



# Edit & Share

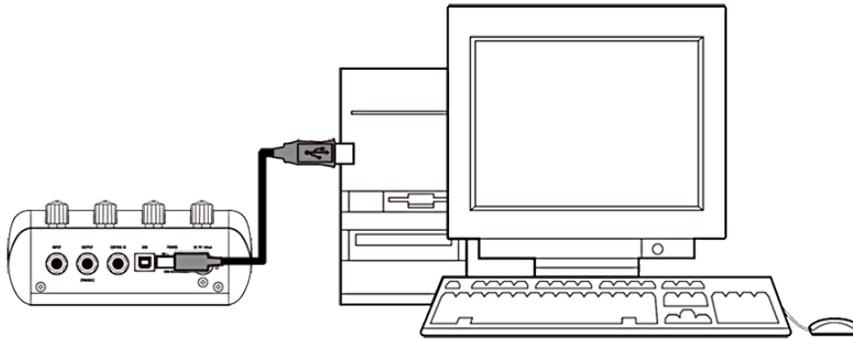
## Operation Manual

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# Connecting and ejecting the device

## Starting the application



By connecting the device and PC, the application is launched automatically.



**HINT** To launch this application manually, double-click the Edit&Share shortcut icon on your desktop.

### When using the Mac version

To launch this application manually, launch it from the Application folder. This manual mainly describes using the Windows version of the application. When using the Windows version, "PC" appears in the Library, but on a Mac, "Mac" will appear instead. Please read the instructions with this difference in mind.

### 1 Editing patches (see p.4)

Here you can turn effects ON/OFF, adjust parameters, change effects, and rename and store patches .

### 2 Editing patch list (see p.6)

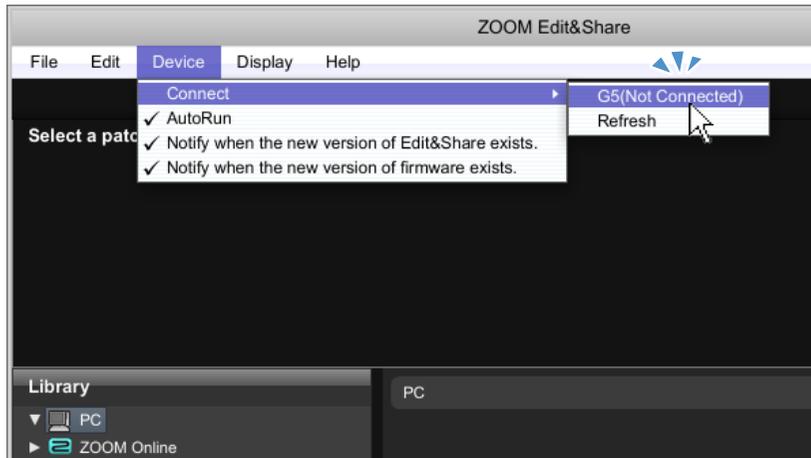
You can also copy, initialize and rename patches, as well as move and reorder them, update them on a connected device and import and export them.

### 3 Managing patch groups (see p.8)

You can create new folders, copy, rename, delete, move and reorder folders, update them on a connected device and import and export them.

# Connecting and ejecting the device

## Selecting a device manually

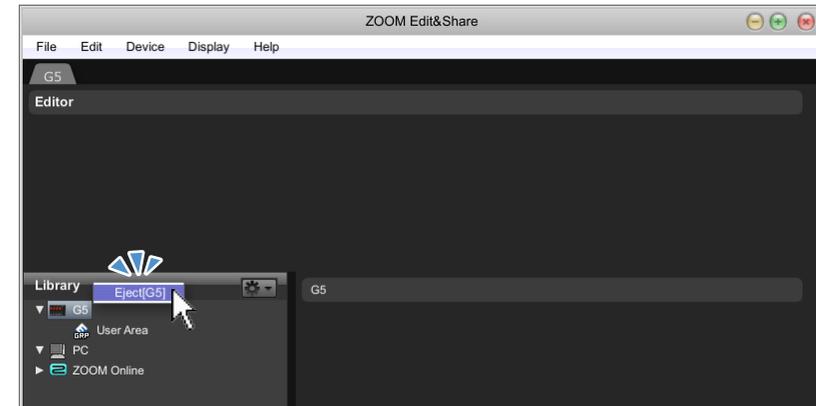


Open the **Device** menu, choose **Connect** and click the name of the device.

