



# ***ZOOM Guitar Lab***

**Version 4.0**

Reference guide

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

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## Introduction

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

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## Installing and launching **ZOOM Guitar Lab**

### 1. Download **ZOOM Guitar Lab** to the computer

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

#### HINT

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

### 2. Install **ZOOM Guitar Lab** on the computer

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

### 3. Start **ZOOM Guitar Lab**



Click the **ZOOM Guitar Lab** icon and launch the application.

### 4. Select the effects product

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

#### NOTE

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

# EFFECT View - Overview

Managing versions / Showing the Update History/ Showing the manual P.25 – P.26

Opening the EFFECT view P.7

Sorting effects P.10

Server connection LED

Connected

Not connected

Loading new effects on the device P.8

Checking the amount of device memory used P.8

Deleting and restoring effects on the device / Viewing effect properties P.9

Selecting favorite effects P.10

The screenshot shows the ZOOM Guitar Lab software interface. At the top, there's a menu bar with 'ZOOM Guitar Lab', 'Edit', and 'Help'. Below it, a toolbar contains icons for 'EFFECT' (highlighted with a red box), 'PATCH', 'EDITOR', and 'NEWS'. The main area is divided into two panels. The left panel is a table of effects, and the right panel is the 'Effect Pool'.

Category	Effect	Power	Comment	Use	Star
DYNAMICS	Comp	5%	This compressor in the style of the MXR Dyna Comp.	17	☆
DYNAMICS	RackComp	7%	This compressor allows more detailed adjustment than Comp.	13	☆
DYNAMICS	SlowATTCK	5%	This effect slows the attack of each note, resulting in a violin-like performance.	3	☆
DYNAMICS	ZNR	4%	ZOOM's unique noise reduction cuts noise during pauses in playing without affecting the tone.	50	☆
DYNAMICS	MuteSW	7%	This effect allows you to mute the volume using the foot switch.	1	☆
DYNAMICS	GrayComp	20%	This models a ROSS Compressor. Added parameters allow you to adjust the tone.	1	☆
DYNAMICS	NoiseGate	6%	This is a noise gate that cuts the sound during playing pauses.	2	☆
DYNAMICS	OptComp	12%	This is an optical compressor.	0	☆
DYNAMICS	BlackOpt	14%	This is a simulation of the Demeter COMP-1 Compulator. Added parameters allow you to adjust the tone.	0	☆
DYNAMICS	LMT-76	13%	This is a simulation of the UREI 1176LN.	0	☆

The right panel, 'Effect Pool', lists various effect categories: DYNAMICS, FILTER, DRIVE NEW, AMP, CABINET, MODULATION NEW, SFX NEW, DELAY NEW, REVERB, and PEDAL. It also shows a 'Duo Phase [MODULATION]' section with a description and a 'Load to Device' button. At the bottom, a 'Used Memory 76%' indicator is shown.

# PATCH View - Overview

Managing Versions P.25 - 26

Undoing the last change to a patch P.14

Showing the manual / Update History P.25 – P.26

Opening the PATCH view P.11

Patch Number	Patch Name	Comment
001	Lead BGN	This modern lead sound uses XtasyBlue and ModDelay.
002	Phazed	This is an MS 800 drive sound with a phaser effect.
003	UFO	Using ParaEQ, the midrange is emphasized in this sound in the style of Michael Schenker.
004	DreamWorld	This crunch sound has TapeEcho and Hall reverb added to SweetDrv.
005	The Brown	MS 800 is used to emulate Eddie Van Halen's brown sound.
006	Funk Sauce	This funk rhythm tone adds Air to AutoWah and Phaser effects.
007	Hard Rock	This drive sound that uses XtasyBlue and Hall is good for hard rock.
008	GrungeFuzz	The distortion of TB MK1.5 is added to XtasyBlue for this grunge fuzz sound.
009	MS.Mudd	FD Spring reverb is added to a powerful drive sound made using MS 800.
010	OctaveSolo	This lead tone combines Octave with MS 800 and TS Drive effects.

Editing patch names P.13

Editing patch comments P.14

Backing up patches on the device / Restoring patches to the device P.15 – P.16

Checking patch sounds / Changing patch order / Showing patch properties P.12

# EDITOR View - Overview

Add effects/ Delete effects/Reorder effects P.19

Save patch/ Adjust level/ Adjust tempo/ Tune your instrument P.22

Opening the EDITOR view P.17

Display Overview

View, change and adjust effects P.18

Select patches for editing

Create clips/ Add clips / Delete clips / Rename clips / Change clip order P.20 – P.21

Patch Number	Patch Name	Comment
031	Eruption	Phaser and TapeEcho are used to create the early sound of Van Halen.
032	Sweet Lead	Using XtasyBlue and Delay, this lead tone is good for sweet fusion styles.
033	RC Clean	RC Boost enhances the clean sound of FD TWNR.
034	Blues	This lead tone, which is good for blues, uses GoldDrive to boost FD TWNR.

Clipboard		
001	Phase Wah	[AUTO WDR] [RC BOOST] [PHASE]
002	Foo	[RET ORG] [ACT WDR] [ZNR]
003	Eddie Drv	[Stamp] [MS 800] [MS WDR]
004	Chk 4	[Stamp] [Stamp] [Stamp]

