

G7.1ut Editor / Librarian for Mac Operation Manual



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Introduction

The **ZOOM G7.1ut Editor/Librarian for Mac** (subsequently called "**G7EDforMac**" in this manual) is a Macintosh compatible editor/librarian software package developed specifically for use with the G7.1ut. It allows the transfer of G7.1ut patch data to the Macintosh computer for editing and storage. Using knobs and buttons shown on the Macintosh screen, it is also possible to directly edit the patch currently selected at the G7.1ut.

Preparations

This section explains how to make basic settings for G7EDforMac.

■ G7EDforMac operating environment

- **Computer running MacOS X (10.2 or later)**
- **MIDI input/output device (USB based MIDI interface or similar)**
G7EDforMac uses both the MIDI IN and MIDI OUT connectors of a MIDI interface connected to the Macintosh to send and receive data.

Starting G7EDforMac

Start the G7EDforMac software as follows.

- 1. Double-click the "G7EDforMac" icon.**
The G7EDforMac software starts up.
- 2. To terminate G7EDforMac, access the G7EDforMac menu and select "Quit Application".**

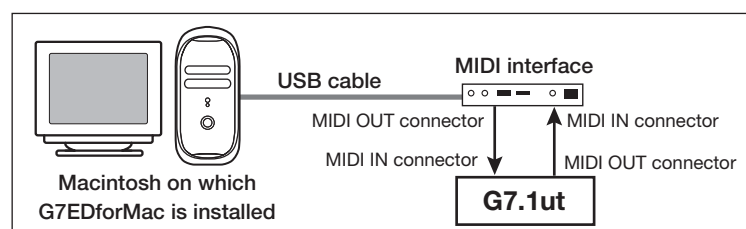
HINT

You can check the G7EDforMac version by accessing the G7EDforMac menu and selecting "About Application". Selecting "ZOOM Home Page" from the Help menu automatically brings up your browser and accesses the web site of ZOOM Corporation. We recommend that you periodically use this feature to check for information about upgrading to the latest version of the software.

Connecting the G7.1ut to the Macintosh

To connect the G7.1ut to the MIDI interface of the Macintosh, use two MIDI cables and make the connection as shown below.

- **Connection example (MIDI interface with USB connection)**



NOTE

It is not possible to send and receive MIDI messages via the USB port of the G7.1ut.

Switching G7EDforMac to Online Operation

Proceed as follows to select the MIDI port for send/receive to enable data transfer between G7EDforMac and the G7.1ut. (This sets the G7EDforMac to the online condition.)

1. **Connect the G7.1ut and the MIDI interface and then start up the G7EDforMac software.**

Also make sure that power to the G7.1ut is turned on.



2. **Access the MIDI menu. In the "MIDI IN" and "MIDI OUT" submenus, select the MIDI port to which the G7.1ut is connected.**

A check mark is shown to the left of the currently selected MIDI port name.

NOTE

If the MIDI interface does not appear under "MIDI IN" and "MIDI OUT" on the MIDI menu, the MIDI interface may not have been properly recognized by the Macintosh computer. Open the Audio MIDI Setup utility on the Macintosh and check whether the MIDI interface is displayed. For details, refer to the documentation of the MIDI interface.

3. **To switch G7EDforMac to the online state, click the On Line button so that it appears lit.**



Data transfer between G7EDforMac and the G7.1ut is now enabled.

If a dialog box with an error message appears on the Macintosh screen, or if data transfer cannot be carried out although the On Line button is available, check all connections and the MIDI port settings again.

HINT

Another way of switching to the online state is to select "OnLine" from the MIDI menu.

Sending/Receiving G7.1ut Patch Data

Patch data can be transferred between G7EDforMac and the G7.1ut in units of 80 patches (all patches of the user area). A set of 80 patch data is called a "patch set". This section describes how to send and receive patch sets between G7EDforMac and G7.1ut.

NOTE

With G7EDforMac, it is not possible to receive a single patch from the G7.1ut or overwrite a single patch in the G7.1ut.

Receiving a Patch Set from the G7.1ut (Receive All)

G7EDforMac can be used to receive patches stored on the G7.1ut in the Macintosh. After receiving, the patches can be edited while monitoring the sound edited individually. The result can then be written as a file on the Macintosh.

