

# Easy Recorder & Editor/Librarian

# ZFX<sup>®</sup>TOOLS

## Operation Manual



# SONICWARE

© SONICWARE Inc.

Reproduction of this manual, in whole or in part, by any means, is prohibited.

---

# Software License Agreement

---

Zoom Corporation ("Zoom") and SONICWARE INC. ("SONICWARE") permit you to use the software program provided ("this software") with the following conditions, based on the following provisions. It is also a prerequisite that you agree to these provisions before using this software.

- All copyrights for this software, the supplied manuals and other documents, and all other rights are the property of SONICWARE.
- The sale, lease, rental, modification or reverse-engineering, or distribution without charge of this software is strictly prohibited.
- Using this software for a purpose that may lead to an infringement of copyrights of any third party is strictly prohibited. Zoom and SONICWARE assume no responsibility for any act using this software that may infringe upon a copyright of any other entity.
- Zoom and SONICWARE assume no responsibility for any damage or loss, whether direct or indirect, due to the use of this software or any claim by any third party. Even if any data stored on your hard disk may be lost due to the use of this software, neither Zoom nor SONICWARE is in any position to recover or compensate for that loss.
- The specifications of this software and the contents of this document are subject to change without notice.

- ※ Microsoft, Windows XP, and Windows Vista are registered trademarks or trademarks of Microsoft Corporation in the United States and other countries.
- ※ Macintosh, Mac OS, Safari are registered trademarks or trademarks of Apple Inc. in the United States and other countries.
- ※ Intel and Pentium are trademarks or registered trademarks of Intel Corporation.
- ※ AMD and Athlon are trademarks of Advanced Micro Devices, Inc.
- ※ Adobe and Adobe Acrobat are trademarks of Adobe Systems Incorporated.
- ※ MIDI is a registered trademark of the Association of Musical Electronics Industry (AMEI).
- ※ Other trademarks and registered trademarks mentioned in this manual are the property of their respective owners.
- ※ All trademarks and registered trademarks in this manual are only mentioned for the purpose of identification. There is no intention of infringing the copyrights of their respective owners.

# Table of Contents

<b>Table of Contents</b>	<b>2</b>
<b>Introduction</b>	<b>4</b>
Features of ZFX Tools	4
Glossary	5
<b>ZFX Tools Components</b>	<b>6</b>
<b>Tool Set</b>	<b>7</b>
Functions	7
Creating a new Tool Set	8
Saving a Tool Set	10
Opening a Tool Set	11
Opening the location for saving Tool Sets	13
Adjusting the master volume	14
<b>Search</b>	<b>15</b>
Functions	15
Displaying the Search screen	16
Searching by keyword	17
Searching by selecting a word from a word list	18
Searching and using patches	19
Searching and using rhythms	21
<b>Recorder</b>	<b>23</b>
Functions	23
Recording	24
Playing back and stopping recordings	25
Adjusting the recorder volume	25
Moving to a particular position in a track (Locate)	26
Looping playback	27
Using the Auto Punch In/Out function to record	29
Turning the recordings to the state	31
Importing audio files from external sources	32
Exporting audio files	33
Resetting the recorder to the initial state	35
Adding new recorders	36
Deleting a recorder	37
Using the BeatSnap function	38
Adjusting the balance	38
Using the Time Stretch function	39
<b>Rhythm</b>	<b>40</b>
Functions	40
Displaying the rhythm machine	41
Playing back and stopping rhythms	42
Moving to a particular position in a track (Locate)	43
Configuring the count-in	44
Setting the tempo	45
Changing the instrument of the rhythm	46
Setting the key	47

<b>Editor</b>	<b>48</b>
Functions	48
The Editor Area	49
Changing parameters	50
Switching effect types	51
Turning modules on or off	53
Configuring the expression pedal	54
<b>Librarian</b>	<b>55</b>
Functions	55
Displaying the Librarian screen	56
Selecting and using patches	57
Sorting patches	58
Saving patches	59
Specifying patch numbers and saving patches	60
Initializing a patch	62
Exporting patches	64
Importing a patch from an external source	66
Creating a new Patch Group	68
Sorting Patch Groups	69
Deleting a Patch Group	70
Exporting Patch Groups	71
Importing a Patch Group from an external source	73
Backing up Patch Groups from the G1u	75
Copying a Patch Group into the G1u	76
<b>Tuner</b>	<b>77</b>
Functions	77
Displaying the tuner screen	78
Using the chromatic tuner	79
Changing the reference pitch	81
Tuning one half note down	81
Tuning one whole note down	81
Changing the tuner mode	82
<b>Downloading</b>	<b>84</b>
Functions	84
Displaying the download screen	85
Downloading Patch Groups	86
Downloading rhythms	88
Downloading all Patch Groups or rhythms	89
<b>Import • Export</b>	<b>90</b>
Importing a tool set	90
Importing rhythm files	93
Exporting the current tool set	95
<b>Configuring devices</b>	<b>97</b>
Switching the connection state	97
Configuring the ASIO driver	98
Configuring how ZFX Tools launches	99
Displaying the CPU meter	100
Configuring the drummer/bassist display	101
<b>Troubleshooting</b>	<b>102</b>

# Introduction

This is the operation manual for ZFX Tools. We recommend that you read this manual carefully so that you fully understand the functions of ZFX Tools and can get the most out of the product.

---

## Features of ZFX Tools

---

ZFX Tools is software created specifically for the ZOOM G series, and has the following features.

- **Easy-to-use recorder**  
You can easily record your guitar play just like using a tape recorder. The recorded data can also be exported as a .wav file.
- **Search function**  
You can use keywords to search for patches and rhythms that you need. Matching patches and rhythms will be listed.
- **Librarian function**  
You can back-up, edit, and sort the patches which has been created with the G1u.
- **Intuitive effect editing**  
You can edit the effect settings as if you are actually adjusting the knobs of stomp boxes and other effect units.
- **Rhythm machine**  
You can play back the combinations of ready-to-use bass and drum patterns, which are combined as "rhythms".
- **Downloadable up-to-date patches and rhythms**  
Additional patches and rhythms can be downloaded from our special website.
- **Tuner supporting irregular tunings**  
Tuner supporting special tunings ZFX Tools has a tuner function that includes a standard chromatic tuner mode as well as other modes that support various special tunings.

# Glossary


This chapter explains terms and words for ZFX Tools that are used in this manual.

● Tools set


With ZFX Tools, you can save various types of information - such as recordings, settings of recorders or rhythm machines, and information about the effects being edited - as Tools sets.

Tool Set


Settings of recorder



Settings of rhythm machine

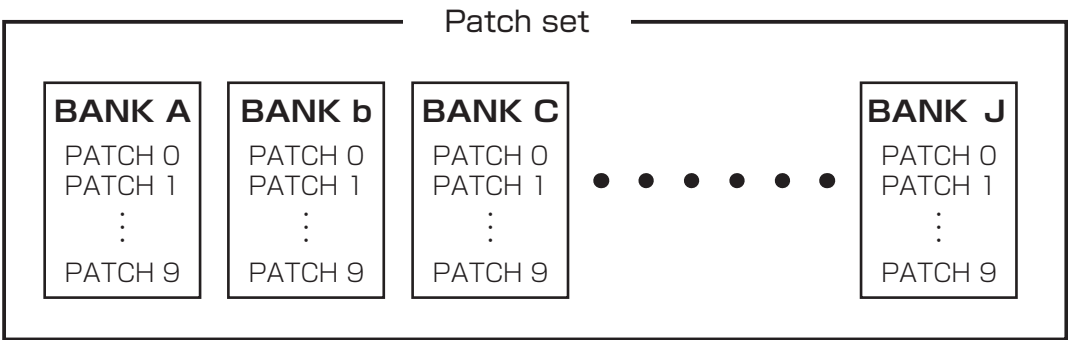


Effects being edited



● Patch Group

In ZFX Tools, the banks (A-J) in the user area of the G1u are handled in units called Patch Group. Patch Group edited with ZFX Tools can also be used in the G1u main unit. You can also back up Patch Group from the G1u on a computer.



# ZFX Tools Components



## ① Search & Librarian area

This is the area where you manage, search, and download patches and rhythms. The tuner is also displayed in this area.

[\(search → P.15 ~\)](#) [\(tuner → P.77 ~\)](#) [\(downloading → P.84 ~\)](#)

## ② Tool Set area

This is the area where you manage the settings for each area within a Tool Sets. The master level is also adjusted here.

[\(→ P.7\)](#)

## ③ Recording area

This is the area where you record or play back guitar tracks with the recorder, and where you play back rhythms.

[\(recorder → P.23 ~\)](#) [\(rhythms → P.40 ~\)](#)

## ④ Editor area

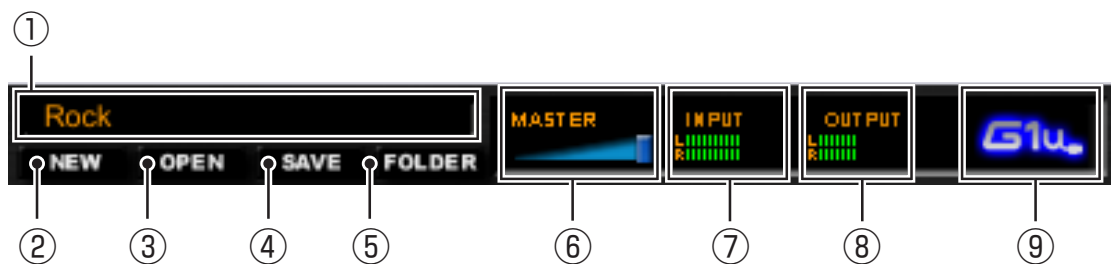
This is the area where you edit the parameters of patches.

[\(→ P.48\)](#)

# Tool Set

This chapter describes the “Tool Set area,” where Tool Sets are saved, imported, and created.

## Functions



- ① Tool Set name display - Display Tool Sets names
- ② [NEW] button - Create new Tool Sets
- ③ [OPEN] button - Open saved Tool Sets
- ④ [SAVE] button - Save Tool Sets
- ⑤ [FOLDER] button - Display the location for saving Tool Sets
- ⑥ [MASTER LEVEL] fader - Adjust the master volume
- ⑦ [INPUT LEVEL] meter - Display the input level
- ⑧ [OUTPUT LEVEL] meter - Display the output level
- ⑨ [G1u] icon - Display the connection status between the G1u and your computer



## Creating a new Tool Set

START

0

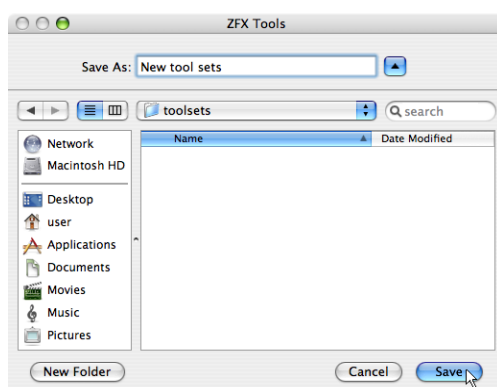
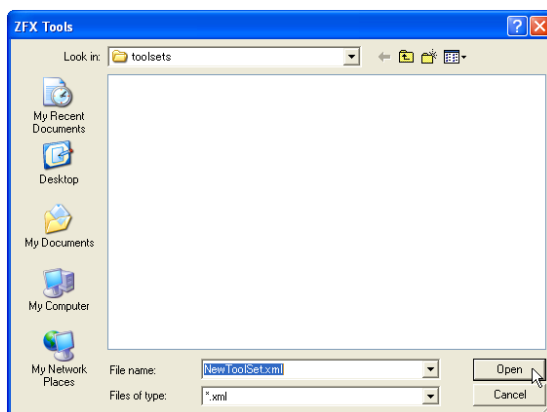
This section describes how to create a new Tool Set.

1

Click the [NEW] button.



Enter the Tool Set name and save the Tool Set.



You can also create a new Tool Set by clicking [File] in the menu bar and selecting [New].

## 2

A new Tool Set is created.



HINT

If you create a new Tool Set when you are editing the parameters of another Tool Set, the edited parameters will be lost. Save the Tool Set you are currently editing before creating a new Tool Set. ([→ P.10](#))



HINT

To rename the Tool Set, click the Tool Set name and enter a new name.



Numbers : 0 ~ 9

Alphabetic characters : A ~ Z, a ~ z

Punctuation : (space) ! # \$ % & ' ( ) + , - . ; = @ [ ] ^ \_ ` { } ~



NOTE

Patch names can contain up to thirty two characters.

---

## Saving a Tool Set

---

START ○ ..... ▶ GOAL

This section describes how to save Tool Set.

---

Click the [SAVE] button.



The Tool Set is overwritten.



Rock.xml



You can also save a Tool Set by clicking [File] in the menu bar and selecting [Save]. To change the file name or the location for saving, click [File] and select [Save As].



NOTE

Tool Sets are saved with the \*.xml extension.

## Opening a Tool Set

START

This section describes how to open a Tool Set that you have saved.

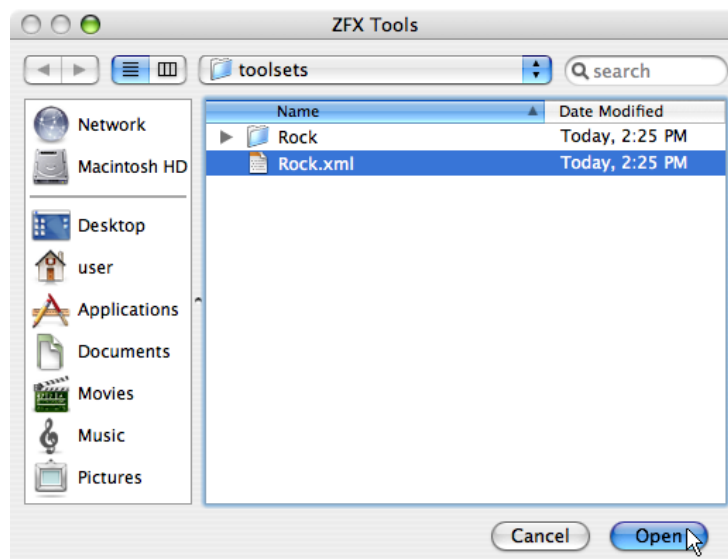
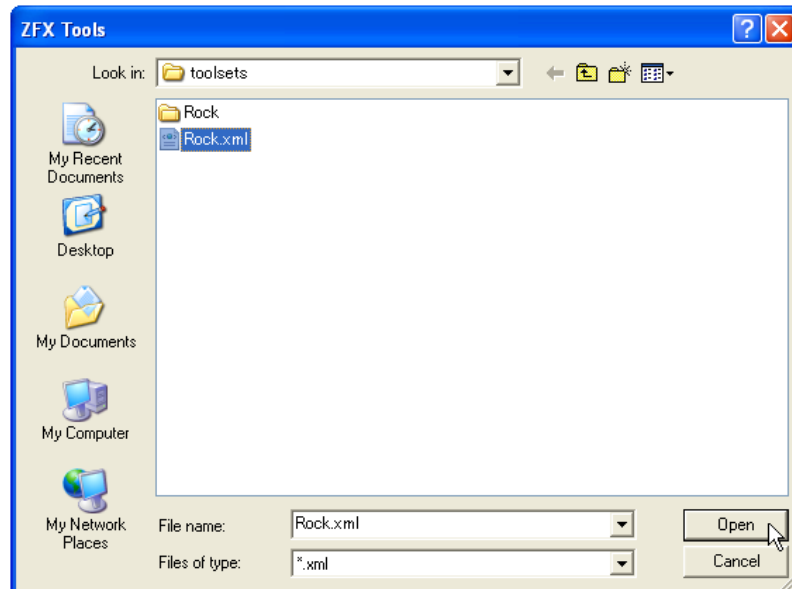
1

Click the [OPEN] button.