## NEWS View - Overview

News update featuring artists

Click on an update to view its contents P.24

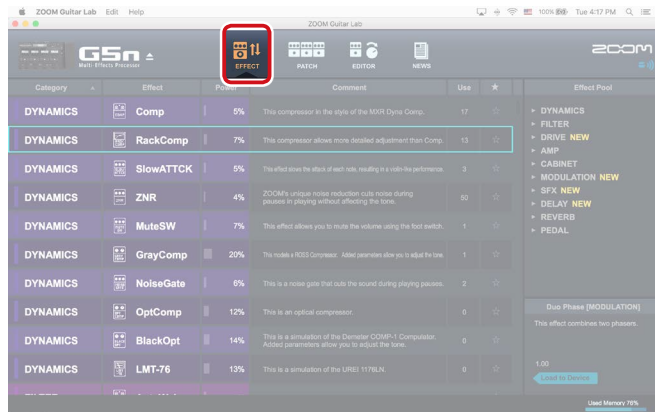
Open the NEWS view P.23

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

Preview sound examples and video clips

## Opening the EFFECT view



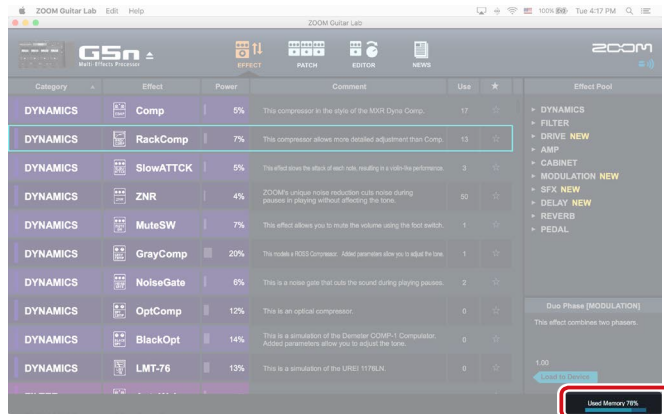
Click the EFFECT icon.

Click

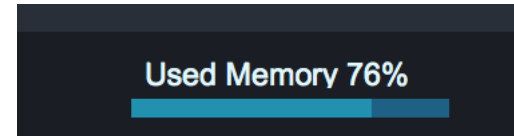




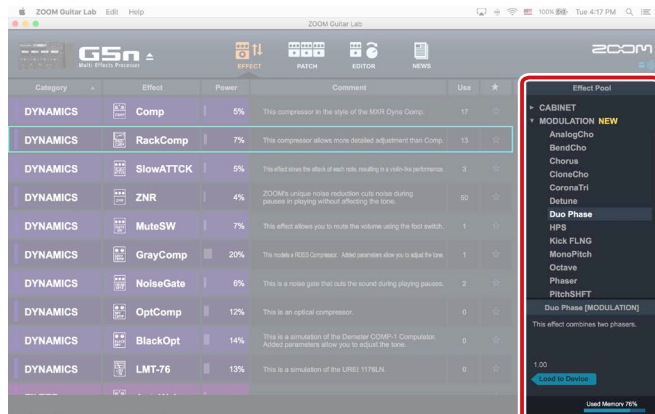
## Checking the amount of device memory used



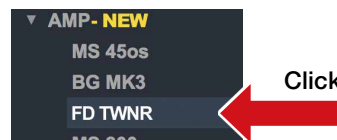
You can check the amount of memory used on the device.



## Loading new effects on the device



1. Click the new effect to add.



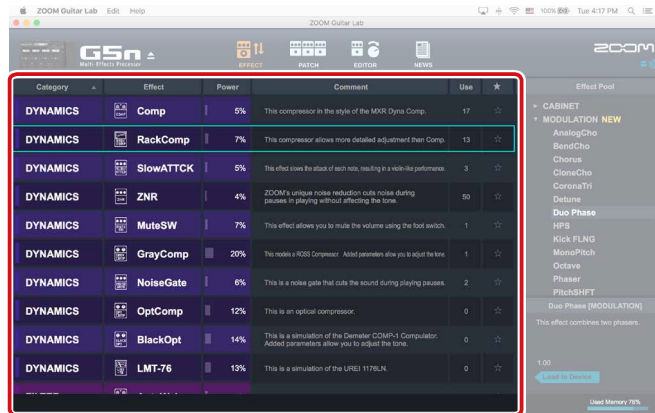
2. Select "Load to device".



### HINT

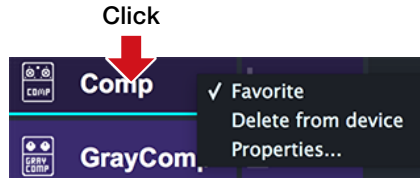
**NEW** appears by folders that contain new effects.

# Deleting effects on the device / Restoring deleted effects / Viewing effect properties

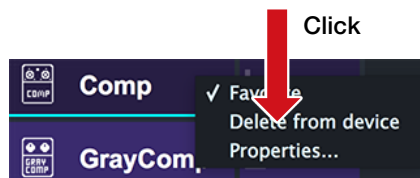


## Deleting effects on the device

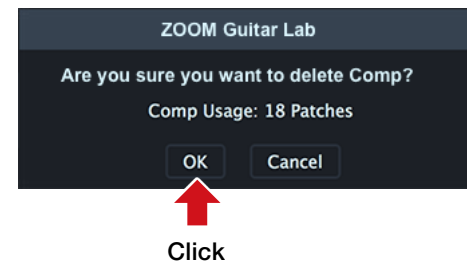
1. Right-click the effect to delete.



2. Select "Delete From Device".



3. Click "OK".



## Restoring deleted effects

1. Click the load icon to restore the effect.

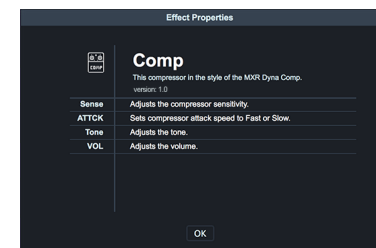


### HINT

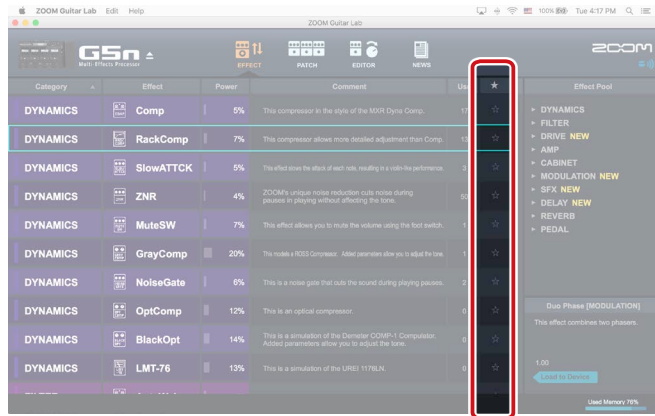
The load icon will appear for effects that had been loaded after they are removed.