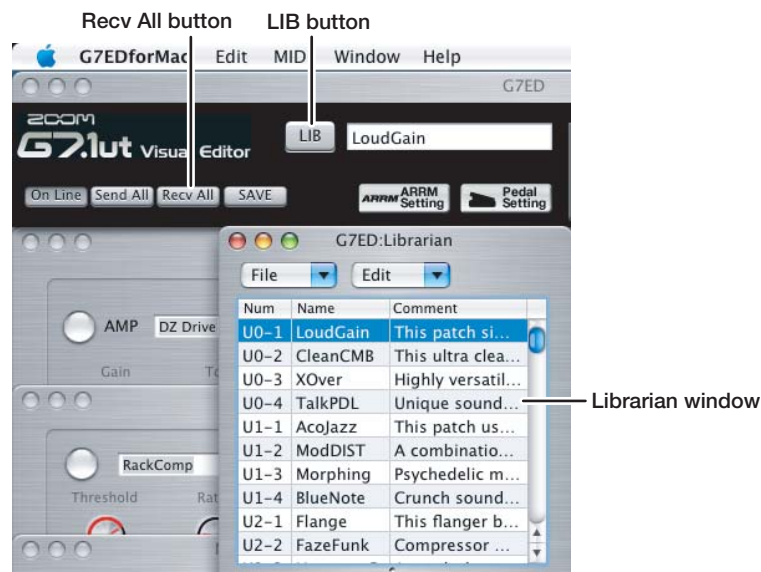
HINT

The received patch set is automatically saved on the hard disk of the Macintosh, and will be recalled the next time G7EDforMac is started up.

1. Start G7EDforMac and set it to the online state.

2. Verify that the Librarian window is shown.

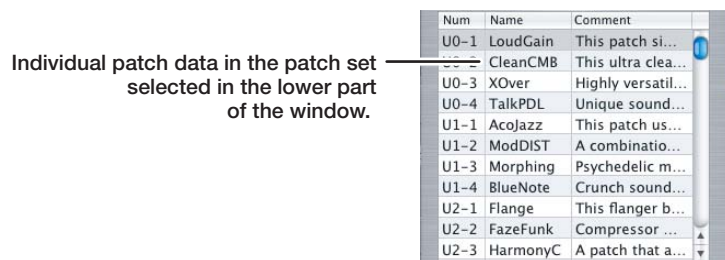
If the Librarian window is not shown, click the LIB button to bring it up.



3. To receive a patch set from the G7.1ut, click the Recv All button.

The receive process starts and a dialog box indicating the receive progress appears. To cancel the receive process, click the Abort button.

The received patch set can be checked in the Librarian window that serves for managing patch and module data. For details, see the section "Managing Patch Data on the Macintosh" (→ p. 7).



The lower part of the Librarian window shows patch sets in a hierarchical tree structure. A "▼" in front of a name indicates that there is another level below it.

HINT

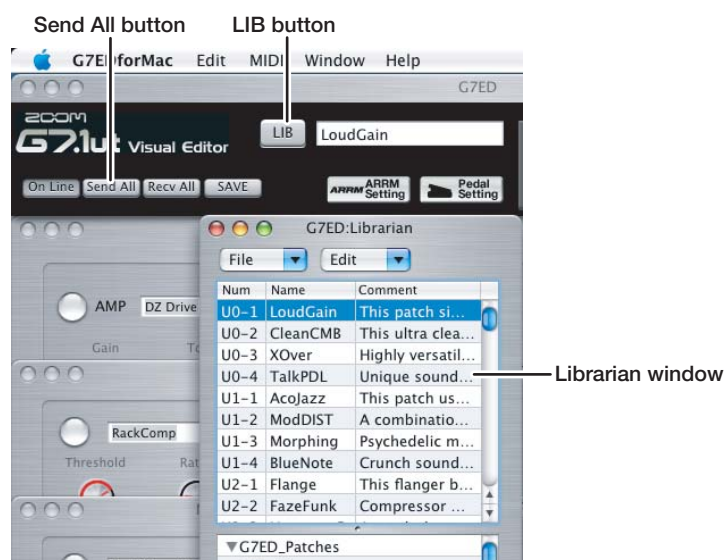
- If a dialog box with an error message appears, or if the receive process does not start, check the connections and MIDI settings, referring to the section "Preparations" (→ p. 2).
- For information on how to save a received patch as a file on the Macintosh, see the section "Export/Import of a Patch Set as a File" (→ p. 9).

Sending a Patch Set to the G7.1ut (Send All)

You can send any patch set from G7EDforMac to the G7.1ut. This will overwrite all patches in the user area of the G7.1ut.

1. **Start G7EDforMac and set it to the online state.**
2. **Verify that the Librarian window is shown.**

If the Librarian window is not shown, click the LIB button to bring it up.



3. **From the "Patches" level in the lower part of the Librarian window, select the patch set to send to the G7.1ut by clicking on it.**

All patch sets that can be sent to the G7.1ut are saved in the "Patches" level.