2

Select the Tool Set that you want to open.





The Tool Set is Opened.



To open the Tool Set that is saved in a different location, click [File] in the menu bar and select [Open].



ZFX Tools comes with some demo songs. Available demo songs will be listed, when the mouse cursor is pointing [Demo] in the [File] menu. To load, click its title.

GOAL

## Opening the location for saving Tool Sets

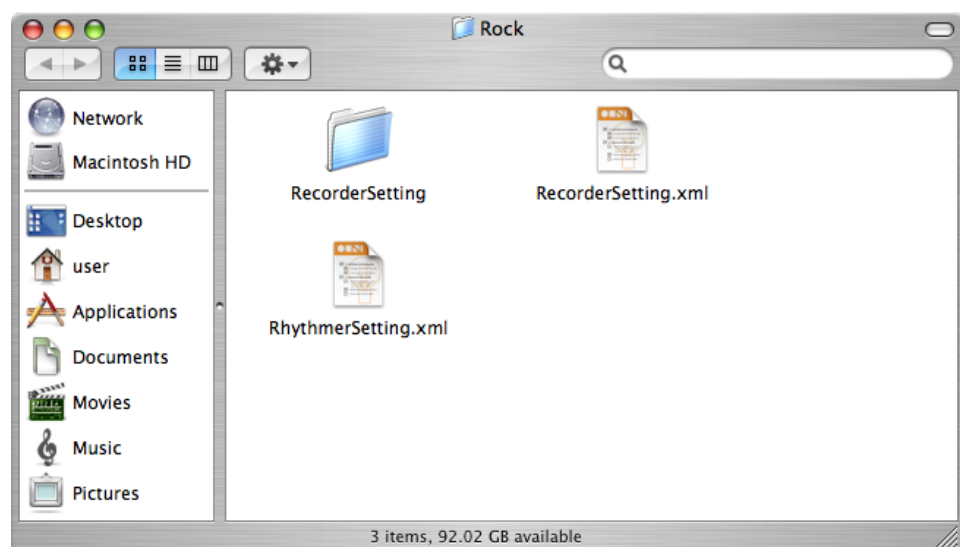
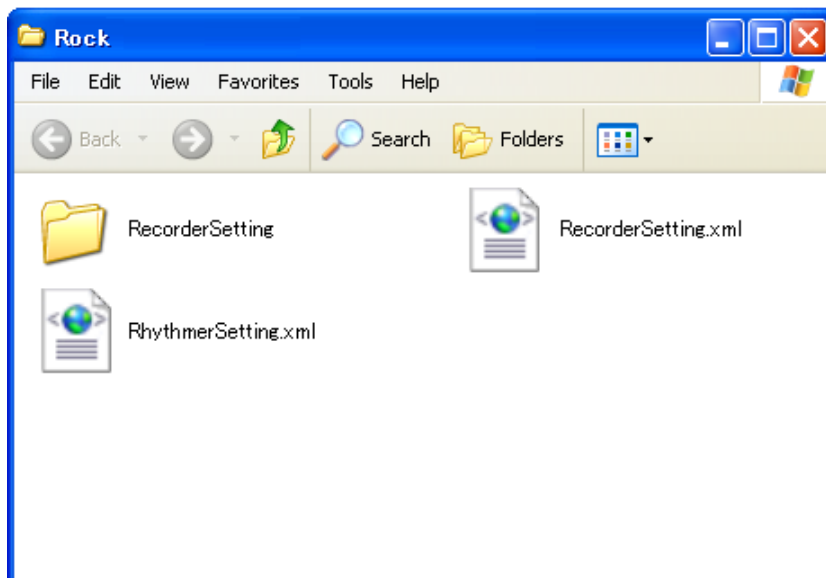
START

This section describes how to display the destination folder where Tool Sets are saved.

Click the [FOLDER] button.



The destination folder is displayed.



GOAL

---

## Adjusting the master volume

---

START ○ ..... ▼ GOAL

..... This section describes how to adjust the output volume from ZFX Tools. ....

Drag the [MASTER LEVEL] fader from side to side to adjust the volume.



NOTE

The input level of ZFX Tools can be adjusted with the master level of the G1u.

# Search

With ZFX Tools, you can search the preset patches and rhythms, and list the matching items to find the one you may want to use.

## Functions



- ① Keyword input box - Input words or phrases at will and search
- ② [CLEAR] button - Clear the search criteria
- ③ Word list - Select words/phrases at will and search
- ④ [LOAD] button - Load patches or rhythms
- ⑤ Patch list - Shows a list of available patches
- ⑥ Tone chart - Describes the characteristics of the patches
- ⑦ Rhythm list - Shows a list of available rhythms
- ⑧ [PREVIEW] icon - Preview the rhythms



## Displaying the Search screen

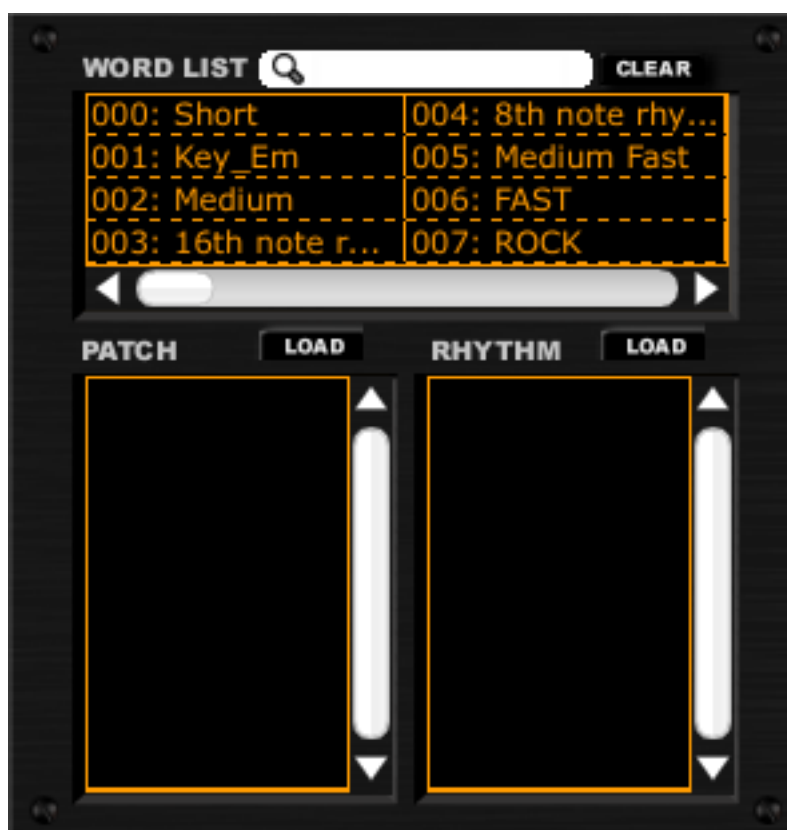
START ○ .....▶ GOAL

This section describes how to display the Search screen.

Click the [SEARCH] button.



The Search screen is displayed.



## Searching by keyword

GOAL

Click the keyword input box and enter words or phrases to describe the sound.



Search results that match the keywords you entered are displayed.



To enter more than one word, separate the words by a space.



To clear the search criteria, click the [CLEAR] button.



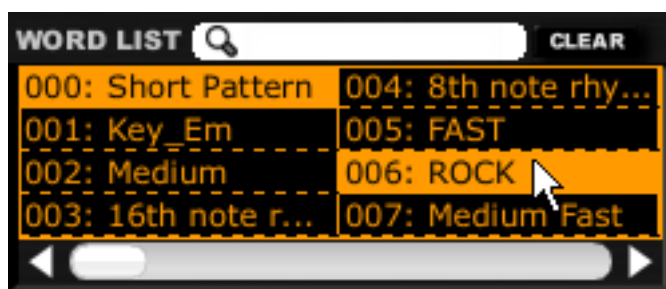
CJK (Chinese, Japanese, Korean) characters cannot be entered.

## Searching by selecting a word from a word list

START ○

This section describes how to search by selecting a word from the word list.

Click the words or phrases that match the type of patch or rhythm you want to use. (You can select multiple words.)



Search results that match the words or phrases are displayed.



To deselect a word or phrase, click it again.



To clear the search criteria, click the [CLEAR] button.



▶ GOAL

## Searching and using patches

START

This section describes how to select a patch from the list and use it.

1

Search for the patch that you want to use.

Searching by keyword ([→ P.17](#))

Searching by selecting a word from a word list ([→ P.18](#))

2

Click the patch that you want to use.



NOTE

If you hold the cursor over a patch's name, a tooltip describing the patch is displayed.



HINT

A "tone chart" describing the characteristics of the tone is displayed next to the patch name to help you to select patches.



DRIVE - Level of distortion  
 COMP - Level of compression  
 EFX - Variance of the tone  
 AIR - Level of reverberation  
 SCOOP - vividness of the tone

## 3

Click the [LOAD] button.



The parameters of the patch are reflected in the editor area.



You can also double-click the patch name to use the patch.



If you load a new patch when you are editing the parameters of another patch, the edited parameters will be lost. Save the patch you are currently editing before loading a new patch. ([→ P.59](#))

## Searching and using rhythms



Searching by keyword ([→ P.17](#))

Searching by selecting a word from a word list ([→ P.18](#))



### NOTE

While the mouse cursor is hovering over the rhythm item, a tooltip appears and indicates its characteristics.

3

Click the [LOAD] button.



The rhythm is loaded into the rhythm machine.



You can also double-click the rhythm name to use the rhythm.

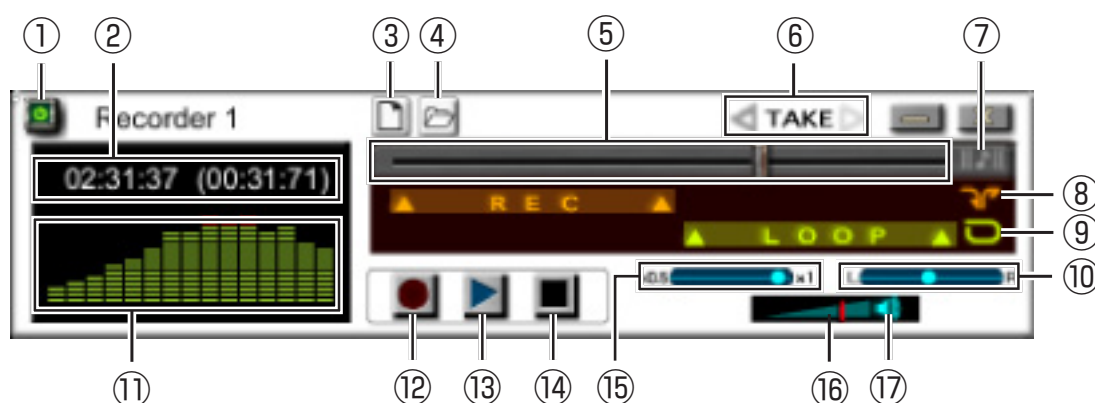


▶ GOAL

# Recorder

You can use the recorder to record your guitar play. You can also use it to play back .WAV files that you have imported from an external source.

## Functions



- ① [POWER] icon - Turn the recorder on or off
- ② Counter - Display the current position in the track in minutes/seconds/milliseconds
- ③ [NEW] icon - Reset the recorder to the initial state
- ④ [OPEN] icon - Load .WAV files into the recorder
- ⑤ Locator - Move to a particular position in a track
- ⑥ [TAKE] icon - Turn the recorder to the previous/forward state
- ⑦ [BEAT SNAP] button - Turn the BeatSnap function on or off
- ⑧ [AUTO PUNCH] button - Turn the Auto Punch In/Out function on or off
- ⑨ [LOOP] button - Turn the Loop function on or off
- ⑩ [PAN] slider - Adjust the balance
- ⑪ Level meter - Display the volume level
- ⑫ [REC] button - Switch the recorder to the recording standby state
- ⑬ [PLAY/PAUSE] button - Play back and pause the recorded tracks
- ⑭ [STOP] button - Stop recording or playback
- ⑮ [STRETCH] slider - Configure the Time Stretch function
- ⑯ [VOLUME] fader - Set the volume of the recorder
- ⑰ [SPEAKER] icon - Switch the mute on or off



# Recording

START ○

This section describes how to record.

1

Click the [REC] button.



This switches the recorder to recording standby mode.



2

Click the [PLAY/PAUSE] button to start recording.



NOTE

The recorder works in synch with the rhythm machine in the Recording area.



NOTE

You can configure the rhythm machine to count in when the recording starts. ([→ P.44](#))

3

Click the [STOP] button to stop recording.



HINT

If you click the [PLAY/PAUSE] button, recording pauses at the current position.



▶ GOAL

## Playing back and stopping recordings

START ○ ..... ▶ GOAL

This section describes how to play back and stop recordings.

1

Click the [PLAY/PAUSE] button to start playback.



2

Click the [STOP] button to stop.



If you click the [PLAY/PAUSE] button, the recording pauses at the current position.



## Adjusting the recorder volume

START ○ ..... ▶ GOAL

This section describes how to adjust the recorder volume.

Drag the [VOLUME] fader from side to side to adjust the volume.



If you want to mute the sound from the recorder, click the [SPEAKER] icon.



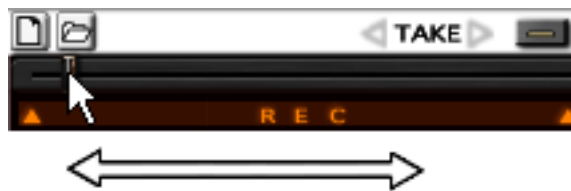
## Moving to a particular position in a track (Locate)

START

This section describes how to use the locator to move to a particular position in the track.

1

Drag the locator from side to side.



NOTE

As you drag the locator, the current position is shown in a tooltip.

2

Release the locator at the position you want to listen from.



The current position is changed.



HINT

To locate the start of the track, click the [STOP] button.



HINT

To finely adjust the position in 10 millisecond increments, press the left or right cursor key immediately after you drag the locator.

▶ GOAL

## Looping playback

START ○

This section describes how to configure the recorder to play back a specified range repeatedly in a loop.

1

Click the [LOOP] button.



The start and end points of the loop are displayed.



Clicking the [LOOP] button again turns off the Loop function.

2

Drag the arrow mark on the left to the position where you want to set the start point.



As you drag the locator, the current position is shown in a tooltip.



To finely adjust the position in 10 millisecond increments, press the left or right cursor key immediately after you drag the arrow.

3

Drag the arrow mark on the right to the position where you want to set the end point.

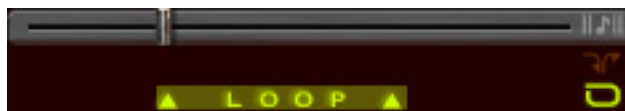


4

Click the [PLAY/PAUSE] button.



The range of the track between the start and end points plays back repeatedly in a loop.

**NOTE**

If you are using more than one recorder, you can only turn on the Loop function for one of them at a time.

▶ GOAL

## Using the Auto Punch In/Out function to record

START 0

This section describes how to re-record only a part of the existing recording.

1

Click the [AUTO PUNCH] button.



The points for starting (punch in) and ending (punch out) recording are displayed.



2

Drag the arrow mark on the left to the position set the start point of the recording.



As you drag the arrow mark, the current position is shown in a tooltip.



To finely adjust the position in 10 millisecond increments, press the left or right cursor key immediately after you drag the arrow mark.

3

Drag the arrow mark on the right to the position where you want to set the end point of the recording.



After setting the punch in/out points, you can play back the track. The specified range is muted so you can rehearse before recording.