## Viewing effect properties

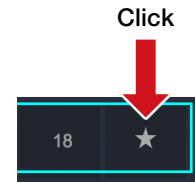
1. Double-click an effect to view its properties.



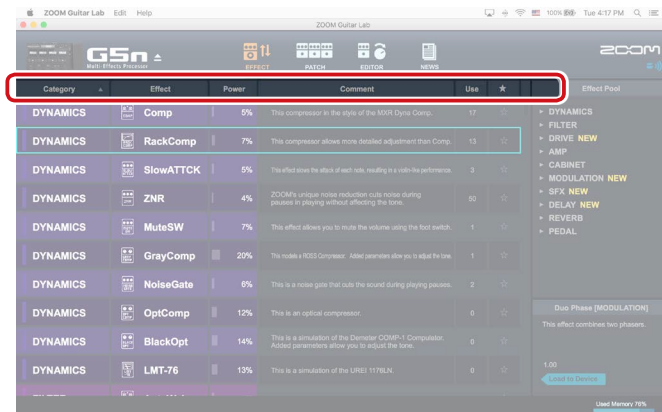
## Selecting favorite effects



Click the ★ to select an effect as a favorite.



## Sorting effects



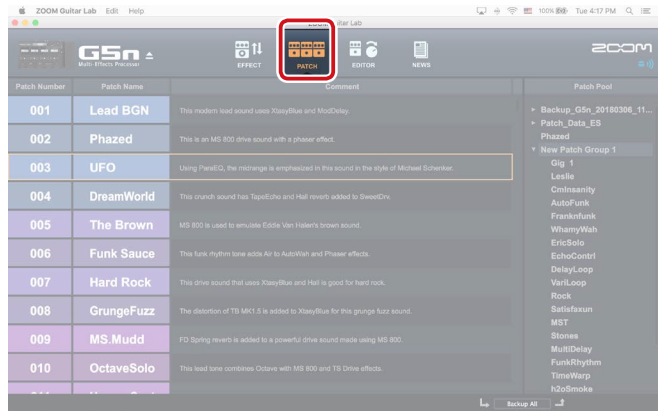
Select the order in which effects are sorted.



■ Sort condition types

<b>Category</b>	Sort in category order.
<b>Effect</b>	Sort in alphabetical order.
<b>Power</b>	Sort by power usage.
<b>Use</b>	Show by the number of times used in patches on the device.
<b>★</b>	Sort with favorites first.

## Opening the PATCH view



Click the PATCH icon.

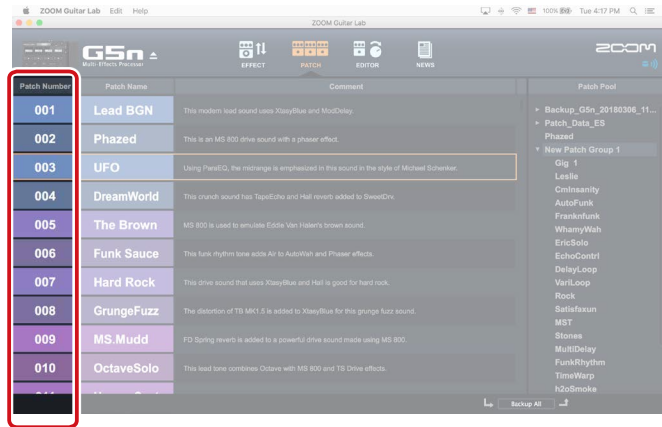


### HINT



appears next to patches that use effects that are not loaded on the device.

# Checking patch sounds / Changing patch order / Showing patch properties



## Checking patch sounds

Select a patch to check its sound.

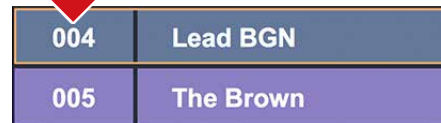
Click



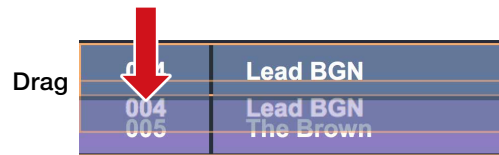
## Changing the patch order

1. Select the patch to reorder.

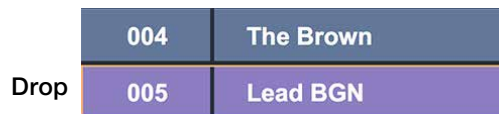
Click



2. Drag that patch to the position you want.



3. Release the mouse to drop the reordered patch.



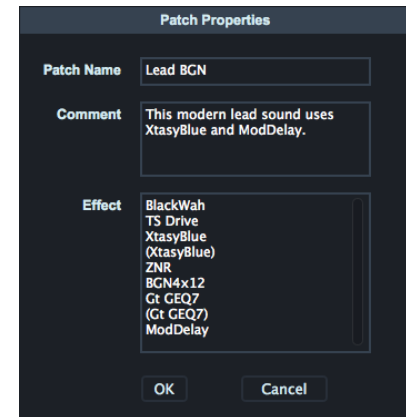
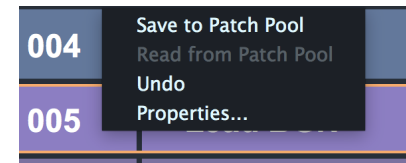
## Showing patch properties