4. After selecting the patch set, click the SendAll button.

The SendAll window with instructions for sending a patch set appears.

5. As described on the SendAll window, perform the following steps at the G7.1ut.

(1) Set the G7.1ut to play mode.

(2) Press the [AMP SELECT/SYSTEM] key.

(3) Use the [TYPE] knob to bring up the "BulkDumpRX" (bulk dump receive) parameter on the display.



(4) Press the [PAGE] key.

The G7.1ut switches to standby mode for receiving patch data.

6. To carry out the patch set send process, click the Execute button in the SendAll window.

The send process starts and the progress is shown in the SendAll window. To cancel the send process, click the Abort button.

NOTE

If a MIDI error message indicates that send/receive failed, double-check the G7.1ut settings and then repeat the operation.

When the send process is finished, the Close button appears in the SendAll window. Click the button to close the window.

The patches in the user area of the G7.1ut have now been overwritten by the patch set of the G7EDforMac selected in step 3.

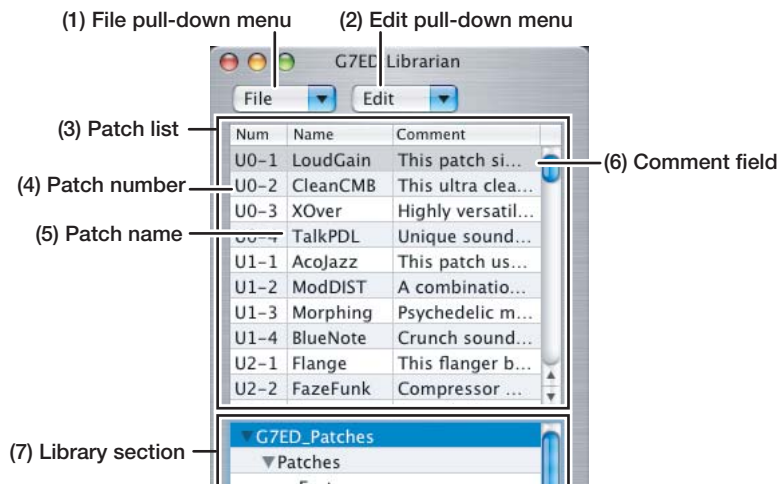
7. Press the [EXIT] key to return the G7.1ut to the play mode.

Managing Patch Data on the Macintosh

Using the Librarian window, a patch set received from the G7.1ut can be renamed, and a backup can be saved as a file on the Macintosh. Settings for single patches and single modules can be individually saved.

About the Librarian Window

This section describes the various elements of the Librarian window.



(1) File pull-down menu

Serves for exporting and importing patch sets.

(2) Edit pull-down menu

Allows adding categories, patches and other elements to the lower part of the Librarian window, and lets you rename and delete patch sets.

(3) Patch list

Shows all patches contained in the patch set selected in the lower part of the Librarian window.

(4) Patch number

This number corresponds to the group name/bank number/patch number of the user area in the G7.1ut.

(5) Patch name

Indicates the patch name.

(6) Comment field

Shows a comment that has been assigned to the individual patch.

(7) Library section

This section serves for saving and loading patch sets received by G7EDforMac and for saving and loading individual patches and modules.

The Library section comprises the following three items.

● Patches

This is the level for saving patch sets received from the G7.1ut. Each patch set saved in this level consists of 80 patches, the same number as the patches in the user area of the G7.1ut. When you click on a patch set, a list of all patches in this set appears in the patch list in the top part of the window.

● PatchLibraries

● ModuleLibraries

These levels serve for saving settings for individual patches and individual

modules. For details, see the section "Managing Single Patches/Modules" (→p. 10).

HINT

The lower part of the Librarian window shows patch sets in a hierarchical tree structure. A "▼" in front of a name indicates that there is another level below it.

Using the Librarian Window

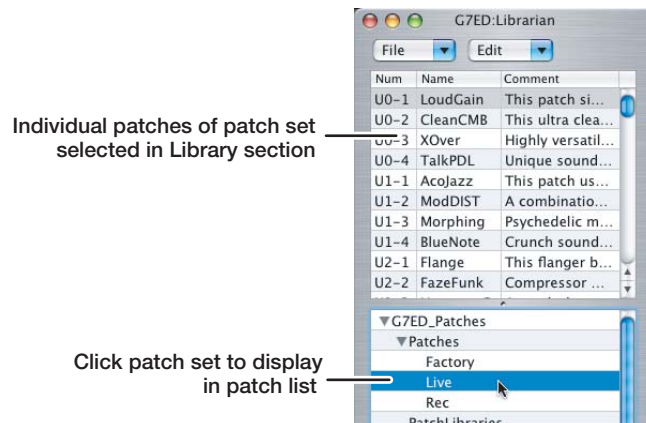
This section describes how to manage patch sets and single patches in the Librarian window.