4

Start recording using the Auto Punch In/Out function.

Recording ([→ P.24](#))



Recording starts at the arrow point on the left (punch in).



Recording ends at the arrow point on the right (punch out).



Clicking the [AUTO PUNCH] button again turns the Auto Punch In/Out function off.

▶ GOAL

## Turning the recordings to the state

START ○ ..... &gt; GOAL

This section describes how to turn the recordings to the state before/after punching in.

Click the [TAKE] icon (left).



The recording reverts to the state it was in before punching in.



To return to the state after punching in, click the [TAKE] icon (right).





# Importing audio files from external sources

START

This section describes how to import .WAV files from external sources into the recorder.

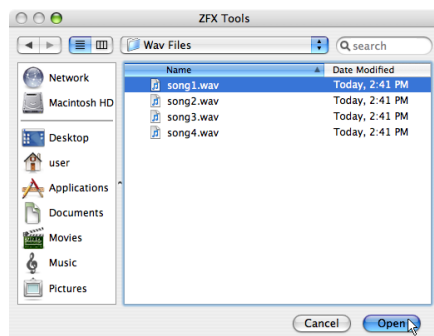
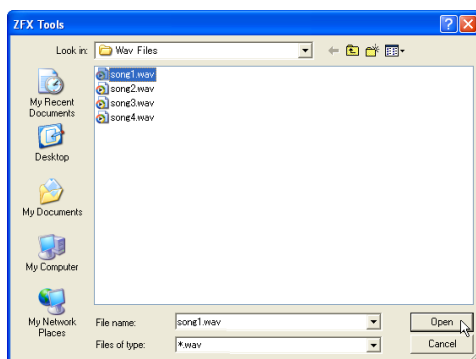
1

Click the [OPEN] icon.



2

Select the .WAV file you want to import.



The .WAV file is imported into the recorder.



Some particular formats such as ADPCM may not be imported.

GOAL

## Exporting audio files

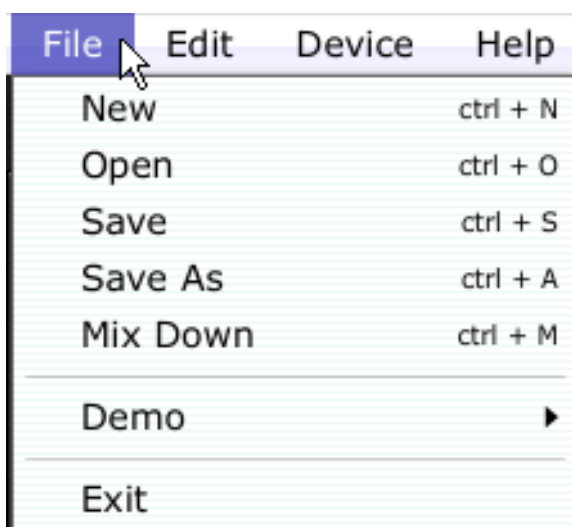
START

O

This section describes how to export rhythms and recorded sounds as .WAV files.

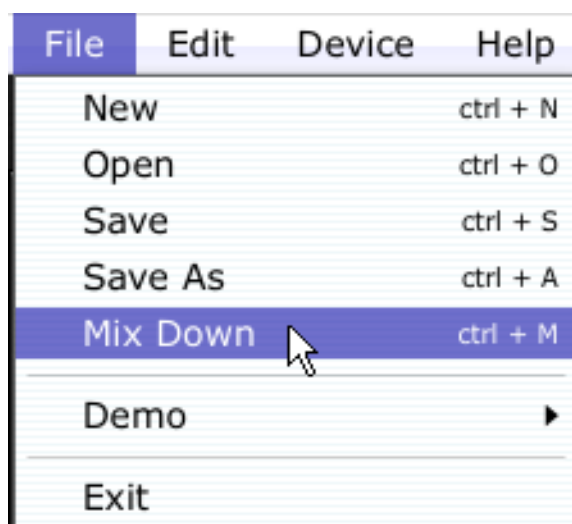
1

Open the [File] menu.



2

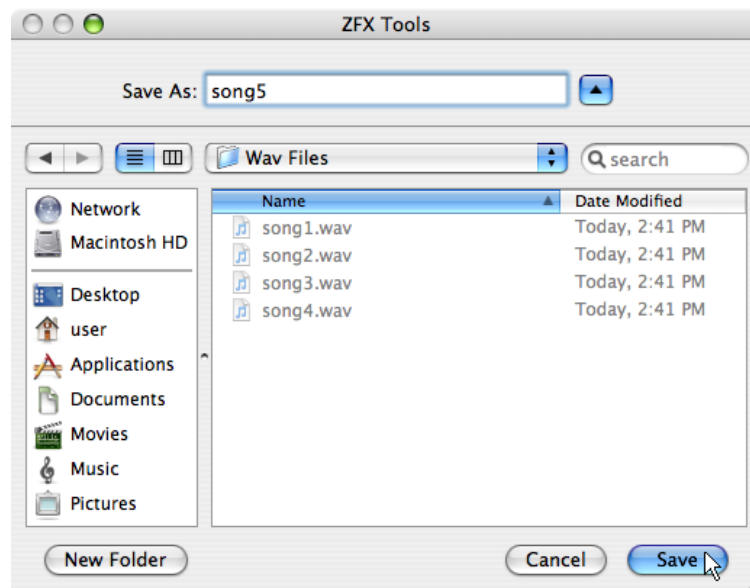
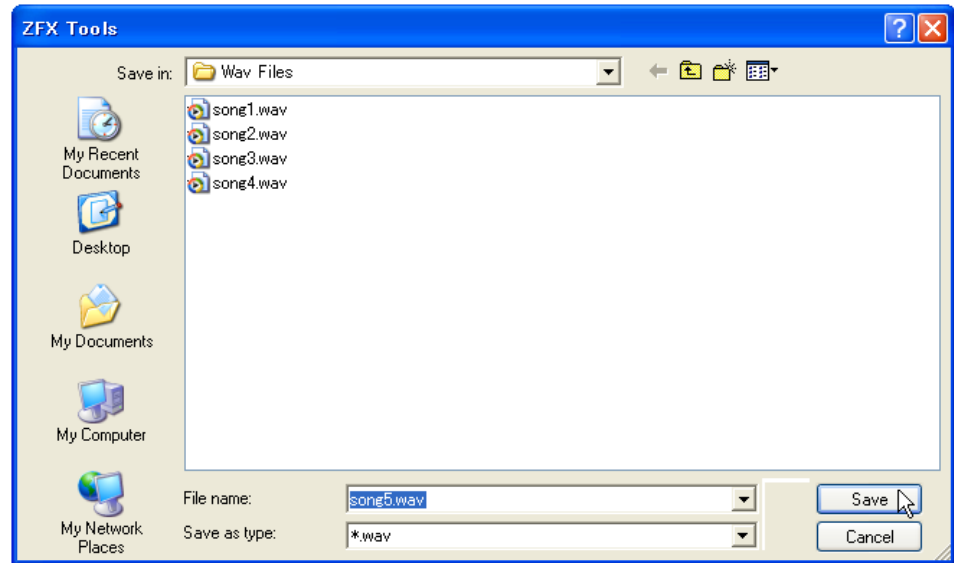
Click [Mix Down].



For any recorders and rhythm machines that you do not need to export, click their [POWER] buttons to turn their lights off.

## 3

Give the file a name, and save it.



The .WAV file is exported.



Rock.wav



NOTE

The exported .WAV files are 44.1 kHz stereo files.

## Resetting the recorder to the initial state

START ○

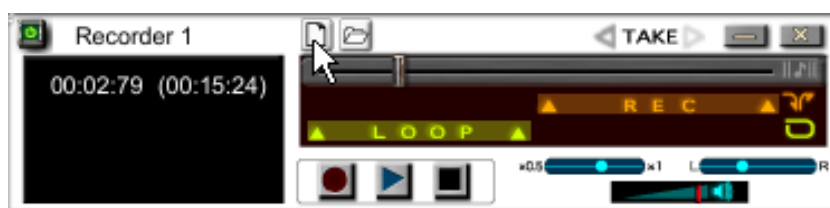
1

GOAL

This section describes how to reset the recorder to the initial state.

1

Click the [NEW] icon.



The recorder is reset to the initial state.



To enter the new name, double click the name of the recorder.  
The following characters can be used:



Numbers : 0 ~ 9

Alphabetic characters : A ~ Z, a ~ z

Punctuation : (space) ! # \$ % & ' ( ) + , - . : ; = @ [ ] ^ \_ ` { } ~



Patch names can contain up to thirty two characters.

## Adding new recorders

START



O

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

This section describes how to add a new recorder.

Click the box displaying the message "Click here to add a new recorder."



A new recorder is added.



NOTE

The number of recorders you can add depends on your computer's performance.

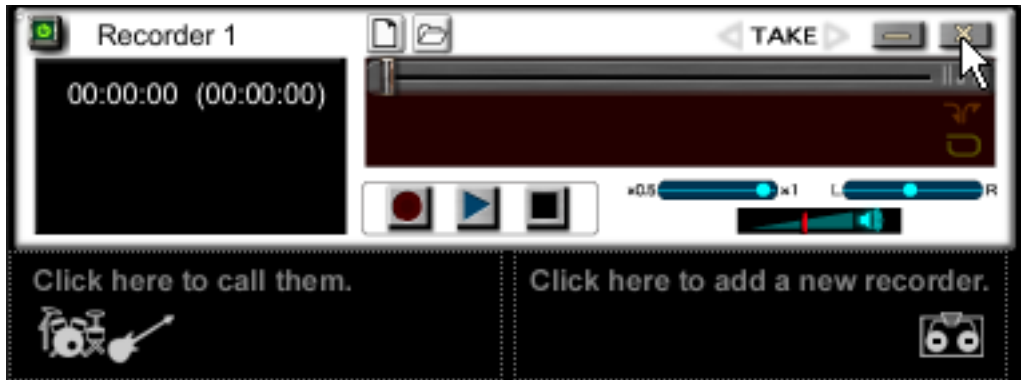
▶ GOAL

## Deleting a recorder

START

This section describes how to delete a recorder.

Click the close button "x" at the upper right corner of the recorder.



The recorder is deleted.



After deleting a recorder, you can undo or redo the operation. Click [Edit] in the menu bar, and select either [Undo] or [Redo]. On a Windows, you can also press Ctrl+Z (Undo) or Ctrl+Y (Redo). On a Mac OS, press Command+Z (Undo) or Command+Y (Redo).

GOAL

## Using the BeatSnap function

START ○ ..... ▶ GOAL

This section describes how to move the locator by quarter notes.

Click the [BEAT SNAP] button.



The locator can be moved by quarter notes.



NOTE

If there is no rhythm machine, the BeatSnap function is disabled.



NOTE

You can also configure the positions for the AB Loop and the Auto Punch In/Out functions by quarter notes based on the tempo specified in the rhythm machine.

## Adjusting the balance

START ○ ..... ▶ GOAL

This section describes how to set the pan (L/R localization) for each recorder.

Drag the [PAN] slider from side to side to adjust the balance of the sound.



## Using the Time Stretch function

START ○ ..... ▶ GOAL

This section describes how to vary the playback speed of a recording from 50% to 100%.

Drag the [STRETCH] slider from side to side to adjust the rate of the time stretch.



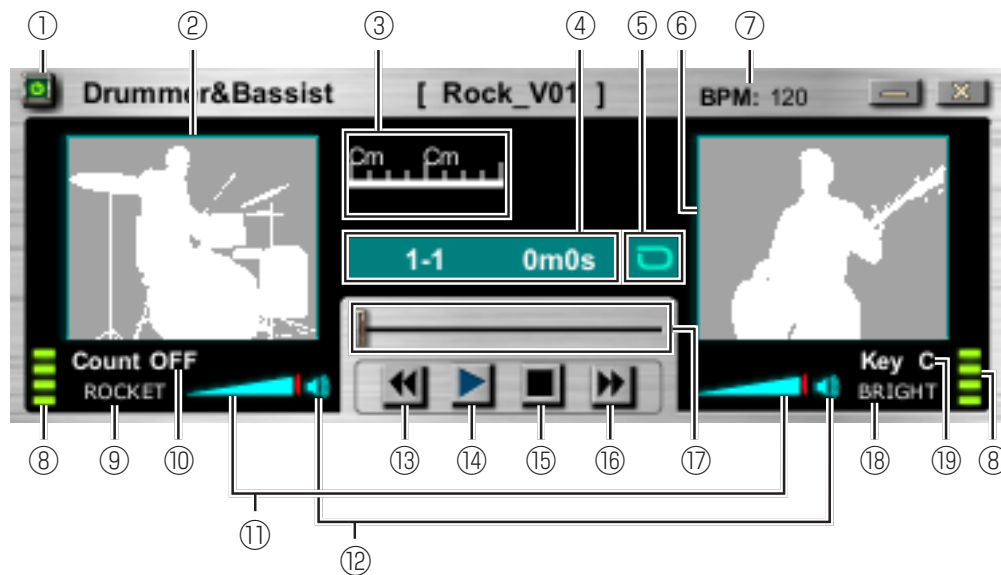
If you set the recorder for any rate other than 100% (x1), the recorder does not work in synch with the rhythm machine.



# Rhythm

The rhythm machine is named "Drummer & Bassist". You can select drum and bass sequences from a variety of rhythm data and load them into the rhythm machine to play them back.

## Functions



- ① [POWER] icon - Turn the rhythm machine on or off
- ② Drummer display box - Displays the drummer
- ③ Chord progression bar - Displays the chord progression of the rhythm
- ④ Counter display - Display the current position in bars, beats, minutes, or seconds
- ⑤ [REPEAT] icon - Play back the rhythm repeatedly
- ⑥ Bassist display box - Displays the bassist
- ⑦ [BPM] icon - Configure the tempo of the rhythm
- ⑧ Level meter - Display the output levels of the drums and bass
- ⑨ [DRUM KIT] icon - Change the drum instruments
- ⑩ [COUNT] icon - Configure the count-in
- ⑪ [VOLUME] slider - Configure the volume of the drums and bass guitar
- ⑫ [SPEAKER] icon - Switch the mute on or off
- ⑬ [REW] button - Rewind
- ⑭ [PLAY/PAUSE] button - Play back and pause the rhythm machine
- ⑮ [STOP] button - Stop the rhythm currently being played back
- ⑯ [FF] button - Fast-forward
- ⑰ Locator - Move to a particular position in a track (rhythm)
- ⑱ [BASS KIT] icon - Change the tone of the bass
- ⑲ [KEY] icon - Change the key of the bass

## Displaying the rhythm machine

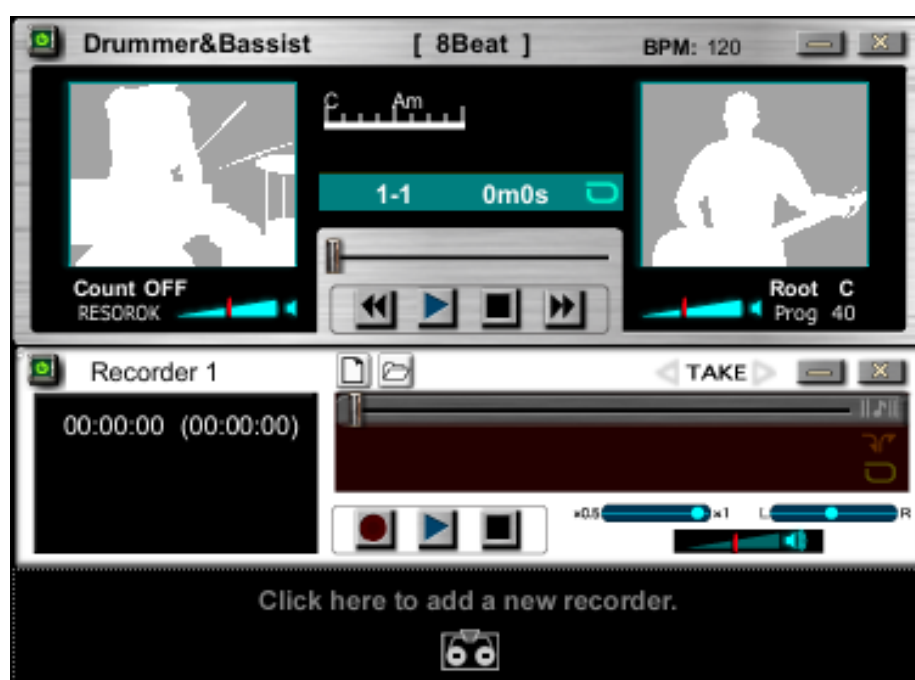
START ○

This section describes how to display the rhythm machine when it is not displayed.