1. Select the patch to view.

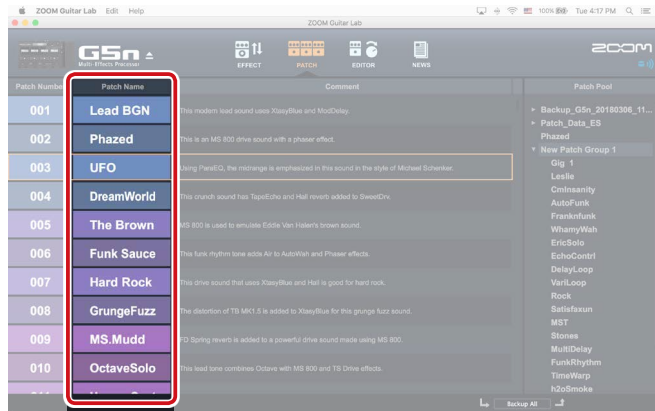
Click



2. Right-click the patch and select "Properties..." from the context menu.



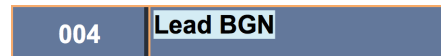
## Editing patch names



1. Double-click the patch name to edit.



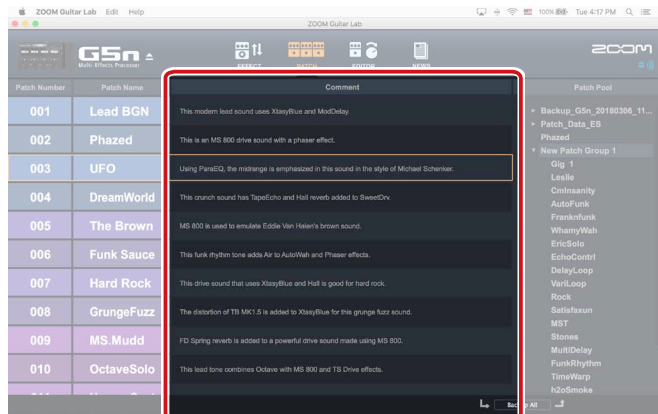
2. Edit the patch name.



### NOTE

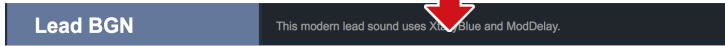
- The characters and symbols that can be used are as follows.  
! # \$ % & ' ( ) + , - . ; = @ [ ] ^ \_ ` { } ~ (space) A-Z, a-z, 0-9
- Patch names can have a maximum of 10 characters.

## Editing patch comments

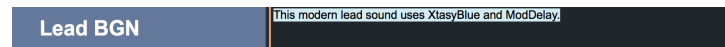


1. Double-click the comment to edit.

Click



2. Edit the comment.



### NOTE

A comment can have a maximum of 200 characters.

## Undoing the last change to a patch



1. Click "Edit".

Click

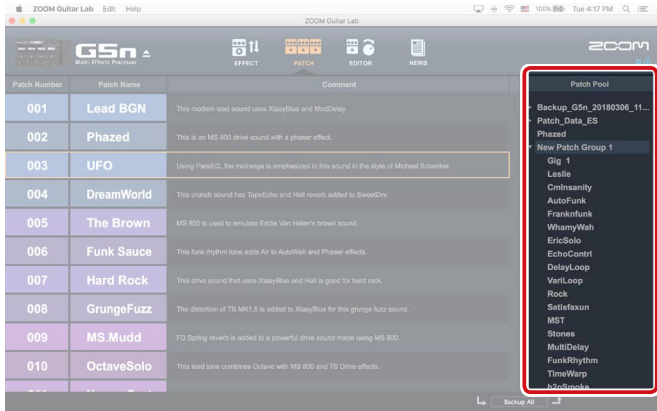


2. Select "Undo".

Click



## Backing up patches on the device



## Backing up individual patches

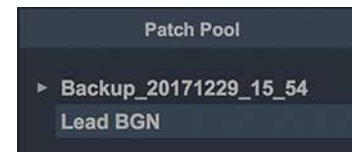
1. Right-click a patch to back up.



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



3. The patch is copied to the pool.



## Backing up all patches

1. Select a patch on the device.



2. Select "Backup All".

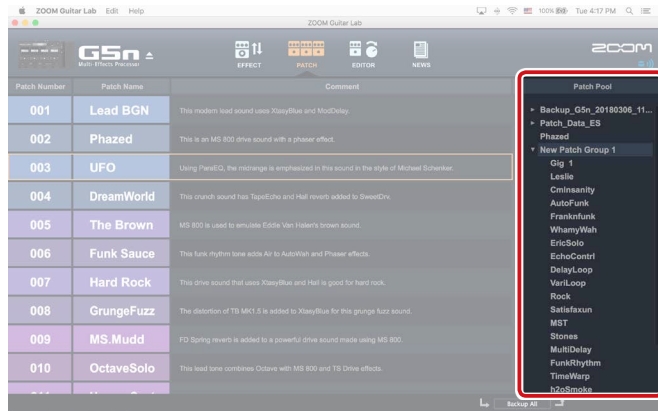


## HINT

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



# Restoring patches to the device

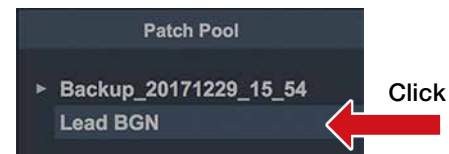


## Restoring individual patches

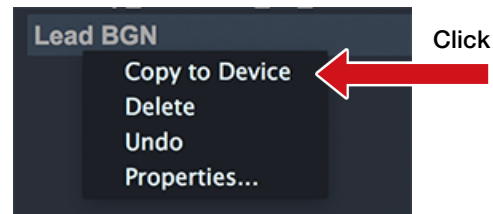
1. Select where to restore the patch.