1. Click on the Librarian window to bring the window to the foreground.

If the Librarian window is currently not displayed, click the LIB button to bring it up.

2. In the "Patches" level of the Library section, click on the patch set to display in the patch list.

The 80 patches of the selected patch set are shown in the patch list.



HINT

- When G7EDforMac is first started, the "Patches" level contains a patch set named "Factory". This patch set has the same content as the 80 patches in the user area of the G7.1ut in the factory default condition.
- To change the name of a patch set, [Control]-click on the name and select "Rename" from the menu that appears (or click on the name to select it and select "Rename" in the Edit pull-down menu).
- To delete a patch set, [Control]-click on the name and select "Delete" from the menu that appears (or click on the name to select it and select "Delete" in the Edit pull-down menu). If only one patch set is displayed, this is not possible.

3. To select a different patch in the patch list, click on it.

When a patch is selected, its settings appear in the Editor window. The settings in the Editor window are also sent to the G7.1ut and any changes are reflected at the G7.1ut. This lets you check the sound of the patch at the G7.1ut.

NOTE

Keep in mind that the changed sound of a patch is not permanent. When you select another patch at the G7.1ut or with G7EDforMac, the changes are lost.

HINT

When you have changed a patch in the Editor window, you can save the changes by overwriting the original patch in the patch list. For details, see "Editing Patch Data on the Macintosh" (→ p. 14).

Export/Import of a Patch Set as a File

A patch set that was received by G7EDforMac can be saved as a file on the hard disk of the Macintosh. A saved patch set can then be reloaded later at any time, to add it to the patch sets available within G7EDforMac. This is convenient for creating backups of patch sets on external media and for exchanging patch sets with other users.

■ Exporting a patch set as a file

This section explains how to write a patch set as a file to the Macintosh.

- 1. In the Library section of the Librarian window, click on the patch set that you want to save.**
- 2. Access the File pull-down menu of the Librarian window and select "Export".**



The Export window for selecting a file name and target location appears.

- 3. After selecting the file name and target location, click the "Save" button to write the file.**

When the file writing process is complete, a dialog box appears. Click "OK" to close the dialog box.

Once a patch set has been saved as a file, it can be restored at any time, even if it was deleted within G7EDforMac.

■ Importing a patch set from a file

This section explains how to load a patch set into G7EDforMac from a file saved on the Macintosh.

- 1. Access the File pull-down menu of the Librarian window and select "Import".**



The Import window for selecting a file appears.

2. After the file has been selected, click the "Open" button to import the patch set.

The patch set is added to the Library section of the Librarian window.

HINT

After a patch set has been imported, it will be shown on the "Patches" level also the next time G7EDforMac is started. The import process therefore has to be carried out only once.

Managing Single Patches/Modules

In G7EDforMac, the settings for single patches or single modules are handled in another hierarchical level called a "category". This allows you to quickly access one or several favorite patches without having to look for them in the patch list every time, or to reuse certain module settings as often as desired. The settings for individual patches or modules can be saved as a file on the hard disk of the Macintosh.

Saving/recalling a single patch or module

To save setting data for single patches or modules, a category is created. Recalling setting data is also performed in category units. This section describes how to create a category and save/recall patch or module data.

■ Saving a single patch/module

1. From the patch list in the Librarian window, select the single patch to save (or the patch that contains the module to save).

This procedure will save the current settings of the selected patch in G7EDforMac (or the settings of the modules in that patch).

HINT

- Saving a single patch or module in this way does not affect original patch data in the patch list.
- For details about editing a patch in the Editor window, see the section "Editing Patch Data on the Macintosh" (→ p. 14).

2. Create a category for saving the single patch/module as follows.

Settings for single patches/modules are saved in a category.

To create a category, proceed as follows.

● **Saving a single patch**

[Control]-click on the "PatchLibraries" level in the Library section of the Librarian window and select "Add new category" from the menu that appears (or click on the level to select it and select "Add new category" in the Edit pull-down menu).

A level called "newCategory" is created one level below "PatchLibraries".



● Saving a single module

To save the settings of a single module, the "ModuleLibraries" level in the Library section of the Librarian window is used.

Individual module names are shown under this level, allowing you to handle modules separately.

[Control]-click on the name of the module you want to save and select "Add new category" from the menu that appears (or click on the module name to select it and select "Add new category" in the Edit pull-down menu).

A new level called "newCategory" is created under the module name.