Click the box displaying the message "Click here to call them."



The rhythm machine is displayed.



Move the cursor to the Drummer display box or the Bassist display box and drag it up and down, and from side to side to move the position of the camera showing the drummer or the bassist.



▶ GOAL

## Playing back and stopping rhythms

START

0

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

▶

GOAL

This chapter describes how to play back rhythms.

1

Load the rhythm into the rhythm machine.

Searching and using rhythms ([→ P.21](#))

2

Click [PLAY/PAUSE] button to start playback.



To change the volume of the drums or bass guitar, drag their [VOLUME] sliders from side to side.



3

Click the [STOP] button to stop.



If you click the [PLAY/PAUSE] button again, the rhythm pauses at the current position.



You can click the [REPEAT] icon to turn rhythm repetition on or off.



## Moving to a particular position in a track (Locate)

START

This section describes how to use the locator to move to a particular position in the track.

1

Drag the locator from side to side.



NOTE

As you drag the locator, the current position is shown in a tooltip.

2

Release the locator at the position you want to listen from.



The current position is changed.



HINT

Click the [REW] key to rewind or the [FF] key to fast-forward a bar at a time.



[REW] button



[FF] button



HINT

To return to the beginning of the rhythm, click the [STOP] button.



GOAL

## Configuring the count-in

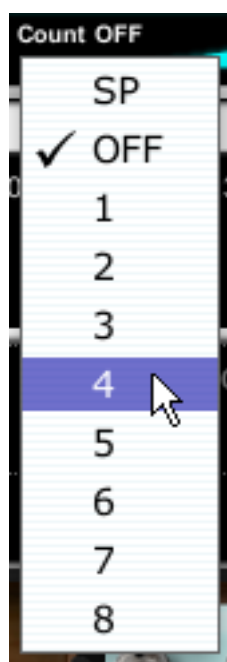
.....▶GOAL

---

Click the [COUNT] icon.



Select the length of count-in you want.



SP (SPECIAL) : The following count-in is played.



## Setting the tempo

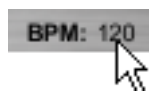
START ○

1

This section describes how to set the tempo of the rhythm.

1

Click the [BPM] icon.



The text box for entering the BPM is displayed.



2

Change the BPM value to set the tempo of the rhythm.



When you move the mouse cursor over the letters "BPM", a slider is displayed. Drag the slider from side to side to change the tempo.



To move more slowly, hold the Shift key while you drag the cursor.



The BPM range is from 40 to 250.

▶ GOAL

## Changing the instrument of the rhythm

START

0

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

GOAL

This section describes how to change the instrument of the rhythm.

1

Click the [DRUM KIT] icon.

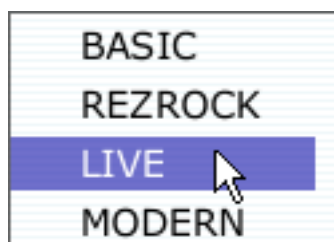


The list of available tones is displayed.

BASIC	POPROCK
REZROCK	LITEPOP
LIVE	DRY POP
MODERN	HIT POP
ROCKET	AMBIPOP
SNAPPY	SUPRPOP
ROOM	HARDROK
ACUSTIK	RESOROK

2

Click the instrument you want to use to select it.



The instrument for the drums changes.



HINT

You can change the instrument of the bass in the same way. Click the [BASS KIT] icon, and then click the instrument you want to use from the displayed list.

## Setting the key

This section describes how to change the key of the bass sequence in a rhythm.

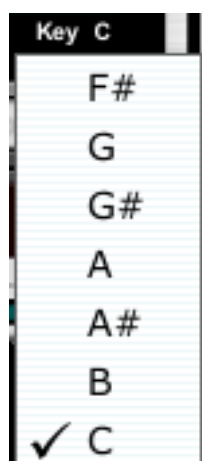
START

1

Click the [KEY] icon.

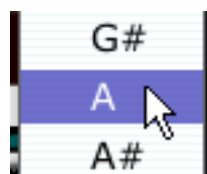


The list of key is displayed.



2

Click the note that you want set as the key.



The key changes.



To open a display a larger chord progression bar in a separate window, double-click the chord progression bar.

▶ GOAL



# Editor

This chapter describes the Editor area, where you edit the parameters of Glu's patches.

## Functions



- ① Effect modules - Displays each module
- ② [PATCH LEVEL] knob - Adjust the patch level
- ③ [Scroll left/right] button - Scroll the editor area left/right
- ④ Pedal assign LED - Indicates the parameter controlled by the foot pedal
- ⑤ [ASSIGN] icon - Change the parameter controlled by the foot pedal
- ⑥ Power LED - Indicates whether each module is on or off
- ⑦ Knob - Change the parameters of an effect
- ⑧ Effect type name - Displays the name of each effect
- ⑨ Power switch - Turn each module on or off

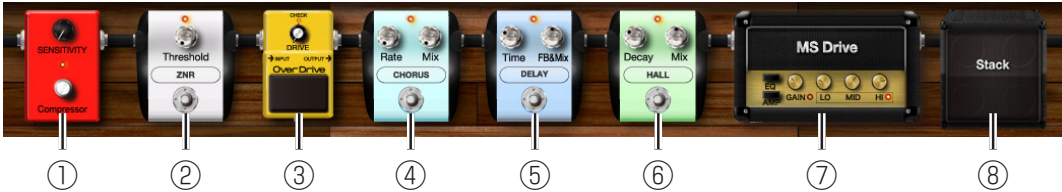


You can undo or redo operations in the editor area. Click [Edit] in the menu bar, and select either [Undo] or [Redo]. On a Windows, you can also press Ctrl+Z (Undo) or Ctrl+Y (Redo). On a Mac OS, press Command+Z (Undo) or Command+Y (Redo).

## The Editor Area

## GOAL

.....



- ① [COMP/EFX] module

Corresponds to the COMP/EFX module

- ② [ZNR] module

### A ZNR module within the ZNR/AMP module

- ### ③ [DRIVE] module

A module with drive-based effects within the DRIVE module

- #### ④ [MODULATION] module

Corresponds to the MODULATION module

- ### ⑤ [DELAY] module

Corresponds to the DELAY module

- ## ⑥ [REVERB] module

Corresponds to the REVERB module

- ⑦ Amplifier head

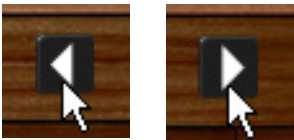
The modeling-based amplifiers from the DRIVE module, and the EQ module

- ⑧ Cabinet

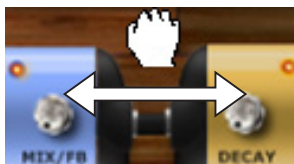
A module with cabinets within the ZNR module



You cannot see all effect modules at a glance in the actual screen. To see modules that are not currently visible, click the [Scroll left/right] button. Alternatively, drag the background, which looks like a floor, to the left or right.



Click the [Scroll left/right] button



Drag the floor to the left or right

## Changing parameters

START ○ ..... ► GOAL

.....

Drag the knobs up and down.



To adjust the volume of the patch, drag the [PATCH LEVEL] knob up and down.



Parameters are also controlled by the switches and pedals. Click or drag them up and down to edit their parameters.

## Switching effect types

START

O

This section describes how to switch effect types.

1

Click the name of the current effect.

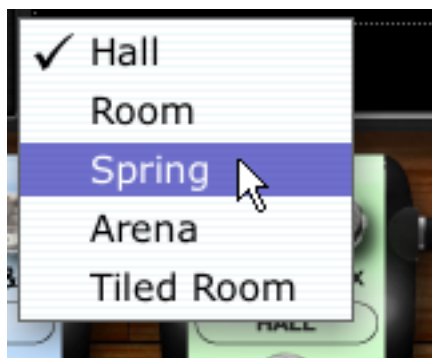


NOTE

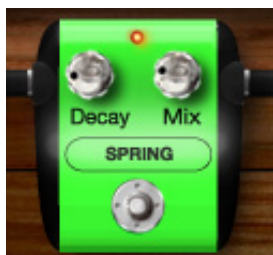
If you move the cursor over an effect, the cursor changes shape.

2

Click the name of the effect that you want to use.



The effect is switched.



You can also use a similar method to switch the amplifier head and cabinets.



When you are using the modeling amplifiers at the [DRIVE] module, the drive-based effect will disappear and only the cable will be shown. To switch these effect types, click the character "DRIVE" on the cable.



When you are using "ZNR" for the [ZNR] module, the cabinets will disappear and only the cable will be shown. To change cabinet types, click the character "CABINET" on the cable.



▶ GOAL

## Turning modules on or off

# START

.....

Click the foot switch when LED is off.



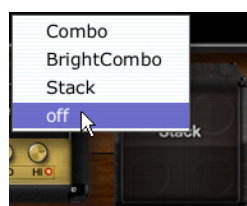
The LED switches off to indicate the module has been turned off.



The [EQ] module is built into the amplifier head. To turn the [EQ] module on or off, click the [EQ] button on the amplifier head.



To turn off the cabinet of the ZNR/AMP module, set the effect type to "OFF."



# Configuring the expression pedal

START

1

2

3

4

5

6

7

8

9

10

11

12

13

14

15

16

GOAL

This section describes how to configure the expression pedal, assigning it to the "DELAY" module as an example.

1

Click the [ASSIGN] icon.

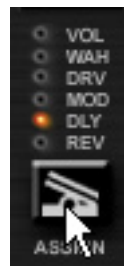


This changes the target controlled by the expression pedal.



2

Continue clicking the icon until the "DLY" LED is lit.



NOTE

The assignment targets are shown in the following order:

No light - Nothing specified

VOL - Volume

WAH - COMP/EFX module

DRV - DRIVE module

MOD - MODULATION module

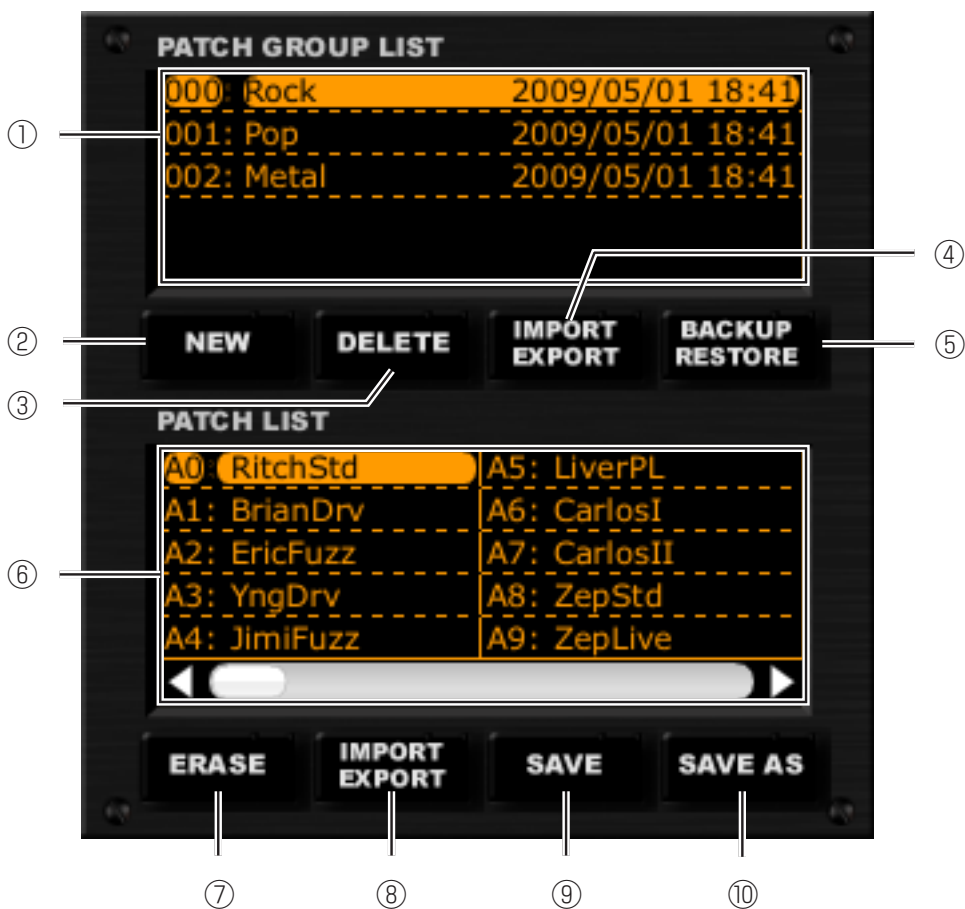
DLY - DELAY module

REV - REVERB module

# Librarian

The Librarian function allows you to manage patches, for example, saving and deleting.

## Functions



- ① Patch Group list - Lists available Patch Groups
- ② [GROUP NEW] button - Create new Patch Groups
- ③ [GROUP DELETE] button - Delete Patch Groups
- ④ [GROUP IMPORT/EXPORT] button - Import and export Patch Groups
- ⑤ [BACKUP/RESTORE] button - Back up or overwrite the patches in the unit
- ⑥ Patch list - Displays the patches in the Patch Groups
- ⑦ [PATCH ERASE] button - Reset the patch to the initial state
- ⑧ [PATCH IMPORT/EXPORT] button - Import and export patches
- ⑨ [SAVE] button - Overwrite patch parameters
- ⑩ [SAVE AS] button - Specify the saving location and save the patch

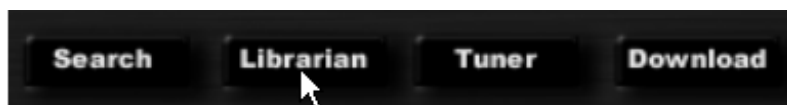


## Displaying the Librarian screen

START ○

..... This section describes how to display the Librarian screen. ....

Click the [LIBRARIAN] button.



The Librarian screen is displayed.



▶ GOAL

# Selecting and using patches

START

This section describes how to select patches from the patch librarian and use them.

1

Click the Patch Group you want to use.



NOTE

The date displayed next to the Patch Group name is the date when it was last updated.

2

Click the patch that you want to use.



The parameters of the patch are reflected in the editor area.



NOTE

If you switch patches without saving the patch currently being edited, the edited parameters are not saved.

GOAL

# Sorting patches

START

This section describes how to sort patches in the patch list.

1

Click and hold the patch that you want to move.

PATCH LIST	
A0: RitchStd	A5: LiverPL
A1: BrianDrv	A6: CarlosI
A2: EricFuzz	A7: CarlosII
A3: YngDrv	A8: ZepStd
A4: JimiFuzz	A9: ZepLive

2

Drop it onto the location where you want to move it.