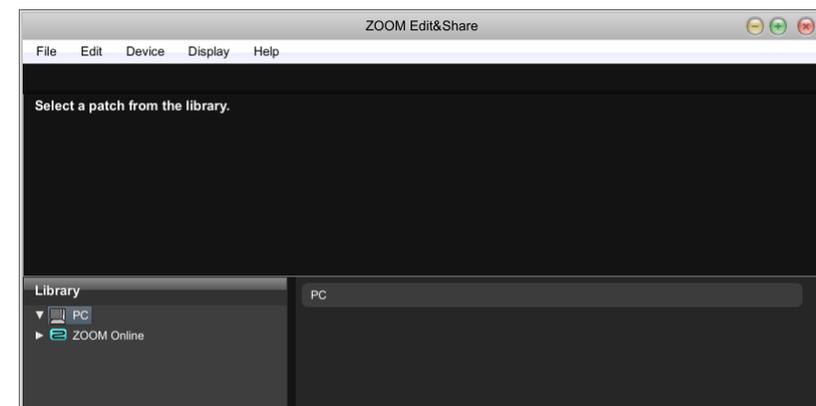


If the name of the device does not appear, open the **Display** menu, select **Show Devices**, and put a check next to the device name.

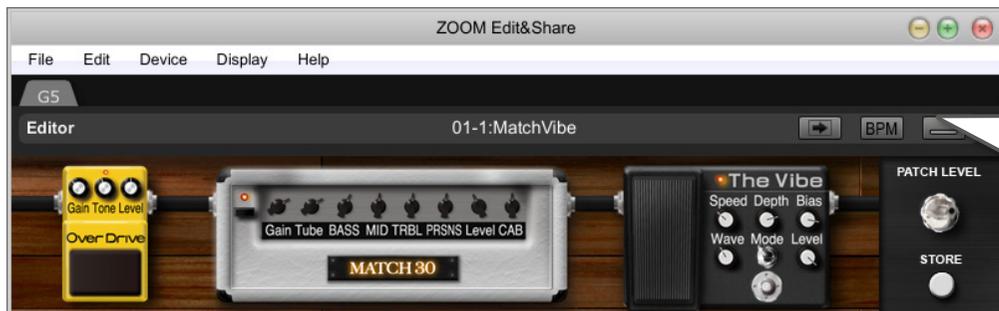
## Ejecting the device



Right-click the device and select **Eject**.



# Editing patches





Change the order of the effects.  
Note: This option only appears for devices that support this function.



Set between 40-250 BPM (beats per minute).



Open and close the Editor.

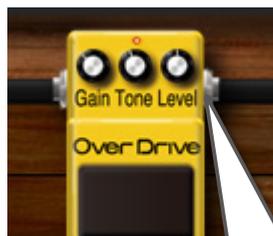
## Turning ON / OFF the effect



Click the switch.



## Adjusting the parameters



Dragging the knobs up or down.

## Changing the effect type



Click the effect name.



Select the effect from the pop-up menu.

**HINT** When using a device that supports reordering, you can also move the effects by dragging and dropping.

**HINT** To turn the knob slowly, push and hold the **Shift** key as you drag the knob.

**HINT** You can also use the right-click ( on Mac, **Ctrl** key + Click ) on the effect to perform operations.

# Editing patches

## Renaming patches



Click the patch name to rename the patch.



The following characters and symbols can be used.  
! # \$ % & ' ( ) + , - . : = @ [ ] ^ \_ ` { } ~ A-Z, a-z, 0-9, (space)

Note: Upper number of characters can be entered, depending on the model.

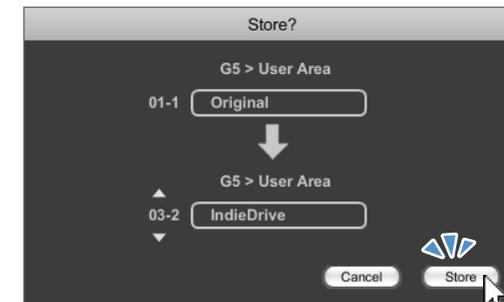


Depending on the device that you are using, click **STORE** button to save the new name.

## Storing patches



Click the **STORE** button.



Click **Store**.