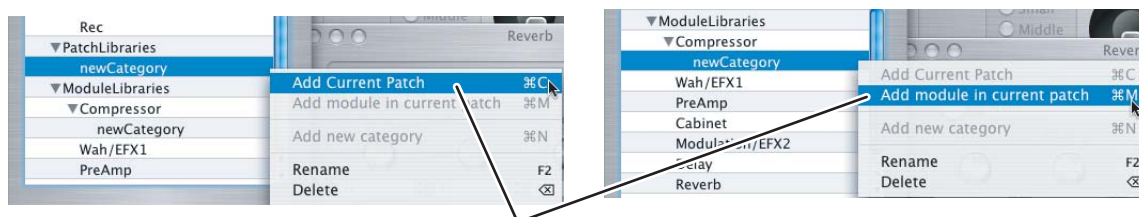
HINT

- To change the name of the category, [Control]-click on the category and select "Rename" from the menu that appears (or click on the category to select it and select "Rename" in the Edit pull-down menu).
- To delete a category, [Control]-click on the category and select "Delete" from the menu that appears (or click on the category to select it and select "Delete" in the Edit pull-down menu).

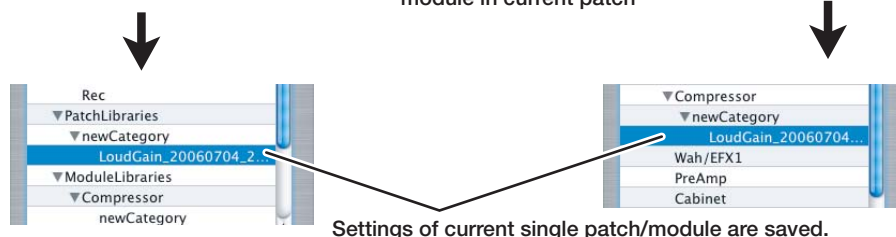
3. To save the settings of a single patch/module, [Control]-click on the category and select "Add Current Patch" (to save a patch) or "Add module in current patch" (to save a module) from the menu that appears.

Alternatively, you can click on the category to select it and then choose the respective item in the Edit pull-down menu.

The settings of the current single patch/module are saved.



Select "Add Current Patch" or "Add module in current patch"



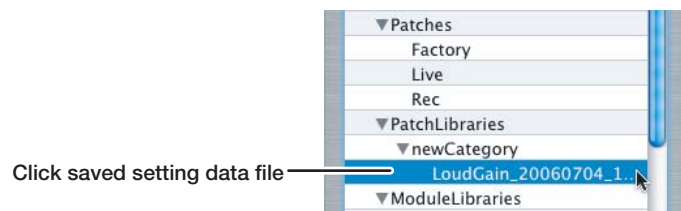
Settings of current single patch/module are saved.

HINT

- The single patch/module settings are saved under the default settings name. To change the name, [Control]-click on the name and select "Rename" from the menu that appears (or click on the name to select it and select "Rename" in the Edit pull-down menu).
- To delete single patch/module settings, [Control]-click on the saved setting data and select "Delete" from the menu that appears (or click on the setting data to select it and select "Delete" in the Edit pull-down menu).

■ Recalling a single patch/module

To recall the setting data for single patches/modules, click on the setting data file under "PatchLibraries" or "ModuleLibraries" in the Librarian window.



The recalled settings will be reflected immediately in the Editor window. When recalling module settings, only the corresponding module section in the Editor window changes.

HINT

When recalling setting data for single patches or modules, these will not only be reflected in the Editor window, but also in the G7.1ut itself.

Exporting/importing a single patch/module

Setting data for saved patches or modules can be saved in category units as a file on the hard disk of the Macintosh. The settings can then be reloaded later at any time. Compared to saving and loading an entire patch set, this allows more detailed data management.

■ Exporting a category as a file

This section explains how to write any category as a file to the Macintosh.

- 1. In the Library section of the Librarian window, click on the category that you want to save.**
- 2. Access the File pull-down menu of the Librarian window and select "Export".**
The window for selecting a file name and target location appears.
- 3. After selecting the file name and target location, click the "Save" button to write the file.**

When the file writing process is complete, a dialog box appears. Click "OK" to close the dialog box.

NOTE

Data settings for patches/modules within the same category cannot be saved individually.

■ Importing a category

This section explains how to load a category into G7EDforMac from a file saved on the Macintosh.

- 1. Access the File pull-down menu of the Librarian window and select "Import".**

The window for selecting a file appears.

- 2. After the file has been selected, click the "Open" button to import the category.**

The category is added to the Library section of the Librarian window.