PATCH LIST	
A0: RitchStd	A5: LiverPL
A1: BrianDrv	A6: CarlosI
A2: EricFuzz	A7: CarlosII
A3: RitchStd	A8: ZepStd
A4: JimiFuzz	A9: ZepLive



The patch moves to the location where you dropped it.

PATCH LIST	
A0: BrianDrv	A5: LiverPL
A1: EricFuzz	A6: CarlosI
A2: YngDrv	A7: CarlosII
A3: RitchStd	A8: ZepStd
A4: JimiFuzz	A9: ZepLive



Preset Patch Groups and Patch Groups downloaded from the dedicated site cannot be sorted.

GOAL

## Saving patches

START ○

This section describes how to save the patches that you have edited.

Click the [SAVE] button.



The patch is overwritten.

PATCH LIST	
A0: RitchStd	A5: LiverPL
A1: BrianDrv	A6: CarlosI
A2: EricFuzz	A7: CarlosII
A3: YngDrv	A8: ZepStd
A4: JimiFuzz	A9: ZepLive



NOTE

Note that once you have overwritten a patch it cannot be restored.



HINT

Preset Patch Groups and Patch Groups downloaded from the dedicated site cannot be overwritten or loaded. Select "MyPatchGroup" or a new Patch Group as the location for saving the patch if necessary.

▶ GOAL

## Specifying patch numbers and saving patches

START

This section describes how to save an edited patch with another patch number.

1

Click the [SAVE AS] button.



The [SAVE AS] window gets displayed.



- ① Patch Group list - Select a Patch Group to save into
- ② Patch list - Select a patch to save into
- ③ [CANCEL] button - Close the [SAVE AS] window
- ④ [SAVE] button - Save the patch

2

Click a Patch Group name from the Patch Group list to select a Patch Group as the destination.



3

Click a patch number from the Patch list to select a patch as the destination.

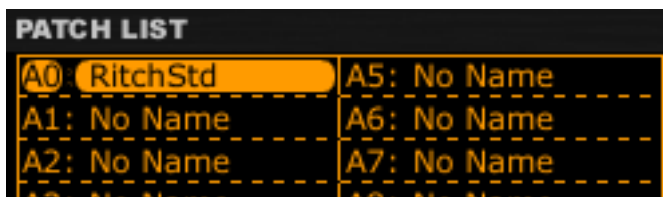


4

Click the [SAVE] button.



The patch is saved to the specified location.



To abort saving, click the [CANCEL] button.



GOAL

## Initializing a patch

START

0

This section describes how to initialize a patch.

1

Click the patch that you want to initialize.



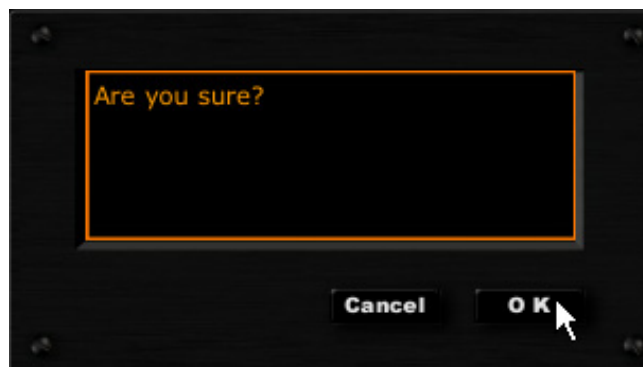
2

Click the [PATCH ERASE] button.



3

Click the [OK] button.



The patch is initialized.



Click [CANCEL] to cancel initialization.





Preset Patch Groups and Patch Groups downloaded from the dedicated site cannot be initialized.



Initialized patches are named "No Name." If you want to rename the patch, double-click the patch name and enter the new name. The following characters can be used in a patch name:

**No Name**

Numbers : 0 ~ 9

Alphabetic characters : A ~ Z、a ~ z

Punctuation : (space) ! # \$ % & ' ( ) + , - . ; = @ [ ] ^ \_ ` { } ~



Patch names can contain up to eight characters.



## Exporting patches

START

This section describes how to export patch data to your computer.

1

Click the patch that you want to export.

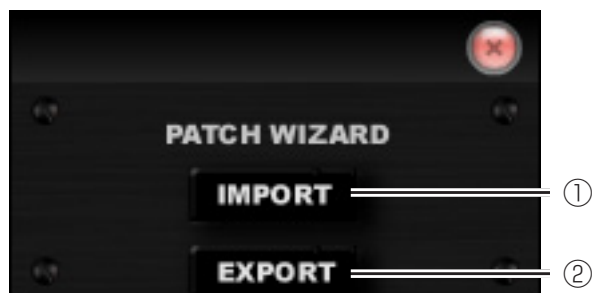


2

Click the [PATCH IMPORT/EXPORT] button.



The [PATCH WIZARD] window gets displayed.



① [IMPORT] button - Import patches

② [EXPORT] button - Export patches

3

Click the [EXPORT] button.



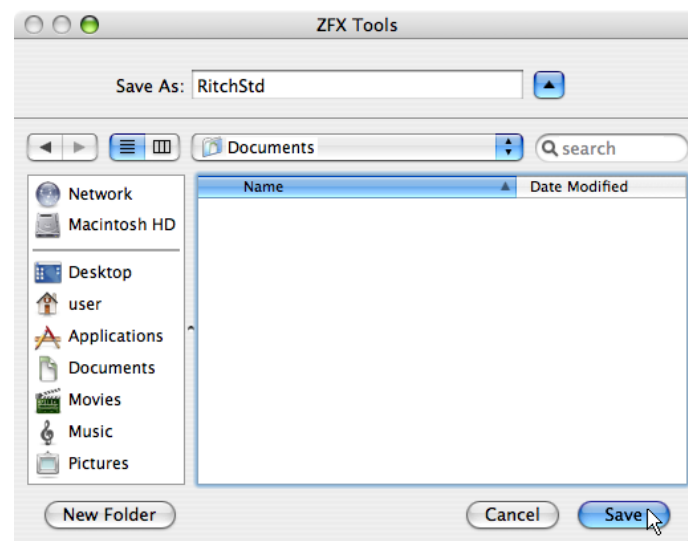
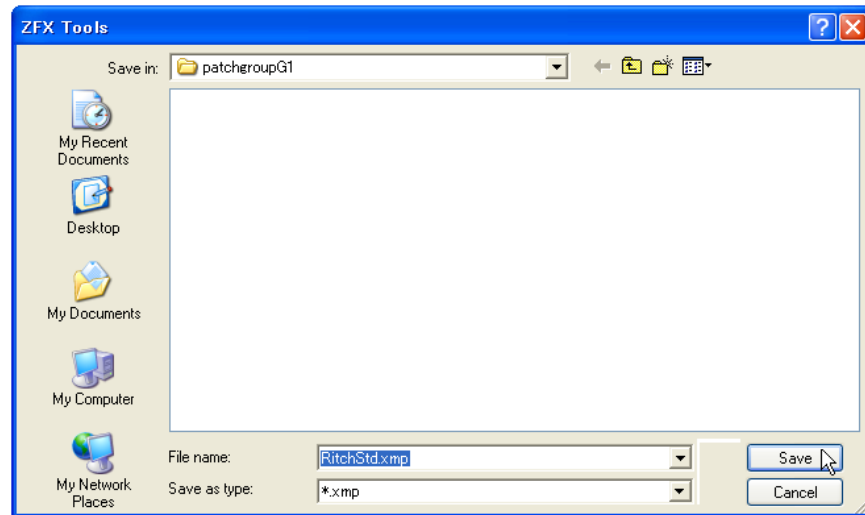


To abort exporting, close the [PATCH WIZARD] window.



4

Specify the destination where you want to export the patch.



The patch data is exported.



RitchStd.xmp



NOTE

The exported patch file has the \*.xmp extension.

## Importing a patch from an external source

START

This section describes how to import patches from your computer.

1

Click the patch that you want to import.



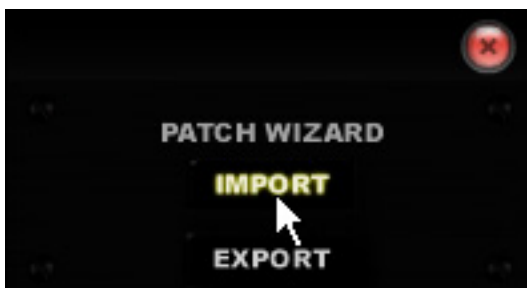
2

Click the [PATCH IMPORT/EXPORT] button.



3

Click the [IMPORT] button.



NOTE

Note that once you import a patch from an external source, it cannot be restored to the previous state.

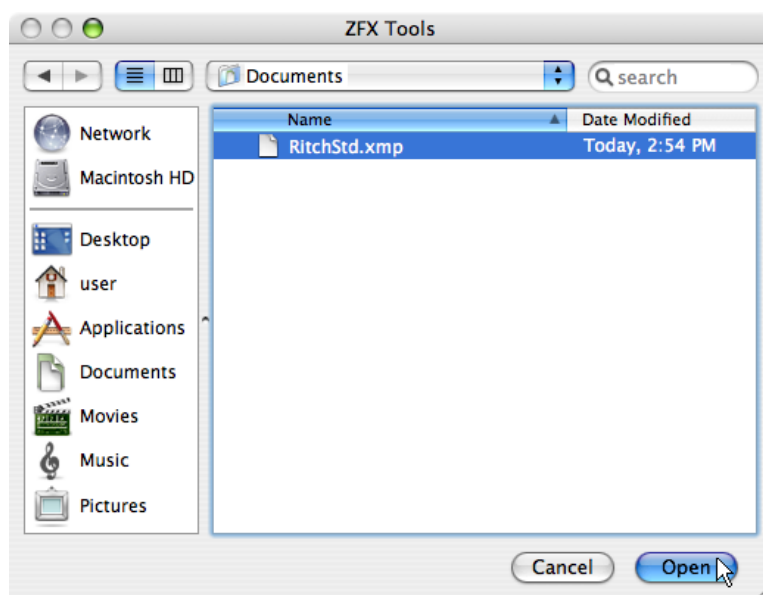
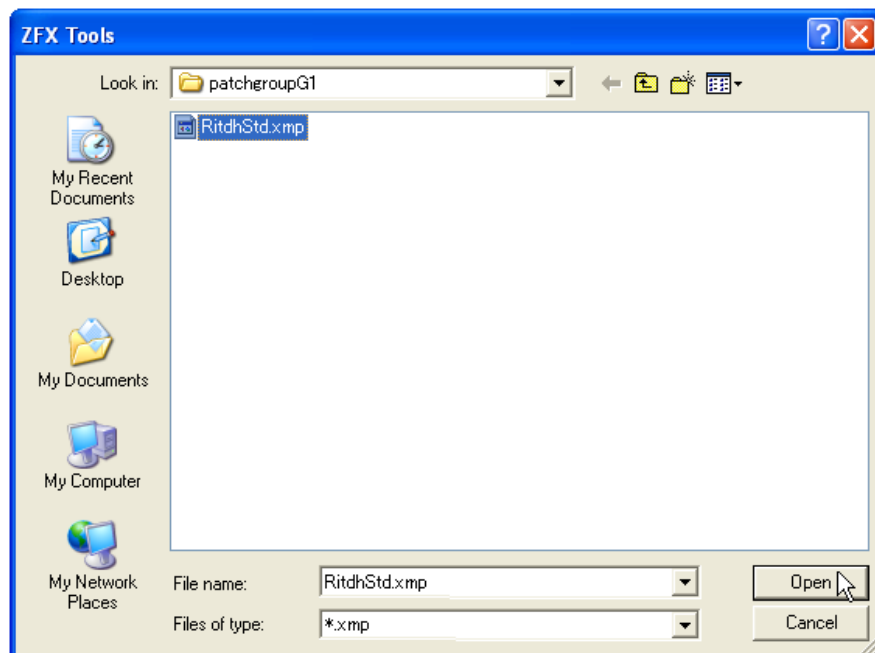


HINT

The preset patch groups and patch groups downloaded from the dedicated site cannot be overwritten or loaded. Select "My Patch Group" or a new patch group as the location for importing the patch if necessary.

# 4

Open the patch file that you want to import.



The patch is imported.

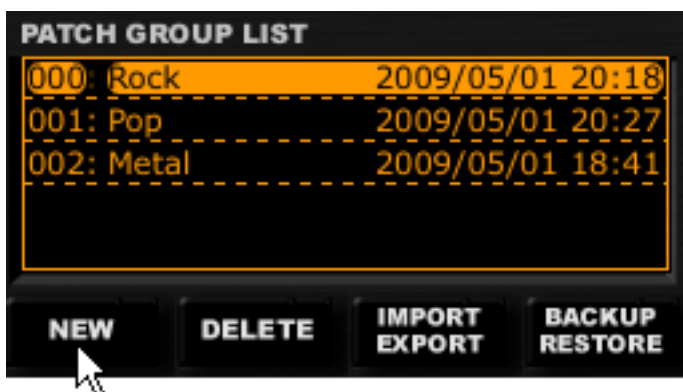
PATCH LIST	
A0: RitdhStd	A5: LiverPL
A1: BrianDrv	A6: CarlosI
A2: EricFuzz	A7: CarlosII

## Creating a new Patch Group

START

This section describes how to create a new Patch Group.

Click the [GROUP NEW] button.



A new Patch Group is created.



Newly created Patch Groups are named "New Patch Group...". To rename the Patch Group, double-click the Patch Group name and enter the new name. The following characters can be used in a Patch Group name.

**New Patch Group 001**

Numbers : 0 ~ 9

Alphabetic characters : A ~ Z, a ~ z

Punctuation : (space) ! # \$ % & ' ( ) + , - . ; = @ [ ] ^ \_ ` { } ~



NOTE

Patch Group names can contain up to twenty four characters.

GOAL

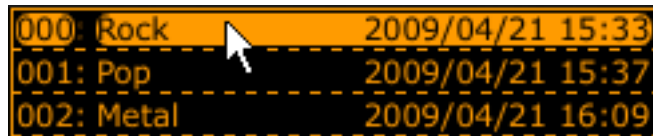
## Sorting Patch Groups

START ○ ..... GOAL ▶

This section describes how to sort Patch Groups.

1

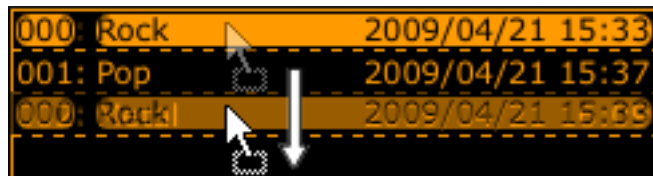
Click and hold the Patch Group that you want to move.



000: Rock	2009/04/21 15:33
001: Pop	2009/04/21 15:37
002: Metal	2009/04/21 16:09

2

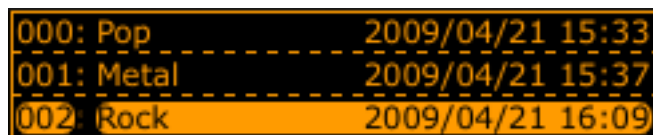
Drop it onto the location where you want to move it.



000: Rock	2009/04/21 15:33
001: Pop	2009/04/21 15:37
000: Rock	2009/04/21 15:33



The Patch Group moves to the location where you dropped it.



000: Pop	2009/04/21 15:33
001: Metal	2009/04/21 15:37
002: Rock	2009/04/21 16:09

# Deleting a Patch Group

START

0

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

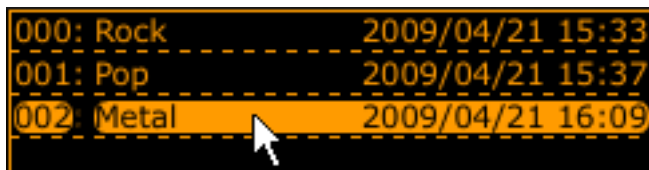
.....