2. Right-click the patch to restore.



3. Select "Copy To Device".



## Restoring patch backups

1. Select the patch backup to restore.



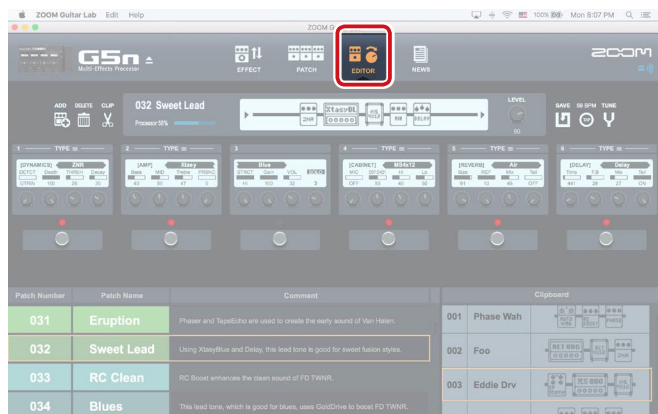
2. Click "Restore All".



### HINT

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

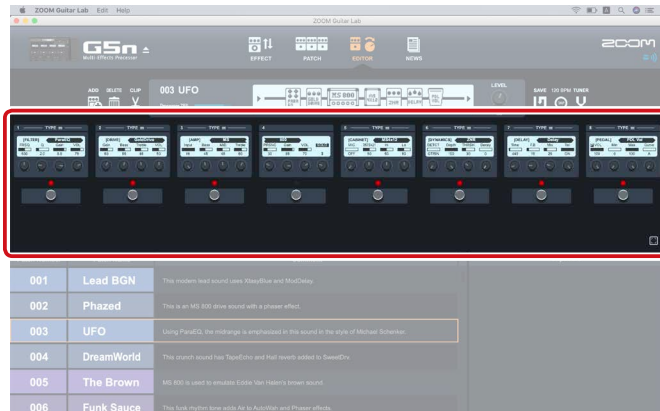
## Opening the EDITOR view



Click the EDITOR icon.

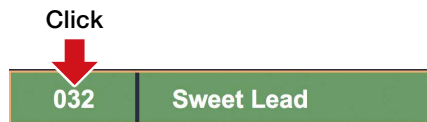


## Adjust effect parameters / Change an effect type



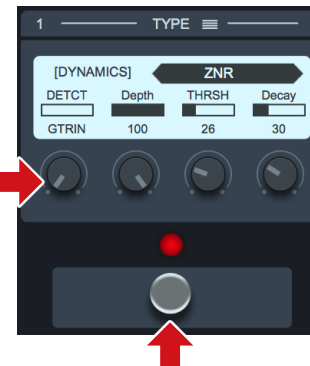
### Adjust effect parameters of a patch

1. Select a patch you want to edit.



2. Click and drag any of the knobs to adjust their values.

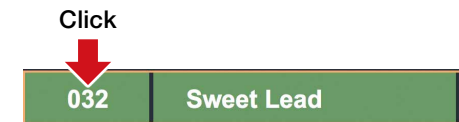
Click and drag up or down on knobs to adjust



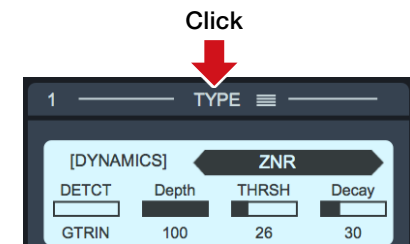
Click to bypass effect

### Change an effect type

1. Select the patch you want to edit.




2. Click TYPE at the top of the effect.



3. Select a category and an effect from the Effect Type View.

Category	Effect	
	<b>Effect Type List</b>	
<b>DYNAMICS</b>	Comp	14%
<b>FILTER</b>	RackComp	18%
<b>DRIVE</b>	SlowATTCK	14%
<b>AMP</b>	ZNR	11%
<b>CABINET</b>	MuteSW	18%
<b>MODULATION</b>	GrayComp	50%
<b>SFX</b>	NoiseGate	17%
<b>DELAY</b>	OptComp	32%
<b>REVERB</b>	BlackOpt	36%
<b>PEDAL</b>	LMT-76	34%

### HINTS

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

# Add effects/ Delete effects/ Change effect order

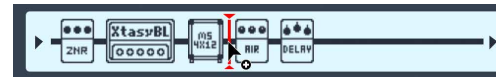


## Add an effect to the patch

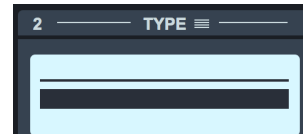
1. Click the ADD button in the toolbar.



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



3. A bypassed effect unit will be inserted.



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

5. Select a category and an effect.

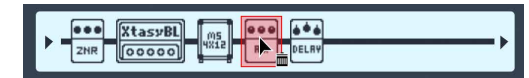
Category	Effect	
	Effect Type List	
DYNAMICS	Comp	14%
FILTER	RackComp	18%
DRIVE	SlowATTCK	14%
AMP	ZNR	11%
CABINET	MuteSW	18%
MODULATION	GrayComp	50%
SFX	NoiseGate	17%
DELAY	OptComp	32%
REVERB	BlackOpt	36%
PEDAL	LMT-76	34%

## Delete an effect

1. Click the DELETE button in the toolbar.



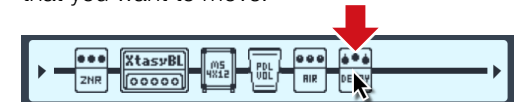
2. Place the mouse cursor in the Display Overview on the effect you wish to remove. The effect is highlighted.



