B9.1ut Editor / Librarian for Mac
Operation Manual

Contents

Introduction

The ZOOM **B9.1ut Editor/Librarian for Mac** (subsequently called "**B9ED for Mac**" in this manual) is an editor/librarian software package for the Macintosh platform, developed specifically for use with the B9.1ut. It allows transfer of B9.1ut patch data to a computer for editing and storage. Using knobs and buttons shown on the computer screen, it is also possible to directly edit the patch currently selected at the B9.1ut.

Preparations

This section explains how to make basic settings for B9ED for Mac.

■ B9ED for Mac operation environment

- **Macintosh computer running MacOS X (10.2 or later)**
- **MIDI input/output device (USB based MIDI interface or similar)**

  B9ED for Mac uses both the MIDI IN and MIDI OUT connectors of a MIDI interface connected to the Macintosh computer to send and receive data.

Starting B9ED for Mac

Start the B9ED for Mac software as follows.

1. **Open the folder which was created when extracting the downloaded files, and double-click the "B9EDforMac" application.**

B9ED for Mac starts up.

2. **To terminate B9ED for Mac, access the B9EDforMac menu and select "Quit B9EDforMac".**

> *HINT*
>
> You can check the B9ED for Mac version by accessing the B9EDforMac menu and selecting "About B9EDforMac". 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 B9.1ut to the Computer

Connect the B9.1ut to the MIDI interface of the computer, using two MIDI cables as shown below.

- **Connection example (MIDI interface with USB connection)**
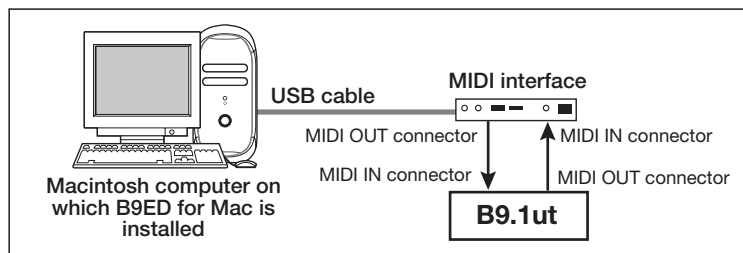
Switching B9ED for Mac to Online Operation

Proceed as follows to select the MIDI port for send/receive to enable data transfer between B9ED for Mac and the B9.1ut. (This sets the B9ED for Mac to the online condition.)

1. **Connect the B9.1ut and the MIDI interface and then start up the B9ED for Mac software.**

Also make sure that power to the B9.1ut is turned on.

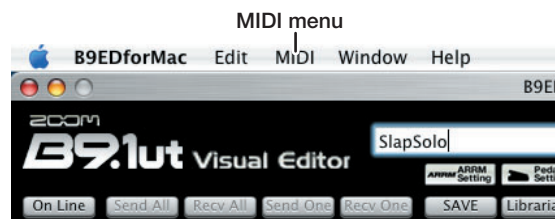***2.*** **Access the MIDI menu. In the "MIDI IN" and "MIDI OUT" submenus, select the MIDI port to which the B9.1ut is connected.**

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

NOTE

If the MIDI interface does not appear in the "MIDI IN" and "MIDI OUT" submenus, the MIDI interface may not be properly recognized by the computer. Refer to the documentation of the MIDI interface and make sure that all settings have been made correctly.

3. **To switch B9ED for Mac to the online state, click the On Line button so that the button is shown as having been activated.**

Data transfer between B9ED for Mac and the B9.1ut is now enabled.

If data transfer cannot be carried out although the online state was enabled, 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 B9.1ut Patch Data

Patch data can be transferred between B9ED for Mac and the B9.1ut either by specifying one patch at a time, or by transferring all 80 patches of the user area (called the "patch set") in one operation.

This section describes the two methods separately.

Receiving the Entire Patch Set from the B9.1ut (Receive All)

B9ED for Mac can be used to receive patches stored on the B9.1ut in the computer. After receiving, the patches can be edited while monitoring the sound edited individually. The result can then be written as a file on the computer.

> *HINT*
>
> The received patch set is automatically saved on the hard disk of the computer, and will be recalled the next time B9ED for Mac is started up.

1. **Start B9ED for Mac and set it to the online state.**

2. **Verify that the Librarian window is shown.**

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

Recv All button　　　Librarian button

Librarian window

3. **To receive a patch set from the B9.1ut, 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.