.....

This section describes how to delete a Patch Group.

1

Click the Patch Group that you want to delete.



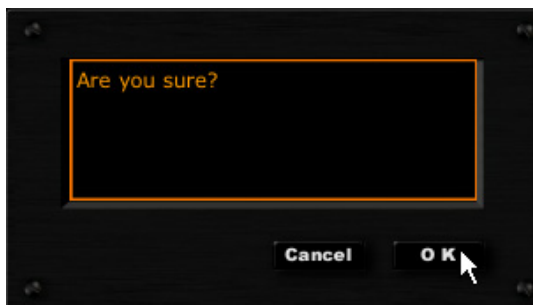
2

Click the [GROUP DELETE] button.

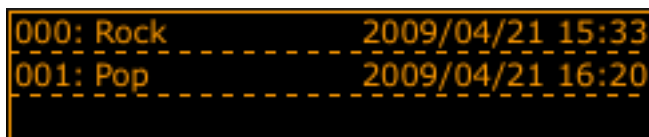


3

Click the [OK] button.



The Patch Group is deleted.



Click [CANCEL] to cancel deletion.



NOTE

Note once you delete a Patch Group it cannot be restored.

▶ GOAL

## Exporting Patch Groups

START

This section describes how to export Patch Groups to your computer.

1

Click the Patch Group that you want to export.

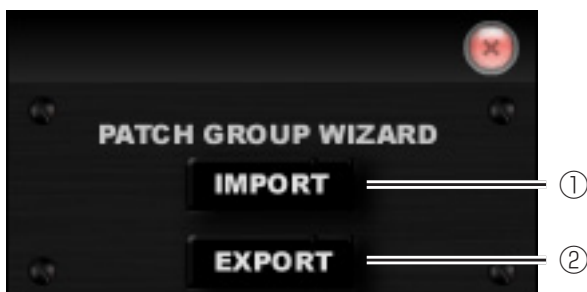


2

Click the [GROUP IMPORT/EXPORT] button.



The [PATCH GROUP WIZARD] window gets displayed.



- ① [IMPORT] button - Import Patch Groups
- ② [EXPORT] button - Export Patch Groups

3

Click the [EXPORT] button.





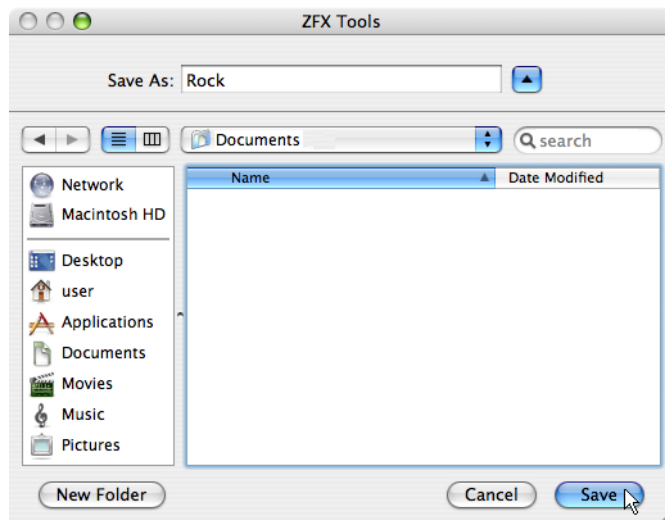
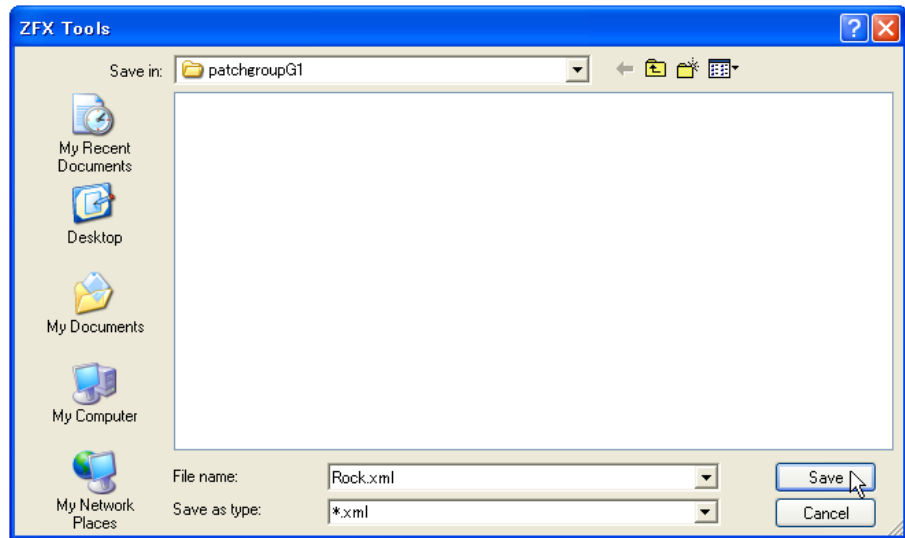


To abort backing up, close the [BACKUP WIZARD] window.



5

Specify the destination where you want to export the Patch Group.



The Patch Group data is exported.



Rock.xml



NOTE

The exported Patch Group file has the \*.xml extension.

## Importing a Patch Group from an external source

START

This section describes how to import Patch Groups from your computer.

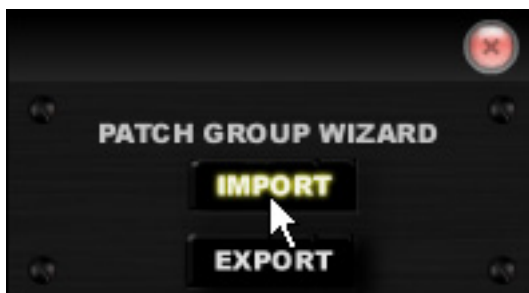
1

Click the [GROUP IMPORT/EXPORT] button.



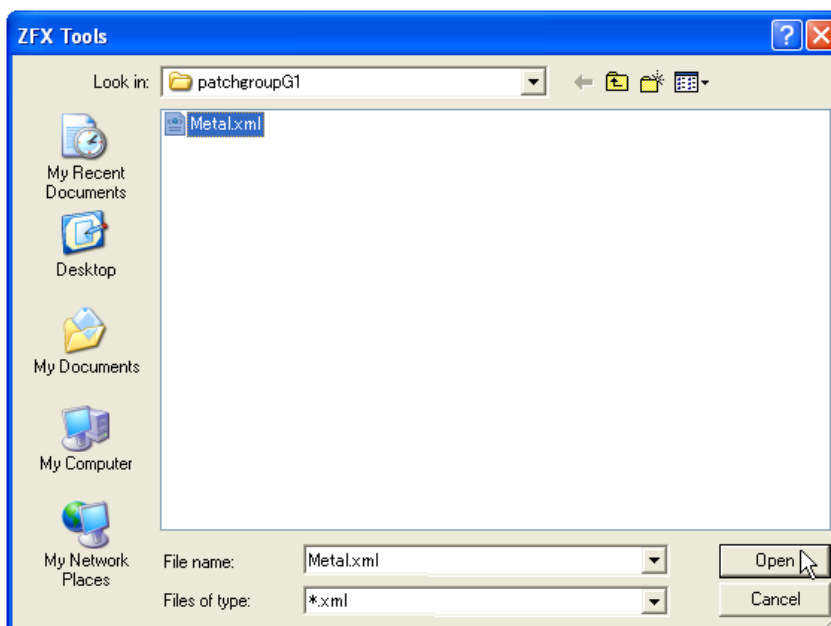
2

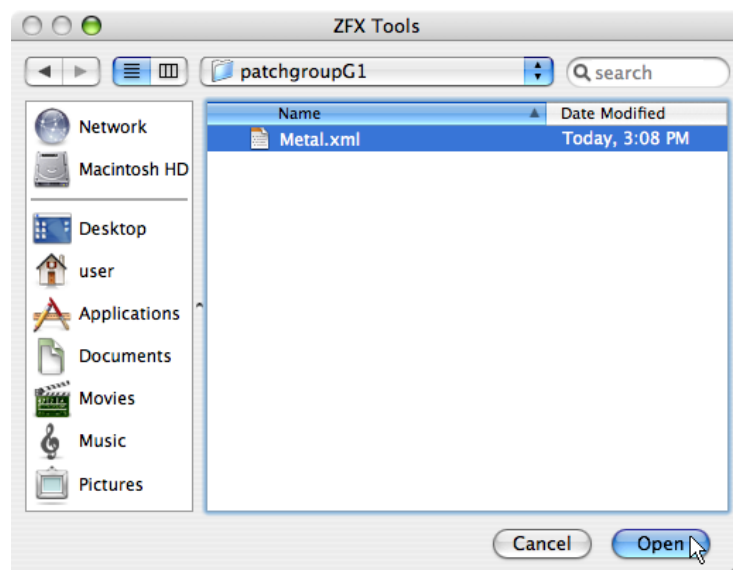
Click the [IMPORT] button.



3

Open the Patch Group file that you want to import.





The Patch Group is imported.

000: Rock	2009/04/21 17:41
001: Pop	1970/01/01 09:00
002: Metal	2009/04/21 17:41

GOAL

## Backing up Patch Groups from the G1u

START ○

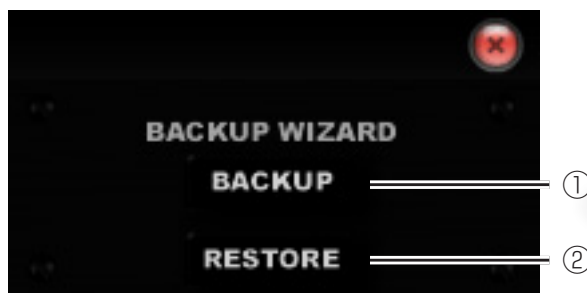
This section describes how to back up Patch Groups from the G1u to your computer.

1

Click the [BACKUP/RESTORE] button.



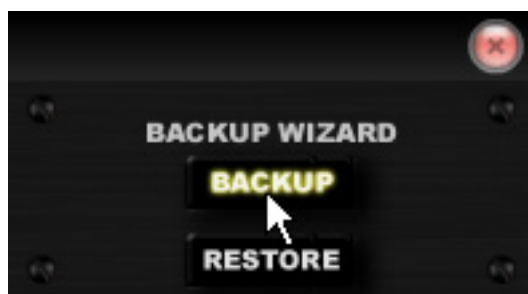
The [BACK UP WIZARD] window gets displayed.



- ① [BACK UP] button - Load a Patch Group from the G1u
- ② [RESTORE] button - Write a Patch Group onto your G1u

2

Click the [BACK UP] button.



To abort exporting, click the [CANCEL] button.



▶ GOAL

## Copying a Patch Group into the G1u

START

0

.....

▶ GOAL

This section describes how to copy Patch Groups from your computer into your G1u.

1

Click the Patch Group you want to copy to your G1u.



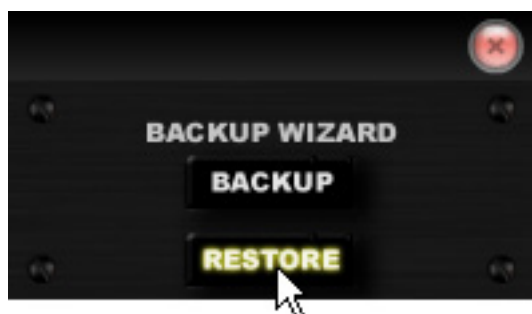
2

Click the [BACKUP/RESTORE] button.



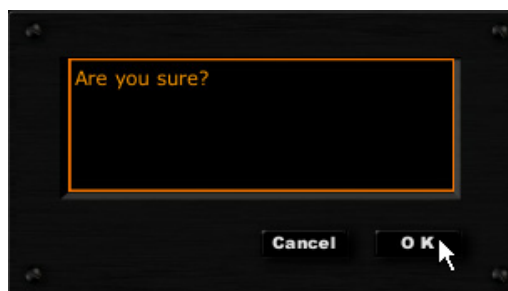
3

Click the [RESTORE] button.

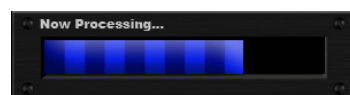


4

Click the [OK] button.



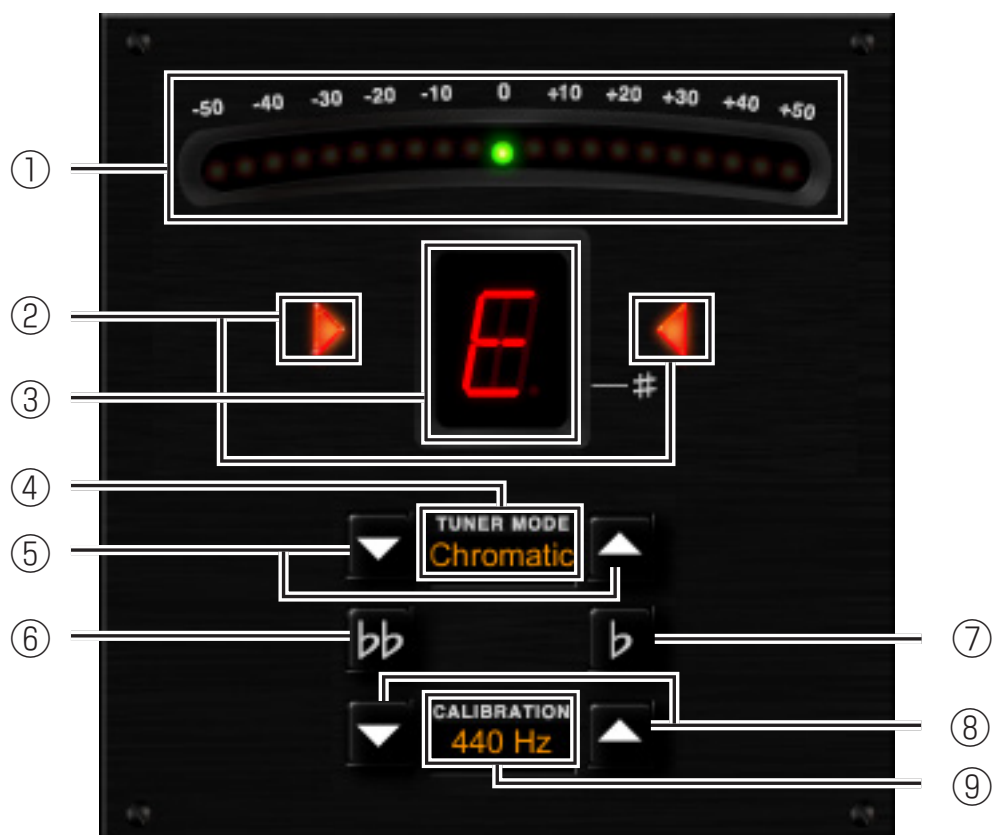
The Patch Group file data is copied into your G1u.



# Tuner

ZFX Tools has a tuner function that includes a standard chromatic tuner mode as well as other modes that support various irregular tunings.

## Functions



- ① Tuning assist LED - Displays tuning drift in 5 cent increments
- ② Pitch level LED - Displays pitch drift against notes or strings
- ③ Note/String number - Displays the note or string that was played
- ④ Tuner mode - Displays the currently selected tuner mode
- ⑤ [TUNER MODE] button - Switch tuner modes
- ⑥ [ b b (double-flat)] button - Tune one whole note down
- ⑦ [ b (flat)] button - Tune one half note down
- ⑧ [CALIBRATION] button - Set the reference frequency for tuning
- ⑨ Calibration value - Displays the reference frequency for tuning

## Displaying the tuner screen

GOAL

---

Click the [TUNER] button.