3. Click to delete it.

## Change effect order

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



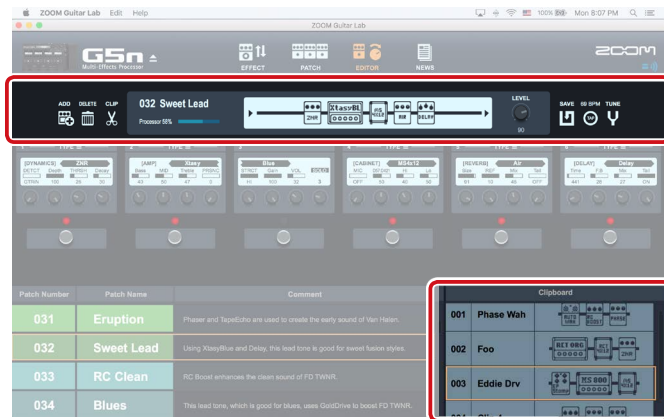
2. Drag it left or right along the signal flow line to re-order it.



3. Release the mouse when the effect is in the desired position.



# Create a clip/ Add a clip to a patch



## Clips

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

## Create a clip

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



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



You can also move the selection box.



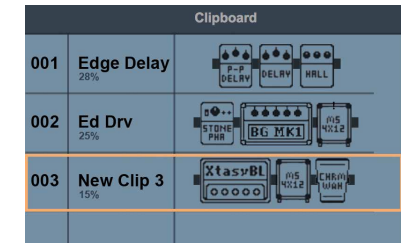
3. Click the clip icon (scissors) in the selection box to add the clip to the Clipboard. The new clip appears in the Clipboard pane.



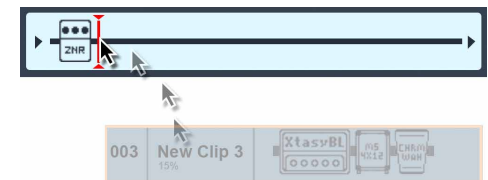
Clipboard		
001	Edge Delay	28%
002	Ed Drv	25%
003	New Clip 3	15%

## Add a clip to a patch

1. Click to select a clip in the clipboard.



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



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



The effects from the clip are added to the patch.

# Edit a clip name / Delete a clip / Change the clip order



## Edit a clip name

1. Double-click the clip name to edit it.



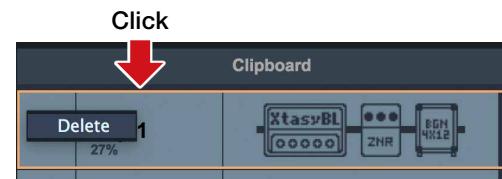
2. Edit the clip name.



3. Press ENTER to accept the change, or press ESC to cancel.

## Delete a clip

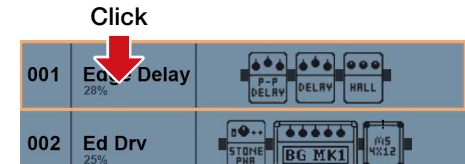
1. Right-click the clip you want to delete.



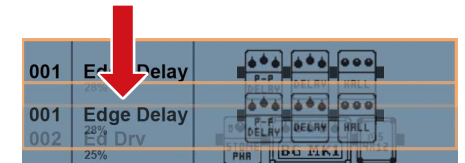
2. Choose "Delete".

## Change the clip order

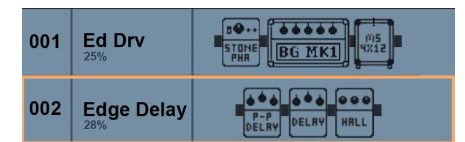
1. Click the clip you want to reorder.



2. Drag that clip to the position you want.



3. Release the mouse to drop the reordered clip.





# Save a patch / Adjust patch level/ Adjust tempo / Tune your instrument




## Autosave

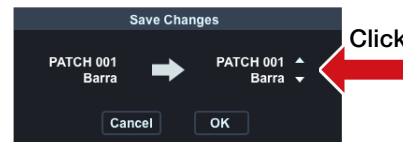
When autosave is enabled on your device, any edits are automatically saved. You can also save a patch at any time whether the hardware's autosave feature is enabled or not.

 If a patch has been edited the SAVE button will appear orange.

 If a patch hasn't been edited, the SAVE button will appear white.

## Saving edits to a patch

1. Click the SAVE button in the toolbar. 
2. Use the up/down arrow buttons to select the patch number you want to overwrite.



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

## Adjust patch level

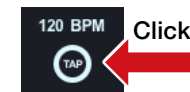
On the hardware, each patch has its own level setting (Menu | Patch | Level ). In Guitar Lab, you can easily adjust patch level in the Display Overview:

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



## Adjust tempo

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




2. Double-click the tempo value.



3. Type in the desired tempo value.
4. Press ENTER to accept the change. Press ESC key to cancel the change.

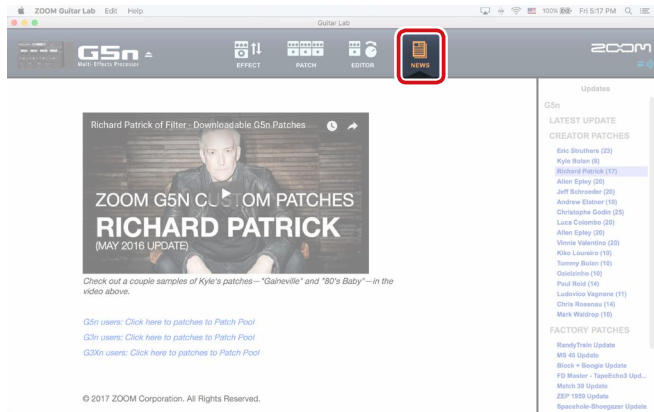
## Tune your instrument

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

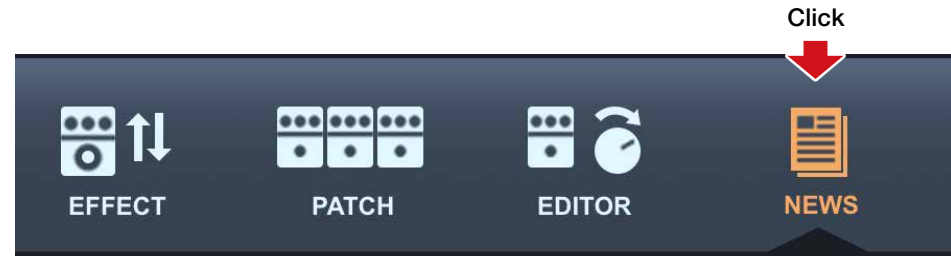
2. Use the on Display Overview to help you adjust the tuning of your instrument.