Editing Patch Data on the Macintosh

Using the Editor window, you can edit any patch contained in a patch set received with G7EDforMac. Because multiple modules can be shown simultaneously on the Macintosh screen, detailed editing becomes much easier. An edited patch can be stored either in the G7EDforMac patch set or in the user area of the G7.1ut.

About the Editor Window

This section describes the various components of the Editor window.



(1) Editor window

This window serves for editing the patch selected at the G7.1ut or received with G7EDforMac.

The Editor window consists of the control section, EFFECT CHAIN section, and the various module windows.

HINT

- When you use the Editor window, the result of any editing step is reflected immediately at the G7.1ut.
- In the same way, when you edit a patch at the G7.1ut, the result is reflected immediately in the Editor window. Changes to settings not supported by G7EDforMac are disregarded.

(2) Control section

Gives access to various menus and to general G7EDforMac functions.

(3) EFFECT CHAIN section

Allows control over the module insert positions.

(4) Module windows

Using representations of knobs, buttons, and other controls, the patch selected at the G7.1ut or a single patch of a patch set with in G7EDforMac can be edited. The PRE-AMP module, EQ module, and ZNR module are shown together in the PreAmp window. The patch level (Level parameter) is included in the Total window.

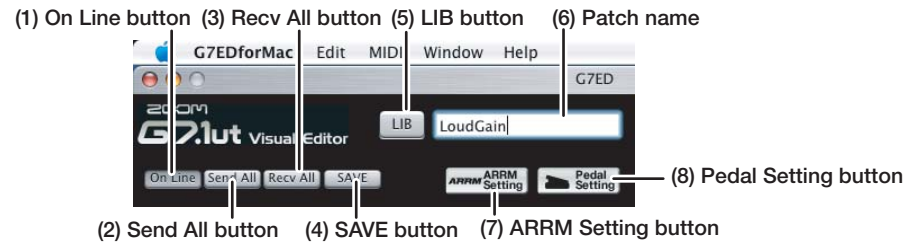
For details about operation of the module windows, see the section "Using the Module Windows" (→ p. 16).

(5) Comment window

This window lets you add a comment to the single patch selected in the Librarian window. To have the entered comment reflected in the patch list, click the SAVE button. If this window is not shown, select "Comment" from the Window menu to bring it up.

For details about the patch list in the Librarian window, see the section "Using the Librarian Window" (→ p. 8).

■ Control section



(1) On Line button

Sets G7EDforMac to the online state (→ p. 3).

(2) Send All button

Sends a specified patch set from G7EDforMac to the G7.1ut (→ p. 5).

(3) Recv All button

Causes G7EDforMac to receive all patches that are currently saved in the user area of the G7.1ut (→ p. 4).

(4) SAVE button

Saves the current Editor window settings into the single patch currently selected in the Librarian window. Currently active settings of that patch are overwritten.

(5) LIB button

Brings up the Librarian window.

(6) Patch name

Allows changing the patch name. (The name can be up to 8 characters long, using only characters that can be displayed by the G7.1ut.)

(7) ARRM Setting button

Serves for making settings for the ARRM function (→ p. 18).

(8) Pedal Setting button

Serves for making settings for the expression pedal (→ p. 19).

NOTE

When the patch name is changed, the change also applies to the patch name in the G7.1ut. However, if the patch is switched at the G7.1ut without saving the patch there, the change will be lost. To have the Librarian window reflect the entered patch name, click the SAVE button.

■ EFFECT CHAIN section



(1) AMP pre/post button

This button changes the insert position of the PRE-AMP module. Available settings are "pre" (before MOD/EFX2 module) and "post" (after DELAY module).

(2) WAH before/after button

This button changes the insert position of the WAH/EFX1 module. Available settings are "before" (before pre-amp section) and "after" (after pre-amp section).

NOTE

With G7EDforMac, the pre-amp section and WAH/EFX1 module insert position is set in the EFFECT CHAIN section. Therefore the Chain and Position parameters are not shown in the module windows.

HINT

For more information on the module insert position, see the G7.1ut Operation Manual.

(3) Module buttons

Indicates the module lineup sequence. When the insert position of the pre-amp section and WAH/EFX1 module changes, the module button position also changes accordingly.

By clicking a module button, a module window that was closed can be opened again.

Using the Module Windows

This section explains how to use the module windows.

■ Common operations

The functions described below are similar in many module windows.

(1) Module on/off button (2) Effect type selector pull-down menu



(1) Module on/off button

Each click of this button toggles the module between on and off. The button is shown in gray when the module is on and in white when the module is off.

(2) Effect type selector pull-down menu

Gives access to a selection of effect types. Click the "▼" symbol at right to bring up the pull-down menu and select a new effect type.