To change the save destination for the patches, click on one of the triangle keys (  ).



BANK	1	2	3
01	Original	Revolving	Livid
02	Metallic	Robot	Talk Dirt
03	ValleyRock	Original	Aut-o-mtc
04	Tap Deep	PyschClass	Corrosive
05	HeadStrong	Class A	Mr Lord

# Editing patch list

G5 > User Area

BANK	1	2	3	BANK	1	2	3	BANK	1	2	3
01	MatchVibe	Revolving	Livid	34	Washed Out	Funky Plkr	TheSweller	67	harmony	WelcomeToJ	Basic Riff
02	Metallic	Robot	Talk Dirt	35	ShakeySwll	Broken	BigFatFing	68	Basec Lead	AH Solo	AH Chorus
03	ValleyRock	IndieDrive	Aut-o-mtc	36	Demented	SlyFunkst	Robo Funk	69	Volume Pad	Edge Cut	TremGun
04	Tap Deep	PsychClass	Corrosive	37	Option Les	Fool Frnds	The Rocker	70	FMD	Clean Alp	JB Talks
05	HeadStrong	Class A	Mr Lord	38	TheSoloist	StadiumFuz	PlayWIRazr	71	FunkyMute	DB Dist	UPDWN
06	BoomingRf	Desplugado	OctReason	39	Uni Clean	Flip Tape	FollowMyLD	72	Heaven	Atom	PedalRing
07	Mr.Moore	CuttingEdg	Enfermo	40	New Phase	The End	Rude Talkr	73	PDLFL	BendMod	MultiPD
08	RiffReflec	80's High	7 mirrors	41	Honeydrip	Han Solo	Bohemian	74	Fripper	JB Crunch	Horn
09	Force One	Organ Lead	Indie Trip	42	Darkness	Psionic	Juciy	75	BrianDL	BrokenRD	Smooth
10	Claivoyanc	MessiahTap	Orion	43	Orbital	Space Lead	Blue Glass	76	JazzFusion	PedalPDly	ZakkWow
11	PurpleSky	Whispering	HolyShift	44	Broken	The Nerve	It's Alive	77	ModnHvy	StpWow	Dobro
12	Puff Muff	Tap Dance	FullBlast	45	Rear View	Tropicana	Lush Drunk	78	ShuffleAT	Shamisen	Organism
13	The ZOO	Cannonball	Cascading	46	Thrash Em	Anger Sync	FLunky	79	Termen	TaurusBS	3rdWorld
14	Chicken	AutoDrive	AutoScream	47	Zipper	Running	Solottery	80	OctDancing	MultiMod	WowDly
15	XtremeWah	HeavyMedal	MetaSynCor	48	Arcadia	Creeper	Mrs. Clean	81	J.Graydon!	Jazz !!!	JimiHen!

list      radar      sort

**HINT** The patch list can only be edited when in list or radar mode.

## Copying / Pasting patches

Right-click the patch and select **Copy**. Right-click the patch and select **Paste**.

BANK	1	2	3
01	MatchVibe	Revolving	Livid
02	Metallic	Robot	Talk Dirt
03	ValleyRock	MatchVibe	Aut-o-mtc
04	Tap Deep	PsychClass	Corrosive
05	HeadStrong	Class A	Mr Lord

## Renaming patches

Double-click the patch and rename it.

BANK	1	2	3
01	MyPatch 1	Revolving	Livid
02	Metallic	Robot	Talk Dirt
03	ValleyRock	IndieDrive	Aut-o-mtc
04	Tap Deep	PsychClass	Corrosive
05	HeadStrong	Class A	Mr Lord

## Initializing patches

Select the patch and press the **Delete** key (on Mac, **fn** key + **Delete** key.)

BANK	1	2	3
01		Revolving	Livid
02	Metallic	Robot	Talk Dirt
03	ValleyRock	IndieDrive	Aut-o-mtc
04	Tap Deep	PsychClass	Corrosive
05	HeadStrong	Class A	Mr Lord

# Editing patch list

## Reorder patches in the list

BANK	1	2	3
01	MatchVibe	Revolving	Livid
02	Metallic	Robot	Talk Dirt
03	ValleyRock	IndieDrive	Aut-o-mtc
04	Tap Deep	PsychClass	Corrosive
05	HeadStrong	Class A	Mr Lord

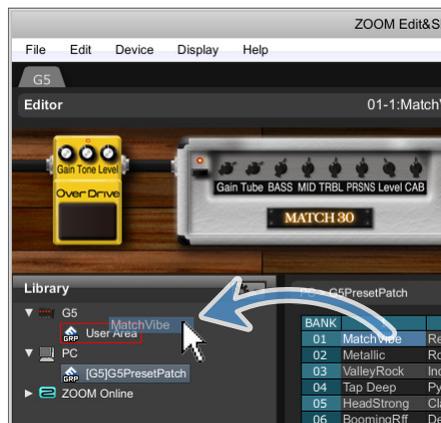
Drag the patch and drop it where you want it to be.