The tuner is displayed.



### NOTE

If you display the tuner screen, your Glu enters bypass mode (all effects are temporarily off).

# Using the chromatic tuner

START

This section describes how to use the chromatic tuner to tune your guitar.

1

Click the [TUNER MODE] button and select [Chromatic].



2

Pick the open string that you want to tune.



The note closest to the string you picked is displayed. Notes are shown as follows:

Note	Display	Note	Display
A		D#	
A#		E	
B		F	
C		F#	
C#		G	
D		G#	



4

Adjust the tuning for the string, checking the note and the pitch drift.



When the string is in tune, the green LED in the center of the tuning assist LED lights when you pick the string, or both pitch level LEDs are lit simultaneously.



Tune roughly so that the same note as the string you picked is displayed, and then adjust to the precise pitch.

▶ GOAL

## Changing the reference pitch

START ○ ..... ▶ GOAL

You can click the [CALIBRATION] button on either side of the calibration value to change the reference pitch (central A) of the tuning.



The central A can be tuned in 1 Hz increments in the range of 435 to 445 Hz.



When the calibration value which have been adjusted at the G1u differs to the value above, the tuning result may differ between two.



When you first start your ZFX Tools, the reference pitch (central A) is set to 440 Hz.

## Tuning one half note down

START ○ ..... ▶ GOAL

To tune one half note down, click the [ b ] button. The [ b ] button lights to indicate that the ZFX Tools is set to tune one half note down.

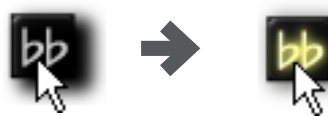


To return the tuning to standard, click the [ b ] button again.

## Tuning one whole note down

START ○ ..... ▶ GOAL

To tune one whole note down, click the [ b b ] button. The [ b b ] button lights to indicate that the ZFX Tools is set to tune one whole note down.



It is not possible to set both [ b ] and [ b b ] simultaneously.

# Changing the tuner mode

START

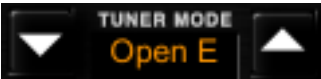
This section describes how to use a tuner other than a chromatic tuner.

1

Click the [TUNER MODE] button.



The tuner mode changes.



**NOTE** Available tuner modes and the note for each string are as follows:

Tuner mode		Guitar	Bass	Drop D	OPEN A	OPEN G	OPEN E	OPEN D	DADGAD
String number	1	E	G	E	E	D	E	D	D
	2	B	D	B	C#	B	B	A	A
	3	G	A	G	A	G	G#	F#	G
	4	D	E	D	E	D	E	D	D
	5	A	B	A	A	G	B	A	A
	6	E		D	E	D	E	D	D
	7	B							

## 2

Pick the open string that you want to tune.



In tuner modes other than the chromatic tuner, when you pick a string, the number for the string you pick is displayed rather than the note for the string. Except for that, you can tune in the same way as with the chromatic tuner.



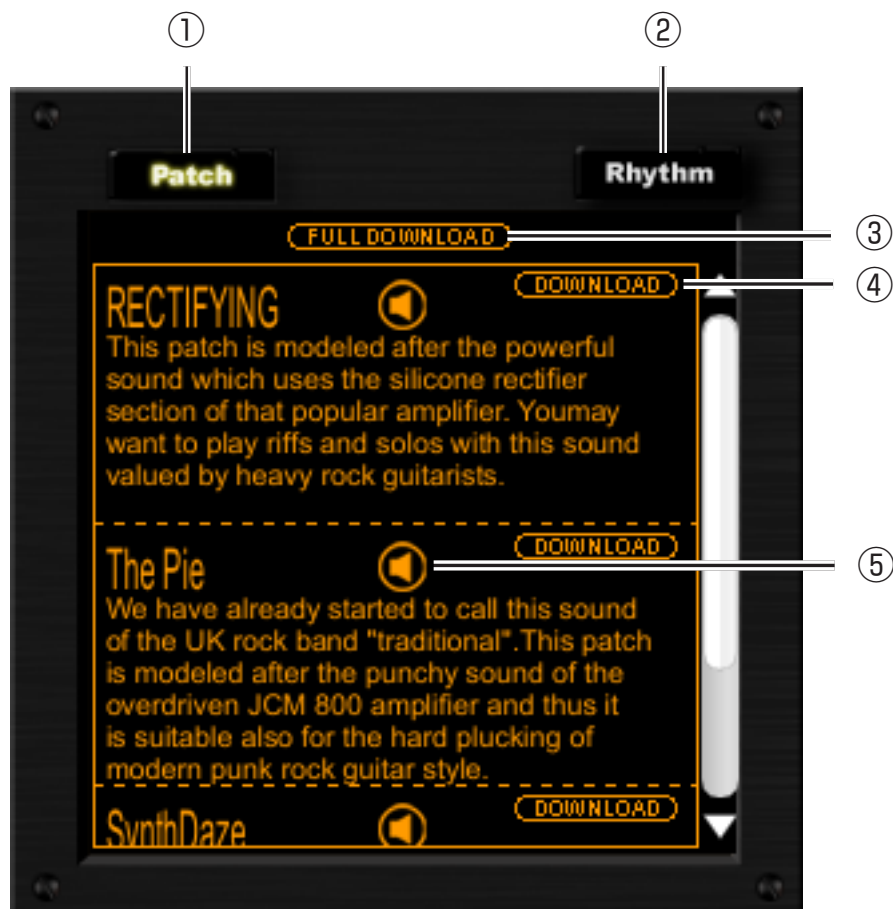
Tune roughly so that the same string number as the string you picked is displayed, and then adjust to the precise pitch.

▶ GOAL

# Downloading

If your computer is connected to the internet, you can download the latest patches and rhythms from the dedicated website.

## Functions



- ① [PATCH] button - Display the downloadable Patch Groups
- ② [RHYTHM] button - Display the downloadable rhythms
- ③ [FULL DOWNLOAD] icon - Download all Patch Groups or rhythms
- ④ [DOWNLOAD] icon - Download individual Patch Groups or rhythms
- ⑤ [PREVIEW] icon - Preview patches and rhythms

## Displaying the download screen

START ○

This section describes how to display the download screen.

Click the [DOWNLOAD] button.



The download screen is displayed.



▶ GOAL

## Downloading Patch Groups

START ○

This section describes how to download Patch Groups from the dedicated site.

1

Click the [PATCH] button.



The Patch Group download list is displayed.



2

Click the [DOWNLOAD] button for the Patch Group that you want to download.



After you download a Patch Group, the [DOWNLOAD] button for that Patch Group is grayed out.





To view the patches contained in the Patch Group, click the [PREVIEW] icon.



GOAL



## Downloading rhythms

START ○

1

○

↓

○

↓

○

↓

○

↓

○

↓

○

↓

○

↓

GOAL

This section describes how to download rhythms from the dedicated site.

1

Click the [RHYTHM] button.



The rhythm download list is displayed.



2

Click the [DOWNLOAD] button for the rhythm that you want to download.



To preview the rhythm, click the [PREVIEW] icon.



## Downloading all Patch Groups or rhythms

START ○ ..... GOAL ▶

This section describes how to download all Patch Groups or rhythms.

Click the [FULL DOWNLOAD] icon in the download screen.



All patch groups and rhythms are downloaded.



# Import · Export

With ZFX Tools, you can import the tool sets and rhythms which have been downloaded from the dedicated web site. The tool sets can also be shared between users through export function.

## Importing a tool set

START

O

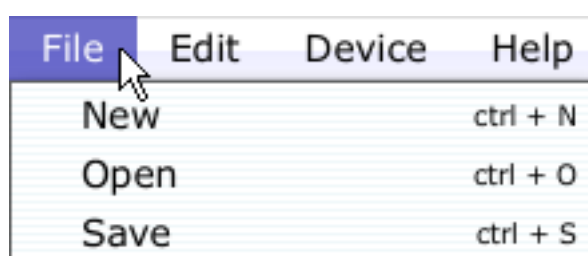
.....

↓

The tool sets can be imported as below.

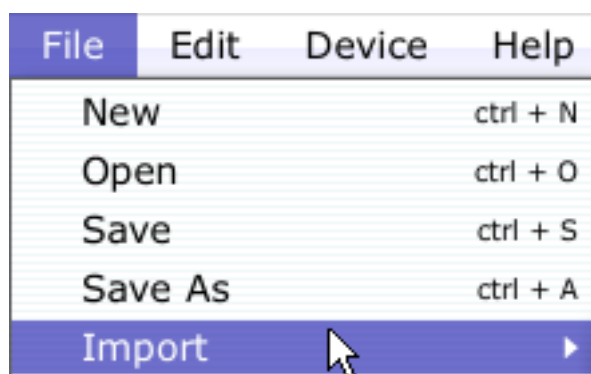
1

Open the [File] menu.



2

Click [Import].

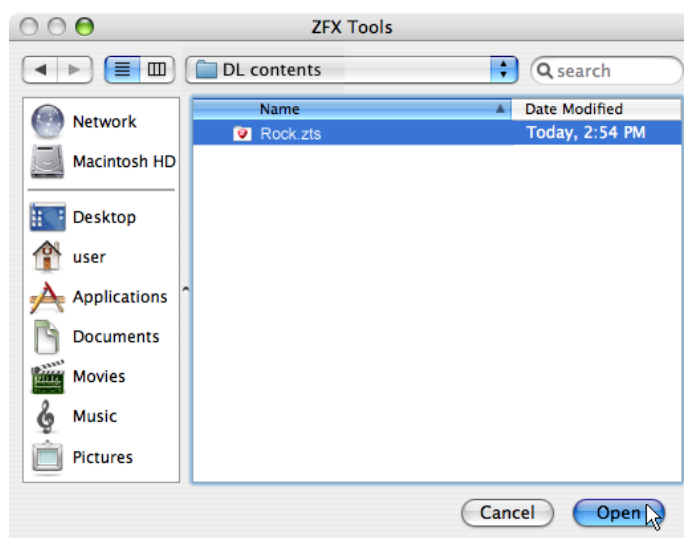
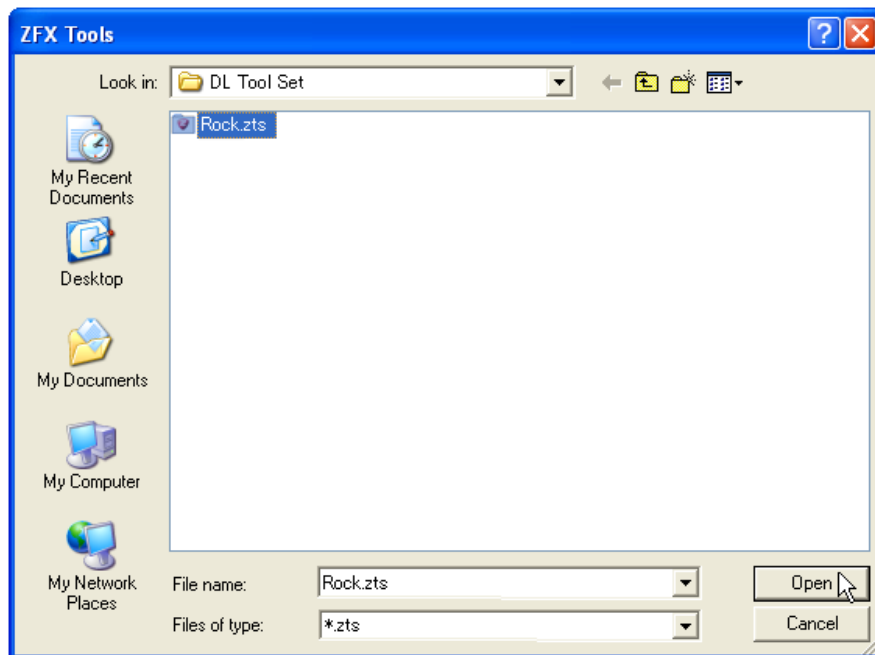


Click [Tool Set].



## 3

Select the tool set file (\*.zts) you want to import.



**NOTE**

The tool set will be imported into the "toolsets" folder below "My Documents"(In Mac OS, "Documents").



**HINT**

If the tool set already exists, you can whether cancel, overwrite, or rename. To overwrite, click [OK]. To rename, click [RENAME].

## 4

Tool set will be imported.



NOTE

After importing, the tool set will be loaded automatically.



NOTE

When demo tool sets is impored, it will be listed into [File]-[Demo] afterwards.



HINT

To export your tool set, refer "Export". ([→ P95](#))

GOAL

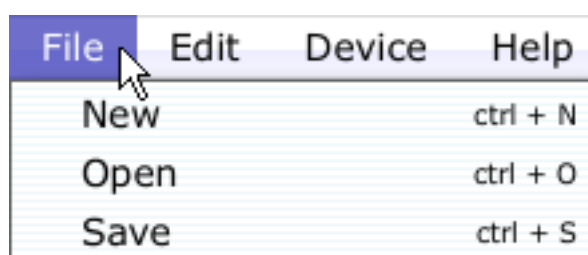
## Importing rhythm files

START

The rhythm files can be imported as below.

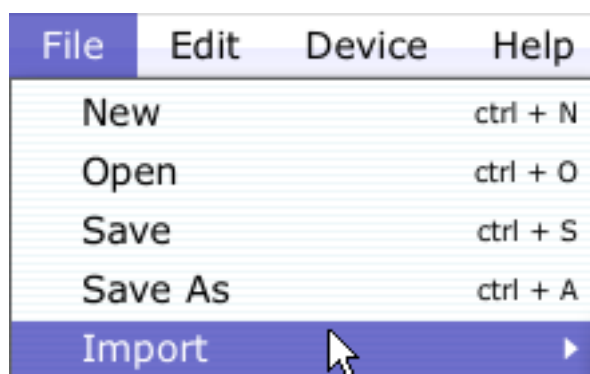
1

Open [File] menu.



2

Click [Import].

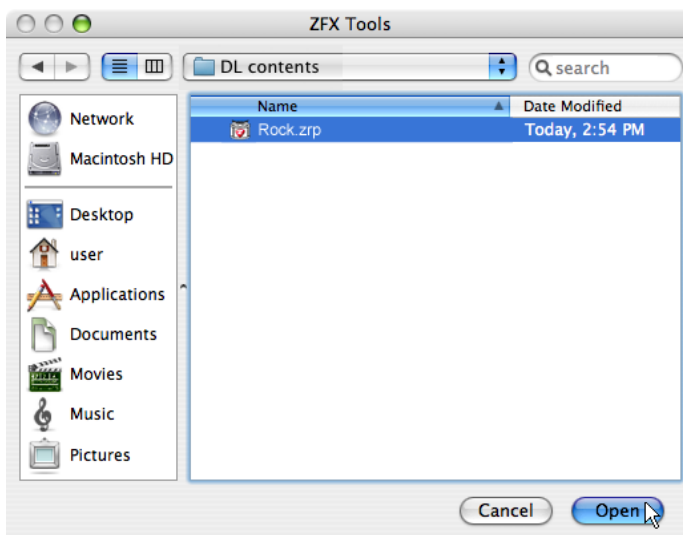
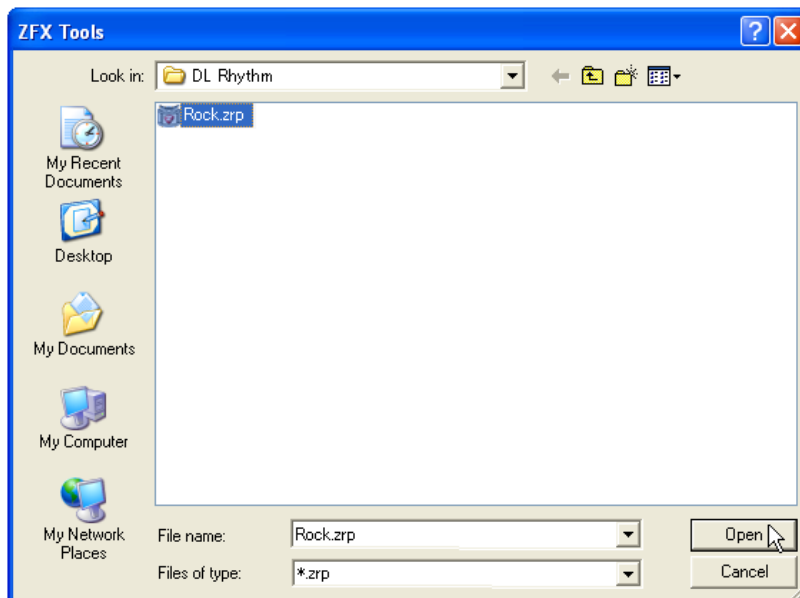


Click [Rhythm].