When the effect type is changed, the parameters assigned to the knobs also change.

(3) Knobs/setting boxes

Serve to change the parameter value. The setting can be changed either by using the knob or with the setting box.

- **Knob**

Click on the knob and drag it in a circular motion to the desired position, to adjust the value.

- **Setting box**

Click in the box to bring up a cursor, and enter a value directly from the keyboard. Alternatively, click the up or down arrow at right to change the value.

■ Special operations

The functions described below are specific to certain module windows.

● PreAmp window



(1) Channel selector buttons

These buttons select the channels A/B of the pre-amp section. The button for the selected channel is shown in blue.

(2) EQ sliders

These sliders adjust the respective frequency bands of the EQ module. Drag the sliders to adjust the level.

Parameters that can be controlled by the sliders are Bass, Lo-Mid, Middle, Treble, Presence, and Harmonics.

● Cabinet window



(1) Depth buttons

These buttons adjust the effect depth. At the G7.1ut, this is set with values from 0 to 2. With G7EDforMac, the available settings are Small, Middle, and Large which refers to the size of the simulated speaker cabinets.

(2) Mic position

Sets the simulated sound pickup position of the microphone. Adjust the position by dragging the mic left or right (3 steps). At the G7.1ut, this is set with values from 0 to 2.

(3) Mic Type buttons

These buttons serve for selecting the microphone type: Dyna (Dynamic) or Cond (Condenser). Depending on the selected type, the microphone symbol on the mic position indicator also changes.

●Total window



(1) LEVEL knob/setting box

Serves for setting the patch level.

(2) Function selector menu

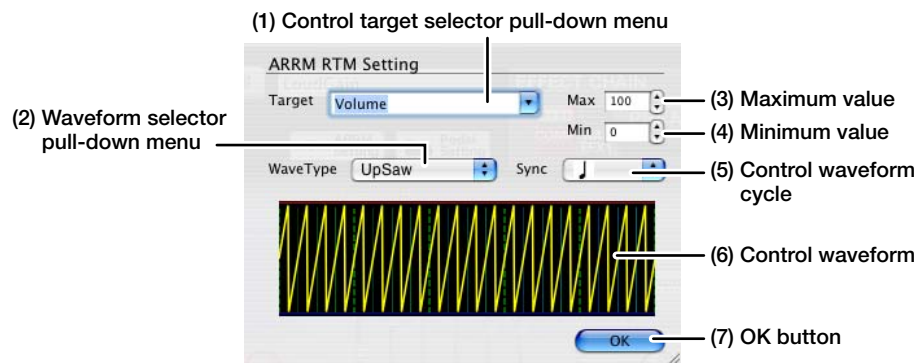
Serves for selecting the action of the function foot switch.

(3) BPM setting box

Serves for setting the tempo of the patch.

●ARRM RTM Setting window

This window appears when the ARRM Setting button in the control section is clicked. The window serves for making various settings for the ARRM function.



(1) Control target selector pull-down menu

Serves for selecting the module and parameter controlled by the ARRM function.

(2) Waveform selector pull-down menu

Serves for selecting the control waveform type.

(3) Maximum value

Specifies the parameter value for the control target that is established when the control waveform is at its maximum.

(4) Minimum value

Specifies the parameter value for the control target that is established when the control waveform is at its minimum.

(5) Control waveform cycle

Specifies the duration of a control waveform cycle. The setting uses the patch

specific tempo as reference and is expressed as eighth note, quarter note, or quarter note x numeral (2 - 20).

(6) Control waveform

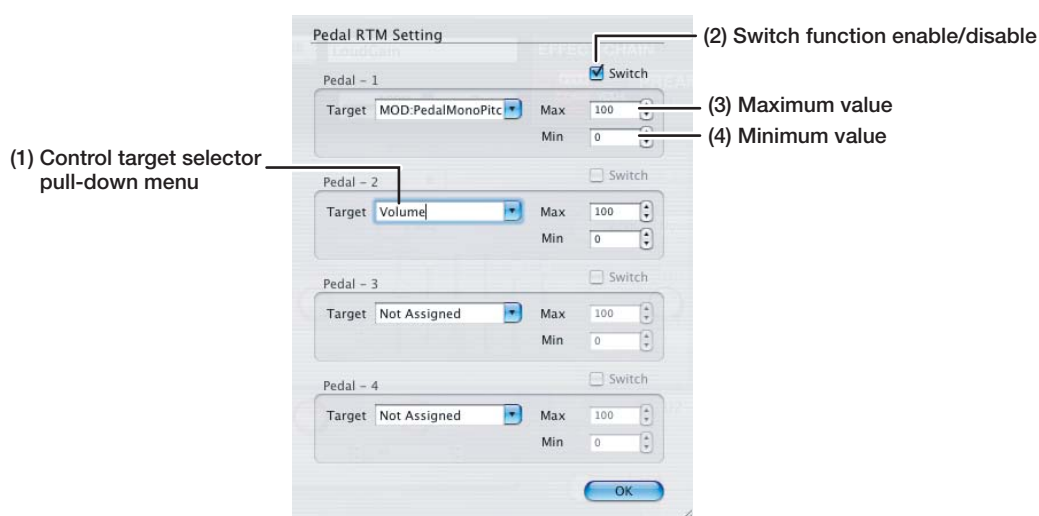
Shows the currently selected control waveform type and cycle as a graph.