## Opening the NEWS view

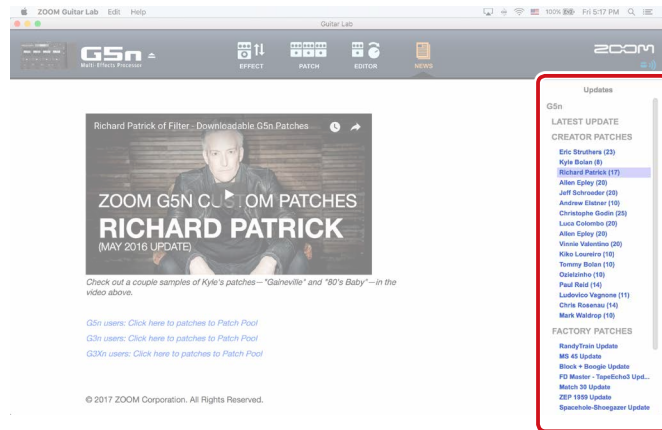


Click the NEWS icon.





# Select and view news updates / Add new patches to Guitar Lab



## Select and view news updates

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

1. Double-click a Gray header label (e.g. “Creator Patches”) to show the list of contents.
2. Click a Creator name (e.g. “Richard Patrick”). The news update related to “Richard Patrick” will appear in the main part of the screen.

Double-click  
to show list



## Add new patches to Guitar Lab

1. Select an update to view.
2. Click the “Add Patches to Patch Pool” link for your hardware.

Click



G5n users: Click [here](#) to add patches to Patch Pool

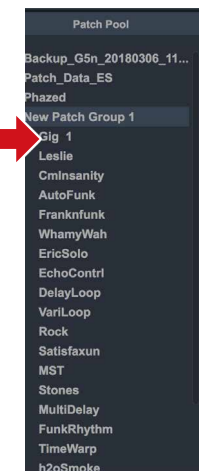
G3n users: Click [here](#) to add patches to Patch Pool

G3Xn users: Click [here](#) to add patches to Patch Pool

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

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

Select patch  
and drag to  
Patch List



### NOTE

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

# Managing versions

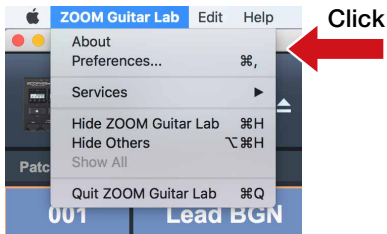
## Showing the application and device version

1. Click “ZOOM Guitar Lab”.

Click



2. Select “About”.



3. Check the application and hardware device versions.



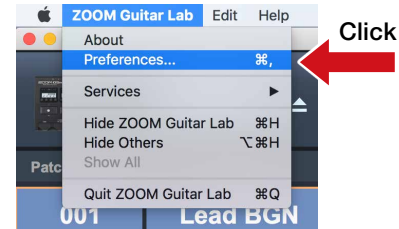
## Setting version update notifications

1. Click “ZOOM Guitar Lab”.

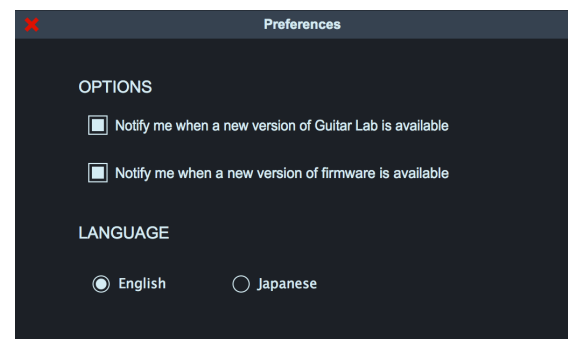
Click



2. Select “Preferences...”



3. Select “Notify when the new version of ZOOM Guitar Lab exists” and/or “Notify when the new version of firmware exists” from the Preferences panel.

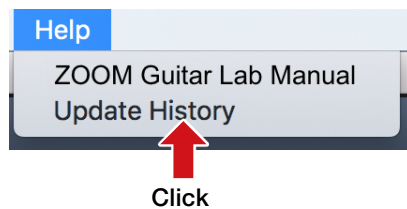


## Showing the update history

1. Click “Help”.



2. Select “Update History”.

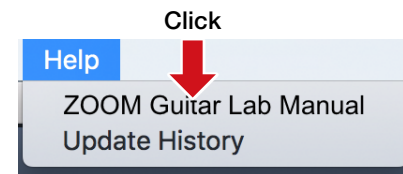


## Showing the manual

1. Click “Help”.

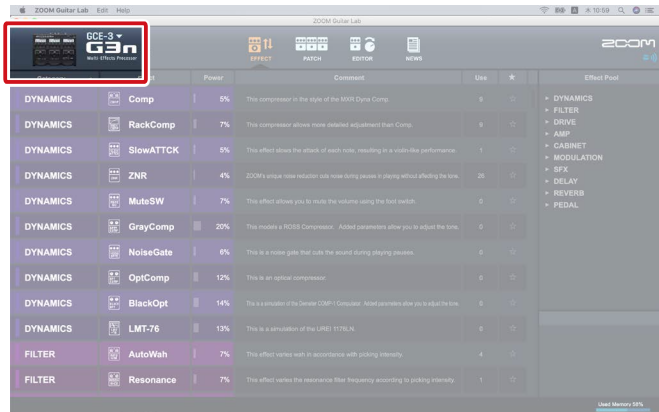


2. Select “ZOOM Guitar Lab Manual”.



# Using when connected to a **GCE-3** Guitar Lab Circuit Emulator

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



## GCE-3

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

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

1. Click the icon .



2. Click the product to emulate.



See the ZOOM website ([www.zoom.co.jp](http://www.zoom.co.jp)) for information about supported products.