# 3

Select the rhythm file (\*.zrp) you want to import.



# 4

The rhythm file will be imported.



NOTE

The extension of the file above is "\*.zts".



HINT

After importing, the rhythm will be loaded automatically.

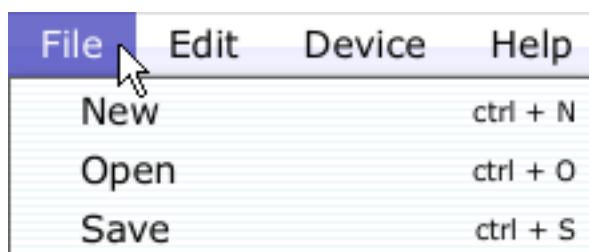
## Exporting the current tool set

START

The current tool set can be exported to one file as below.

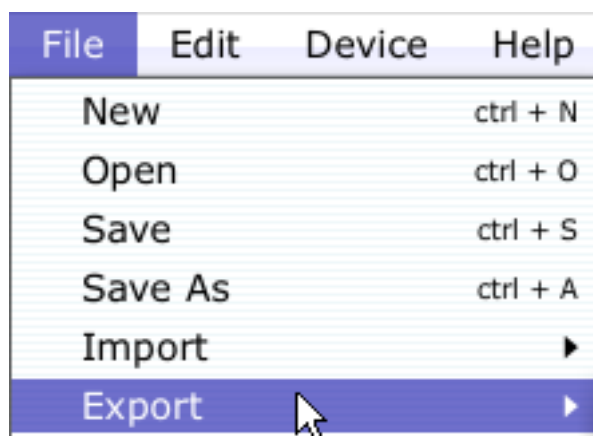
1

Open the [File] menu.



2

Click [Export].



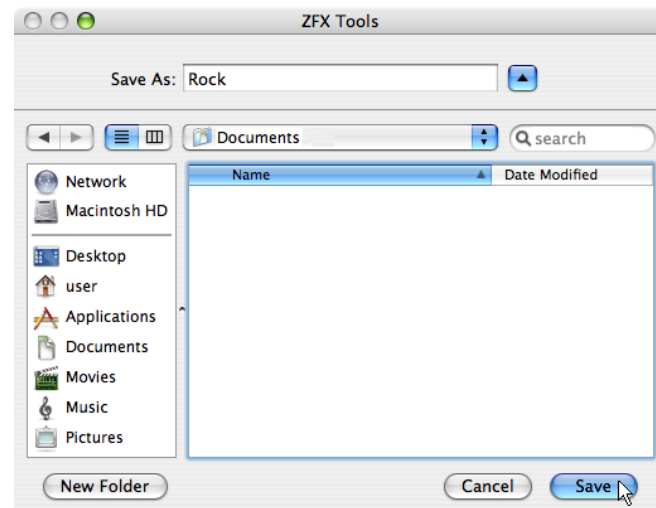
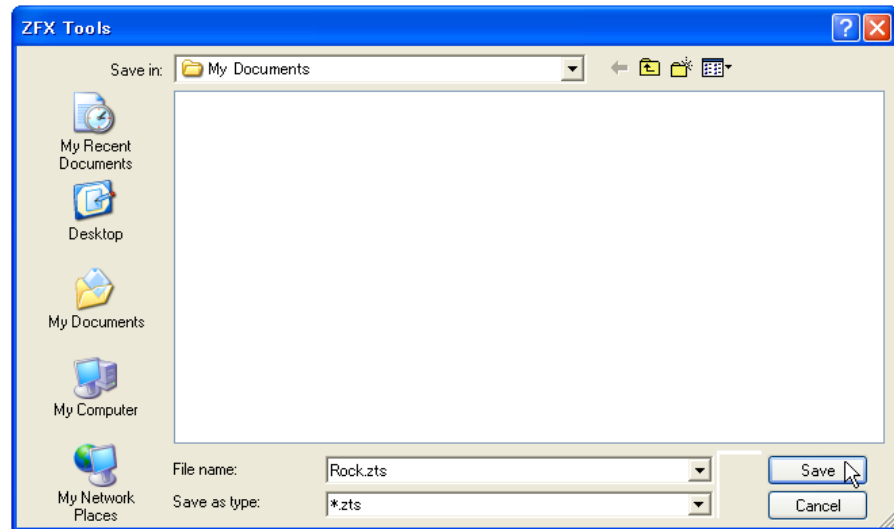
Click [Tool Set].





# 3

Give file a name to save into.



Tool Set will be exported into one file.



The file above can be shared with other users through "Import" function.



The tool set file will have "\*.zts" extension.

## Configuring devices

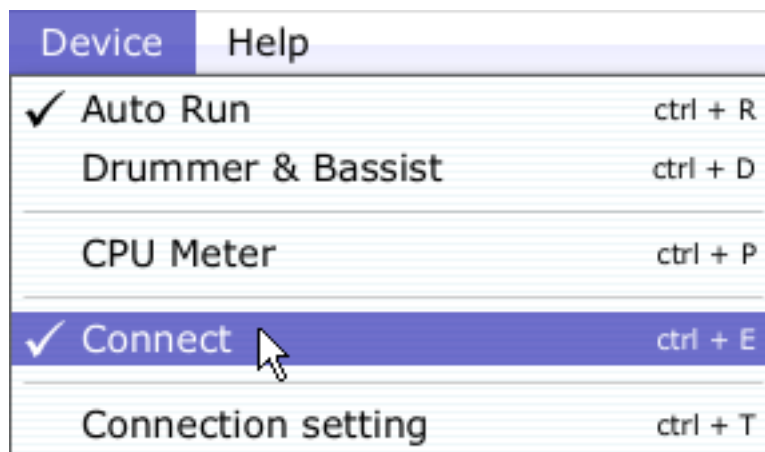
You can configure various settings by using the [Device] menu in the menu bar.

## Switching the connection state

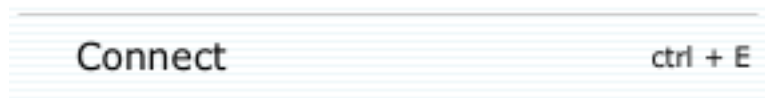
# START

**ST** This section describes how to switch on/off the connection state of the Glu.

In the [Device] menu, click [Connect].



The check mark next to [Connect] is cleared and the Glu is disconnected.



Clicking [Connect] a second time reconnects the GPU.



The [Glu] icon in the Tool Set area indicates whether the Glu is connected to your computer or not.



USB cable Connected (light on)



USB cable DisConnection (light off)

## Configuring the ASIO driver

START

O

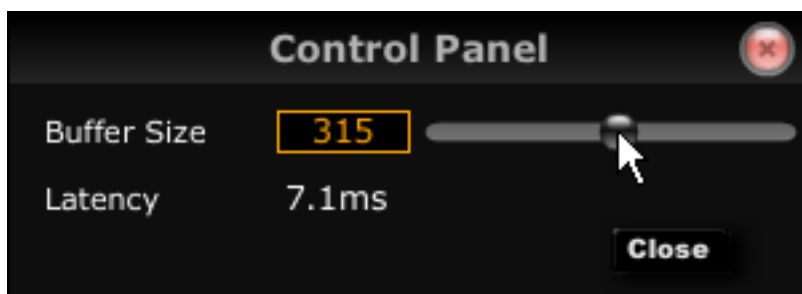
▶ GOAL

This section describes how to configure the ASIO driver.

In the [Device] menu, click [Connection setting].



The control panel for configuring the ASIO driver is displayed.



The control panel of the driver contains a slider for controlling the latency. Use your computer to set the value as low as possible without interrupting the sound. The correct value varies depending on your computer.

## Configuring how ZFX Tools launches

## GOAL

.....

In the [Device] menu, click [Auto Run].

Device	Help
✓ Auto Run	ctrl + R
Drummer & Bassist	ctrl + D
CPU Meter	ctrl + P
✓ Connect	ctrl + E
Connection setting	ctrl + T



The check mark next to [Auto Run] is cleared and the Auto Run function is turned off.

Device	Help
Auto Run	ctrl + R
Drummer & Bassist	ctrl + D
CPU Meter	ctrl + P
✓ Connect	ctrl + E
Connection setting	ctrl + T



Click [Auto Run] once more to turn on Auto Run again.

---

## Displaying the CPU meter

---

START ○

○

○

○

○

○

○

○

○

○

○

○

○

○

○

○

○

○

○

○

○

○

○

○

○

○

○

○

○

○

○

○

○

○

○

○

○

○

○

○

○

○

○

○

○

○

○

○

○

▶

▶

▶

▶

▶

▶

▶

▶

▶

▶

▶

▶

▶

▶

▶

▶

▶

▶

▶

▶

▶

▶

▶

▶

▶

▶

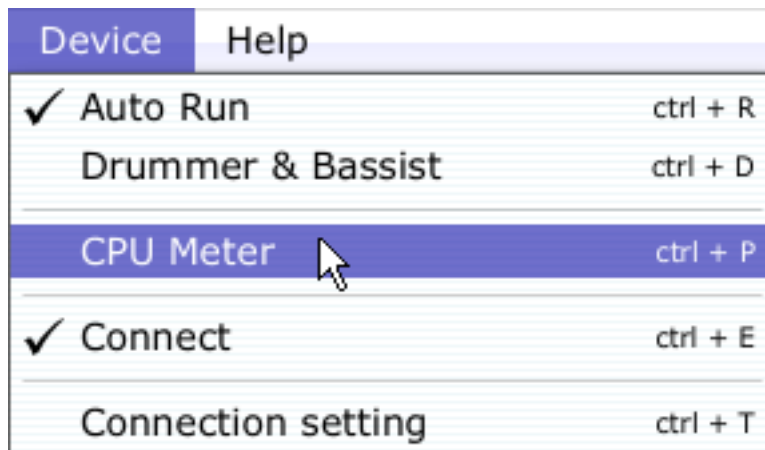
▶

▶

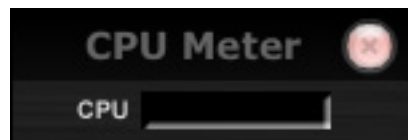
GOAL

This section describes how to display the CPU meter.

In the [Device] menu, click [CPU Meter].



The CPU meter is displayed.

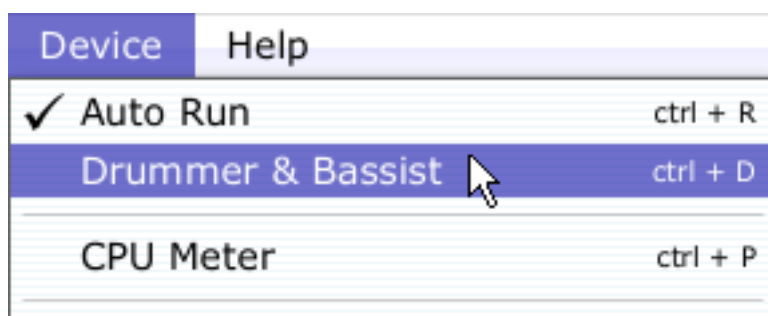


## Configuring the drummer/bassist display

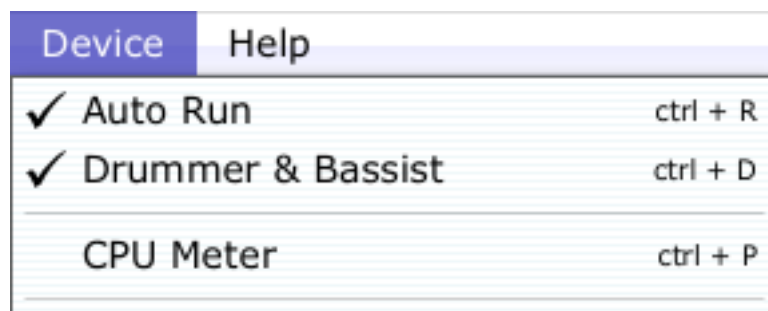
START

This section describes how to turn the drummer and bassist animations in the rhythm machine on or off.

In the [Device] menu, click [Drummer&Bassist].



The item [Drummer&Bassist] gets checked and the animation turns on.



The animation can also be turned on when then drummer/ bassist image is clicked.



When the animation is off, still images are displayed in the drummer and bassist display boxes.



Even when the animation is turned on, if your computer cannot meet the graphic requirements, still images are displayed.

GOAL

# Troubleshooting

## ■ Sounds cannot be heard or are too faint

- Check that the G1u is connected to your computer with the USB cable.
- Ensure your guitar is correctly connected to the INPUT jack, and your headphones are correctly connected to the PHONE (or OUTPUT) jack.
- Check that your shielded cable does not have any problems.
- Use the [PATCH LEVEL] knob in the ZFX Tools window to adjust the volume. ([→ P.50](#))
- Use the [MASTER LEVEL] knob on the ZFX Tools screen to adjust the volume. ([→ P.14](#))
- For some patches, you can use the expression pedal to control the volume. Adjust the expression pedal until you get the appropriate volume. ([→ P.54](#))
- Adjust the Gain and Level parameters of the amplifiers or effect units used on ZFX Tools.
- Check the device configurations. ([→ P.97](#))

## ■ There is persistent noise

- Use the ZNR module in ZFX Tools.
- Reduce the Gain and Level parameters on the amplifier heads or the drive-based effect units used on ZFX Tools.
- Check the configuration of the expression pedal. Depending on the parameter assigned to the expression pedal, noises may be caused by sudden changes in parameters due to pedal operations. ([→ P.54](#))
- Check your peripherals. Degraded connectors, broken wires, and dirt on your guitars or shielded cables may have an effect.

## ■ The computer does not recognize the connection of the USB terminal

- Check that the supported OS is installed correctly.
- Check that the driver is installed on your computer.

## ■ Effect units do not work

- Check that the effect unit is powered on (the LED is lit).
- Check that your G1u is not in bypass mode.

## ■ Drummer&Bassist and the graphic drivers

- Drummer&Bassist may not work properly depending on your graphic drivers. Try updating your graphic driver since it may contain some fixes. For informations, call the technical support center of your computer vendor. Please be sure that updating graphic drivers shall be done at your risk, and neither ZOOM Corporation nor SONICWARE Inc. shall be held liable for any damages.

## ■ On Mac OS

- ZFX Tools does not support sleep mode. Do not put your computer to sleep when running ZFX Tools.

information



**Zoom Corporation**

2F, ITOHPIA Iwamotocho 2-chome Bldg.,

2-11-2 Iwamoto-cho, Chiyoda-ku, Tokyo

101-0032, Japan

Web site: <http://www.zoom.co.jp>

planning & department



**SONICWARE Inc.**

2-26-17 Higashi-ikebukuro, Toshima-ku, Tokyo

170-0013, Japan

Web site: <http://www.sonicware.jp>