BANK	1	2	3
01	Revolving	Livid	Metallic
02	Robot	Talk Dirt	ValleyRock
03	IndieDrive	MatchVibe	Aut-o-mtc
04	Tap Deep	PsychClass	Corrosive
05	HeadStrong	Class A	Mr Lord

**HINT** To work with multiple patches, hold **Shift** key or **Ctrl** key (on Mac, **command** key), and then click the patches.

## Update a patch on a connected device



Drag a patch group and drop it in the **User Area**.



Click **Store**.

## Exporting / Importing patches



Drag the patch and drop it where you want it to be.

**HINT** If you are using a G5, you can also import G3 and G3X patches.

**HINT** If you are using a G3 Ver.2.00 or later or G3X, you can also import G3 Ver.1.12 or earlier patches.

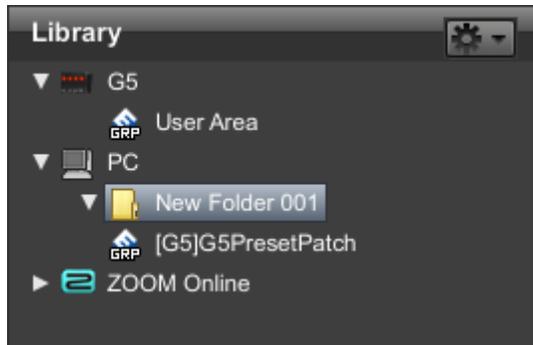
**HINT** You can use the right-click menu or action button (  ) to perform edit operations.

# Managing patch groups

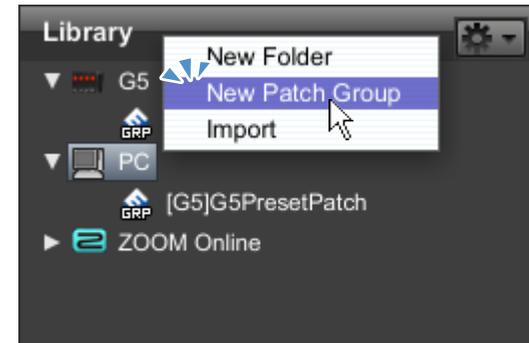
## Creating folders



Right-click the icon and select **New Folder**.



## Creating patch groups



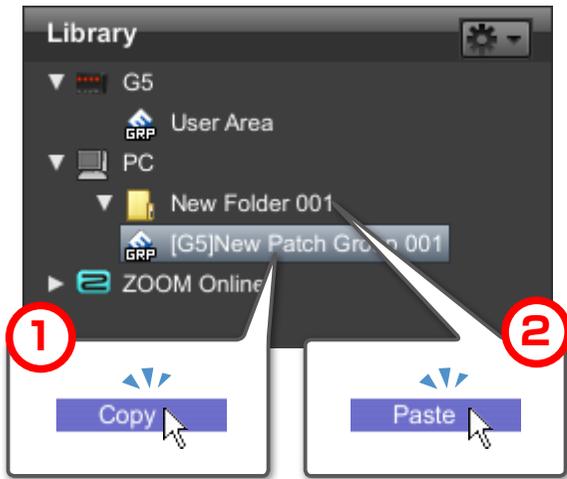
Right-click the icon and select **New Patch Group**.



You can use the action button (  ) to perform edit operations.

# Managing patch groups

## Copying / Pasting patch groups



Right-click the patch group and select **Copy**.

Right-click the patch group and select **Paste**.