### NOTE

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

# Changing tuner settings

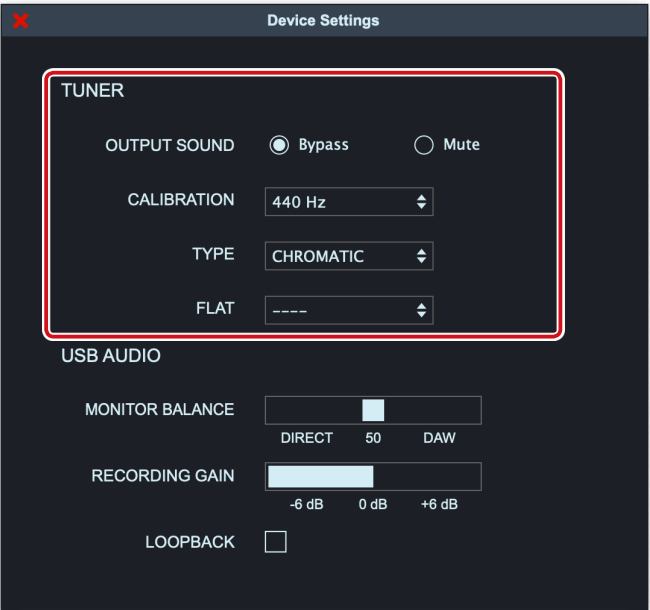
1. Click “Edit”.



2. Select “Device Settings...”



3. Change the tuner settings.



## ■ OUTPUT SOUND

Setting	Explanation
BYPASS	Effects are bypassed and the guitar sound is output.
MUTE	The guitar sound is not output.

## ■ CALIBRATION

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

## ■ TYPE

Setting	Explanation
CHROMATIC	The pitch detuning is shown according to the nearest note (in semitones).
Other tuner types	The nearest string number is shown according to the selected type, and the amount of detuning from its pitch is shown. The following tuner types can be selected.

### For Guitar

Display	Explanation	String number/note						
		7	6	5	4	3	2	1
GUITAR	Standard guitar tuning with a 7th string	B	E	A	D	G	B	E
OPEN A	Open A tuning (open strings play A chord)	-	E	A	E	A	C#	E
OPEN D	Open D tuning (open strings play D chord)	-	D	A	D	F#	A	D
OPEN E	Open E tuning (open strings play E chord)	-	E	B	E	G#	B	E
OPEN G	Open G tuning (open strings play G chord)	-	D	G	D	G	B	D
DADGAD	Alternate tuning often used for tapping and other techniques	-	D	A	D	G	A	D

### For Bass

Display	Explanation	String number/note					
		LB	4	3	2	1	HC
BASS	Standard bass guitar tuning (including basses with five and six strings)	B	E	A	D	G	B

### NOTE

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

## ■ FLAT

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

### NOTE

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

## Changing audio interface settings

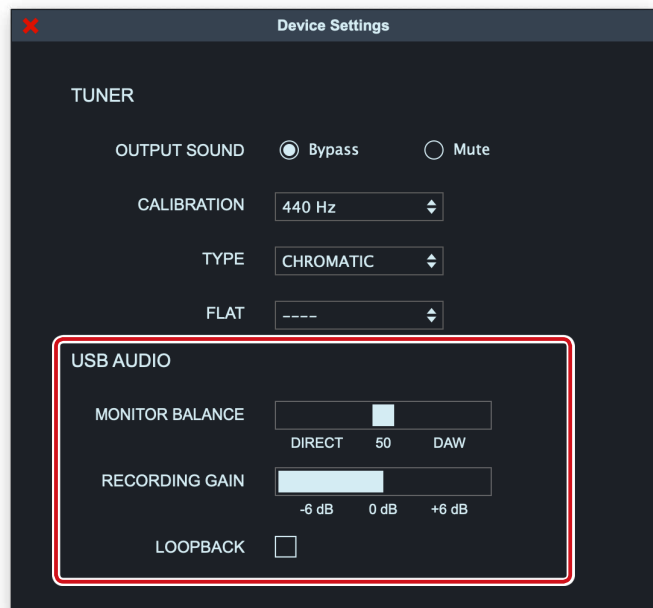
1. Click "Edit".



2. Select "Device settings..."



3. Change the audio interface settings.



### ■ MONITOR BALANCE

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

#### NOTE

When using the monitoring function of DAW software, always set the USB audio monitoring balance to DAW.

Any other setting will give the output signal a flanger-like sound.

### ■ RECORDING GAIN

This adjusts the volume sent to the computer (DAW software).

### ■ LOOPBACK

The **GCE-3** output and computer output can be mixed and sent back to the computer.

Restore [GCE-3] to factory default settings.

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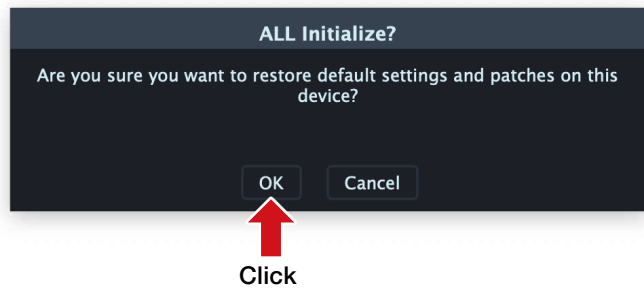
1. Click “Edit”.



2. Click “All Initialize...”



3. Click “OK”.



**NOTE**

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



**ZOOM CORPORATION**

4-4-3 Kanda-surugadai, Chiyoda-ku, Tokyo 101-0062 Japan <https://www.zoom.co.jp>