTER to accept the change, or press ESC to cancel.

**Delete a clip**
1. Right-click the clip you want to delete.
2. Choose “Delete”.

**Change the clip order**
1. Click the clip you want to reorder.
2. Drag that clip to the position you want.
3. Release the mouse to drop the reordered clip.
Save a patch / Adjust patch level / Adjust tempo / Tune your instrument

**Autosave**

When autosave is enabled on your device, any edits are automatically saved. You can also save a patch at any time whether the hardware’s autosave feature is enabled or not.

- If a patch has been edited the SAVE button will appear orange.
- If a patch hasn’t been edited, the SAVE button will appear white.

---

**Saving edits to a patch**

1. Click the SAVE button in the toolbar.

2. Use the up/down arrow buttons to select the patch number you want to overwrite.

3. Click “OK” to save the patch or “Cancel” to return to the EDITOR view.

**Adjust patch level**

On the hardware, each patch has its own level setting (Menu | Patch | Level). In Guitar Lab, you can easily adjust patch level in the Display Overview:

1. Click and drag the patch level knob to adjust the volume of the patch.

**Adjust tempo**

1. Click the “TAP” button repeatedly to set the tempo to your mouse click interval.

2. Double-click the tempo value.

3. Type in the desired tempo value.

4. Press ENTER to accept the change. Press ESC key to cancel the change.

**Tune your instrument**

1. Click the Tuner button to show/hide the tuner display.

2. Use the on Display Overview to help you adjust the tuning of your instrument.
Opening the NEWS view

Click the NEWS icon.
Select and view news updates / Add new patches to Guitar Lab

Select and view news updates

News updates are organized by hardware model, then into 3 categories: “Latest update,” “Creator patches,” and “Factory patches.”

1. Double-click a Gray header label (e.g. “Creator Patches”) to show the list of contents.

2. Click a Creator name (e.g. “Richard Patrick”). The news update related to “Richard Patrick” will appear in the main part of the screen.

Add new patches to Guitar Lab

1. Select an update to view.

2. Click the “Add Patches to Patch Pool” link for your hardware.

   ![Click](image)

The patches will be downloaded, extracted and installed into the Patch Pool.

3. Select one or more of the patches and drag into the Patch List to install it on your hardware device.

![Select patch and drag to Patch List](image)

NOTE

Guitar Lab must be connected to the internet to view News Updates.
Managing versions

**Showing the application and device version**

1. Click "ZOOM Guitar Lab".

2. Select “About”.

3. Check the application and hardware device versions.

**Setting version update notifications**

1. Click “ZOOM Guitar Lab”.

2. Select “Preferences…”

3. Select “Notify when the new version of ZOOM Guitar Lab exists” and/or “Notify when the new version of firmware exists” from the Preferences panel.
1. Click “Help”.
2. Select “Update History”.

1. Click “Help”.
2. Select “ZOOM Guitar Lab Manual”.
Using when connected to a **GCE-3** Guitar Lab Circuit Emulator

**Selecting the product emulated by the GCE-3**

1. Click the icon \[ \]
2. Click the product to emulate.

---

**GCE-3**

With ZOOM GCE-3, you can immediately access the massive library of preset patches and artist patches available for products that are compatible with Guitar Lab. You can also edit all the amp models and effects. You can also edit patches with the GCE-3 and share them with emulated products. For example, you can use a compact GCE-3 at home and a ZOOM multi-effect processor unit with high mobility for rehearsals and live performances. Use the model that is best for your circumstances.

You can also use GCE-3 as a USB audio interface. Since DSP is built-in, you can use it to record in real time to a Mac/Windows computer.

---

**NOTE**

The rhythm and looper functions are not supported with the following products. G1 FOUR / G1X FOUR / B1 FOUR / B1X FOUR

See the ZOOM website (www.zoom.co.jp) for information about supported products.
Changing tuner settings

1. Click “Edit”.

2. Select “Device Settings…”

3. Change the tuner settings.

■ OUTPUT SOUND

<table>
<thead>
<tr>
<th>Setting</th>
<th>Explanation</th>
</tr>
</thead>
<tbody>
<tr>
<td>BYPASS</td>
<td>Effects are bypassed and the guitar sound is output.</td>
</tr>
<tr>
<td>MUTE</td>
<td>The guitar sound is not output.</td>
</tr>
</tbody>
</table>

■ CALIBRATION

The standard pitch setting range is 435–445 Hz for middle A.

■ TYPE

<table>
<thead>
<tr>
<th>Setting</th>
<th>Explanation</th>
</tr>
</thead>
<tbody>
<tr>
<td>CHROMATIC</td>
<td>The pitch detuning is shown according to the nearest note (in semitones).</td>
</tr>
<tr>
<td>Other tuner types</td>
<td>The nearest string number is shown according to the selected type, and the amount</td>
</tr>
<tr>
<td></td>
<td>of detuning from its pitch is shown. The following tuner types can be selected.</td>
</tr>
</tbody>
</table>

For Guitar

<table>
<thead>
<tr>
<th>Display</th>
<th>Explanation</th>
<th>String number/note</th>
</tr>
</thead>
<tbody>
<tr>
<td>GUITAR</td>
<td>Standard guitar tuning with a 7th string</td>
<td>B E A D G B E</td>
</tr>
<tr>
<td>OPEN A</td>
<td>Open A tuning (open strings play A chord)</td>
<td>- E A E A C# E</td>
</tr>
<tr>
<td>OPEN D</td>
<td>Open D tuning (open strings play D chord)</td>
<td>- D A D F# A D</td>
</tr>
<tr>
<td>OPEN E</td>
<td>Open E tuning (open strings play E chord)</td>
<td>- E B E G# B E</td>
</tr>
<tr>
<td>OPEN G</td>
<td>Open G tuning (open strings play G chord)</td>
<td>- D G D G B D</td>
</tr>
<tr>
<td>DADGAD</td>
<td>Alternate tuning often used for tapping and other techniques</td>
<td>- D A D G A D</td>
</tr>
</tbody>
</table>

For Bass

<table>
<thead>
<tr>
<th>Display</th>
<th>Explanation</th>
<th>String number/note</th>
</tr>
</thead>
<tbody>
<tr>
<td>BASS</td>
<td>Standard bass guitar tuning (including basses with five and six strings)</td>
<td>B E A D G B</td>
</tr>
</tbody>
</table>

---

**NOTE**

“LB” is for the low B string, and “HC” is for the high C string.

---

**FLAT**

All strings can be tuned flat from an ordinary tuning by 1 ($\flat \times 1$), 2 ($\flat \times 2$) or 3 ($\flat \times 3$) semitones.

**NOTE**

Flat tuning cannot be used when the tuner type is “CHROMATIC”.

---
Changing audio interface settings

1. Click “Edit”.

2. Select “Device settings...”

3. Change the audio interface settings.

- **MONITOR BALANCE**
  You can balance the **GCE-3** output and the computer output.

  **NOTE**
  When using the monitoring function of DAW software, always set the USB audio monitoring balance to DAW.
  Any other setting will give the output signal a flanger-like sound.

- **RECORDING GAIN**
  This adjusts the volume sent to the computer (DAW software).

- **LOOPBACK**
  The **GCE-3** output and computer output can be mixed and sent back to the computer.
Restore [GCE-3] to factory default settings.

1. Click “Edit”.

2. Click “All Initialize…”

3. Click “OK”.

**NOTE**
Initialization will overwrite all settings, including patches, to their factory defaults. Be certain before using this function.