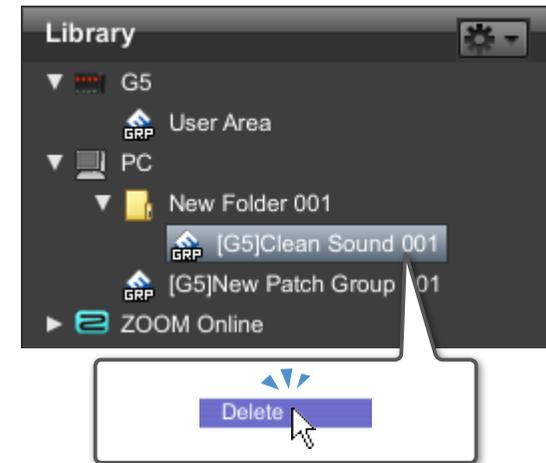
## Renaming patch groups



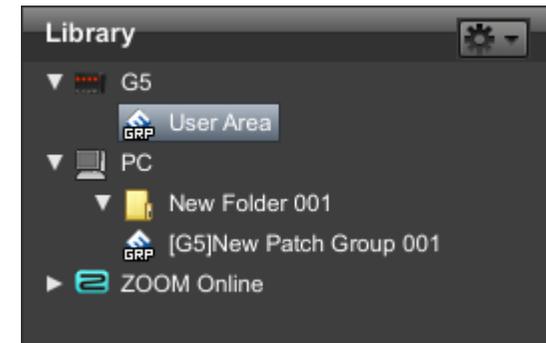
Double-click the patch group and rename it.



## Deleting patch groups

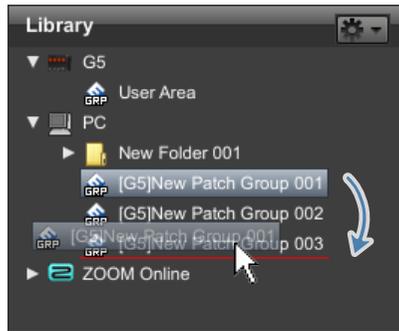


Right-click the patch group and select **Delete**.

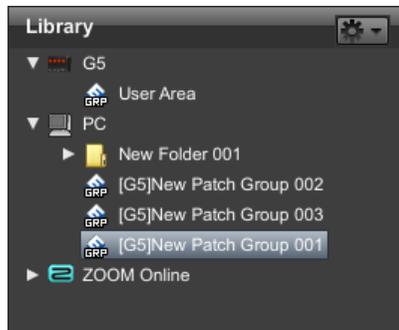


# Managing patch groups

## Reorder patch groups

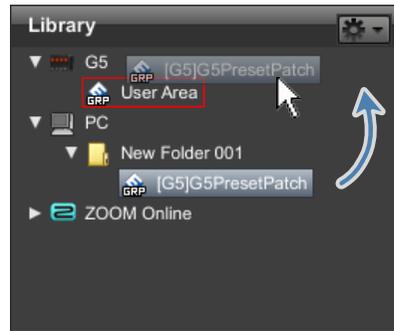


Drag the patch groups and drop it where you want it to be.

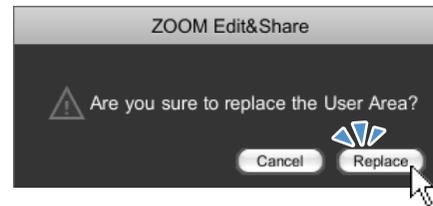


**HINT** You can use the right-click menu or action button (  ) to perform edit operations.

## Update a patch group on a connected device



Drag a patch group and drop it in the **User Area**.



Click **Replace**.

## Exporting / Importing patch groups

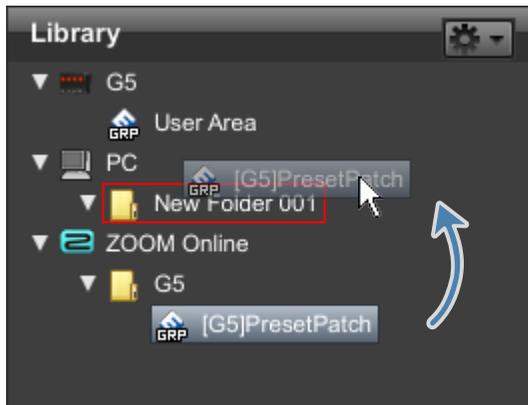


Drag the patch groups and drop it where you want it to be.