(7) OK button

Accepts the changes and closes the window.

● **Pedal RTM Setting window**

This window appears when the Pedal Setting button in the control section was clicked. The window serves for making various settings for the expression pedal.



(1) Control target selector pull-down menu

Serves for selecting the module and parameter controlled by the expression pedal. Up to four control targets (Pedal-1 to Pedal-4) can be specified for simultaneous operation.

(2) Switch function enable/disable

Enables or disables the switch function of the expression pedal. When the check box is selected, pushing the respective expression pedal fully down will switch the control target module on or off.

If "Not Assigned" or "Volume" is selected as control target, the status of the check box has no effect.

(3) Maximum value

Specifies the parameter value for the control target that is established when the expression pedal is fully pushed down.

(4) Minimum value

Specifies the parameter value for the control target that is established when the expression pedal is fully raised.

Editing a Single Patch

This section describes how to use the Editor window for editing a single patch. The edited patch can be used to overwrite the currently selected patch of G7EDforMac or it can be saved on the G7.1ut.

- 1. Click the LIB button in the control section to bring up the Librarian window.**

HINT

The "Factory" patch set that is saved in G7EDforMac by default has the same content as the 80 patches in the user area of the G7.1ut in the factory default condition.

- 2. Select a desired patch set by clicking on it in the "Patches" level shown in the lower part of the Librarian window (Library section).**

The upper part of the Librarian window (patch list) now shows all patches contained in the selected patch set.

HINT

For details about using the Librarian window, see the section "Using the Librarian Window" (→ p. 8).

- 3. In the patch list, select the patch to edit by clicking on it.**

When you change the selected patch in the patch list, the Editor window and the G7.1ut itself reflect the changed settings.

NOTE

- When you save a patch in G7EDforMac, the patch selected here will be overwritten. It cannot be saved in another location.
- If you do not select a patch as described here, the last selected single patch will be the target of any patch operation steps.

- 4. Edit the patch using the Editor window.**

For details about using the Editor window, see the sections "About the Editor Window" (→ p. 14) and "Using the Module Windows" (→ p. 16).

When you operate the knobs and other controls in the Editor window, the edited content is reflected at the G7.1ut.

HINT

In the same way, when you edit a patch at the G7.1ut, the result is reflected immediately in the Editor window. Changes to settings not supported by G7EDforMac are disregarded.

NOTE

Keep in mind that the changed sound of a patch is not permanent. When you select another patch at the G7.1ut or with G7EDforMac, the changes are lost.

- 5. When you have finished editing the single patch, save the current patch as follows.**

- **To overwrite the single patch selected with G7EDforMac**

To use the edited content of the Editor window to overwrite the single patch selected with G7EDforMac, click the SAVE button in the control section. When the saving process is complete, a dialog box appears. Click "OK" to close the dialog box. The patch selected in step 3 will be overwritten.

- **To save the patch in the G7.1ut**

The settings made in the Editor window will also be reflected in the G7.1ut. To save the edited patch as a patch in the G7.1ut, simply save the currently selected patch at the G7.1ut in the user area.

NOTE

- Keep in mind that changing the selected patch in the Librarian window does not automatically change the selected patch at the G7.1ut. For example, when you select a single patch in the Librarian window and try to save in the G7.1ut, the currently selected patch at the G7.1ut will be the save target, regardless of the original bank number and patch number of the edited patch.
- In the same way, changing the patch at the G7.1ut does not automatically change the patch selected in the Librarian window.

HINT

- Besides the above described steps, the edited content can also be saved as a single patch (→ p. 10).
- By using the SAVE button and the single patch saving/loading function (→ p. 10), it is also possible to change the order of the patches. For example, to change the order of patches U0-1 to U0-4 in the patch list, call the patches up one by one in the Editor window and save them as single patches. When the four patches have been saved, call up patches U0-1 to U0-4 once more in the Editor window and overwrite the saved single patches in the desired new order.