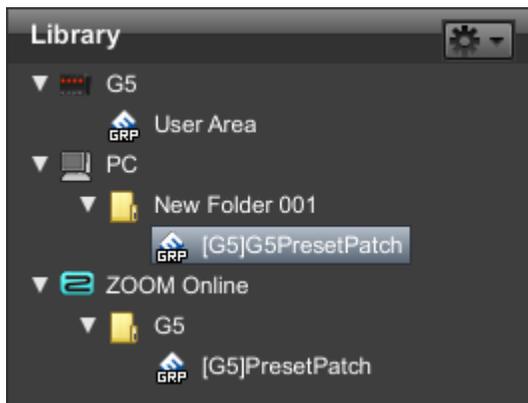
- HINT** If you are using a G5, you can also import G3 and G3X patch groups.
- HINT** If you are using a G3 Ver.2.00 or later or G3X, you can also import G3 Ver.1.12 or earlier patch groups.

# Other useful functions

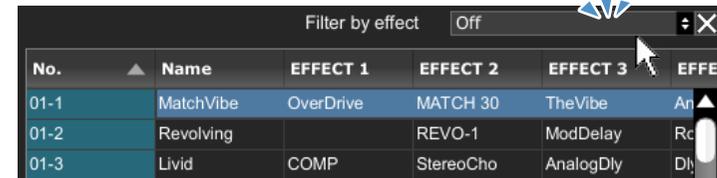
## Using the online patches



Drag the patch group and drop it where you want to copy it.



## Filter sorted patches by effect



Click the box next to "Filter by effect."



Select the filtered effect from the pop-up menu.



**HINT** In addition, you can also place the pointer over an effect in the list and click the magnifier that appears to narrow the results to patches that include that effect.



**HINT** Filter results will show only patches in which that effect is ON. Moreover, changes to a patch will not be reflected in the filter results until the changes are saved.

# Troubleshooting

● **No sound or very low volume.**

- Confirm that the device and PC are connected via the USB cable.
- Properly connect the guitar to the INPUT terminal, and the headphone to the PHONE (or OUTPUT) terminal.
- To adjust the sound volume, turn the **PATCH LEVEL** knob in Edit&Share.
- Adjust the **Gain** parameter and **Level** parameter of the amplifiers and effectors used in Edit&Share.
- When adjusting the volume with an expression pedal, make sure that a suitable volume setting has been set with the pedal.
- Adjust the master level of the device.
- Check the device settings.

● **There is a lot of noise.**

- Check the shielded cables that you are using for defects.
- Adjust the **Gain** parameter and **Level** parameter of the amplifiers and effectors used in Edit&Share.
- Check the expression pedal settings. Depending on parameters assigned for the expression pedal, extreme changes to parameters caused by operating the pedal may result in noise.

● **The device is not recognized by the computer even though they are connected by USB.**

- Confirm that the OS you are using is supported.
- If the name of the device does not appear, open the **Display** menu, select **Show Devices**, and put a check next to the device name.
- When the device list is improper, click **Connect > Refresh** from the **Device** menu to update the list.

● **The effector does not work.**

- Confirm that the effector is turned on (LED is lit.) Edit&Share screen.
- Check whether the device has been bypassed.

● **The device does not reply to Edit&Share while editing.**

- Please restart Edit&Share if your computer has turned into sleep mode.  
Note : Edit&Share does not support sleep mode. Please do not use sleep mode.

● **A setting value of an imported patch has changed**

- When a patch created in G3 Ver.1.12 or earlier is imported into G3 Ver.2.00 or later, a maximum limit is applied to the time setting of delay effects. If a patch with a delay time setting that exceeds maximum is imported, that setting will be changed to the maximum value.

Maximum delay time limit applied to patches imported from G3 Ver.1.12 or earlier into G3 Ver.2.00 or later.

Effect type	Time setting before import	Time setting after import
	2501 or higher	→ 2500
	♪ × 10 or more	→ ♪ × 10
	2501 or higher	→ 2500
	♪ × 10 or more	→ ♪ × 10
	1251 or higher	→ 1250
	♪ × 4 or more	→ ♪ × 4
	2501 or higher	→ 2500
	♪ × 10 or more	→ ♪ × 10
	*TimeL/TimeR 1001 or higher	→ 1000
	♪ × 4 or more	→ ♪ × 4
	*DlyTime 1501 or higher	→ 1500
	♪ × 6 or more	→ ♪ × 6

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