When the receive process is completed, a Close button appears in the window. Click the button to close the window.

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 Computer" ($\rightarrow$ p. 8).

4

Individual patch data in the patch set selected in the lower part of the window

Received patch set

The lower part of the Librarian window shows patch sets in a hierarchical tree structure. A "▶" symbol in front of a name indicates that there is another level directly 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 "Connecting the B9.1ut to the Computer " (→ p. 2).
- For information on how to save a received patch as a file on the computer, see the section "Export/Import of a Patch Set as a File" (→ p. 10) .

Sending a Patch Set to the B9.1ut (Send All)

You can send any patch set from B9ED for Mac to the B9.1ut. This will overwrite all patches in the user area of the B9.1ut.

1. **Start B9ED for Mac and set it to the online state.**

2. **Verify that the Librarian window is shown.**

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

Send All button   Librarian button
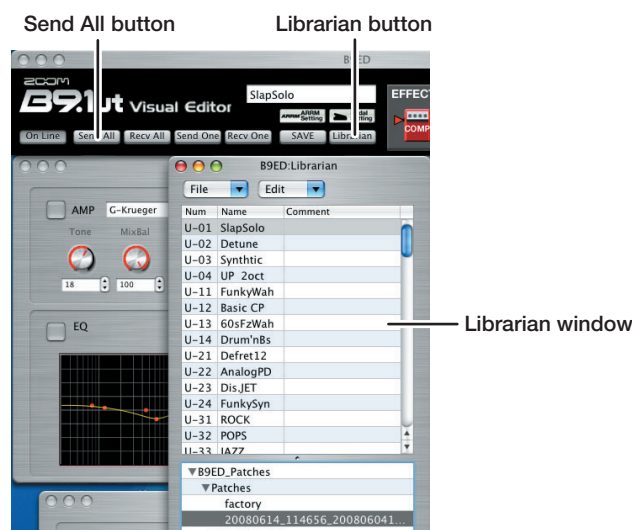
Librarian window

3. **From the "Patches" level in the lower part of the Librarian window, select the patch set to send to the B9.1ut by clicking on it.**

All patch sets that can be sent to the B9.1ut are saved in the "Patches" level.

4. **After selecting the patch set, click the Send All button.**

A confirmation window for sending the patch set appears.

5. **To carry out the patch set send process, click the Execute button in the window.**

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

> ### NOTE
>
> If a MIDI error message indicates that send/receive failed, double-check the B9.1ut settings and then repeat the operation.

When the send process is completed, a Close button appears in the window. Click the button to close the window.

The patches in the user area of the B9.1ut have now been overwritten by the patch set of the B9ED for Mac selected in step 3.

Receiving a Single Patch from the B9.1ut (Receive One)

The B9ED for Mac can also import only the data of a specified patch from the B9.1ut.

1. **Start B9ED for Mac and set it to the online state.**

2. **Verify that the Librarian window is shown.**

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

Recv One button   Librarian button

Librarian window

3. **In the Librarian window, click on any patch to specify the patch data import target.**

4. **Click the Recv One button.**

The Receive One From dialog box appears. Select the patch of the B9.1ut that you want to import, and click the OK button.
The received patch data 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 Computer" (→ p. 8).

Imported patch data

HINT

If an error dialog box appears and the transfer does not start, refer to the section "Connecting the B9.1ut to the Computer " (→ p. 2) and check the connection and MIDI port settings.

Sending a Single Patch to the B9.1ut (Send One)

You can send the data from any patch in the B9ED for Mac to the B9.1ut, overwriting a specified patch in the user area.

1. **Start B9ED for Mac and set it to the online state.**

2. **Verify that the Librarian window is shown.**

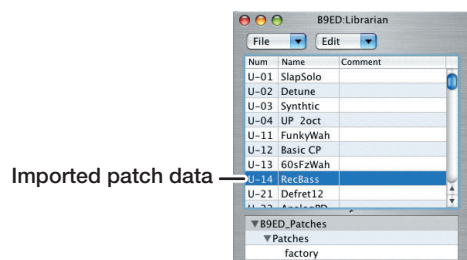If the Librarian window is not shown, click the Librarian button to bring it up.

Send One button   Librarian button
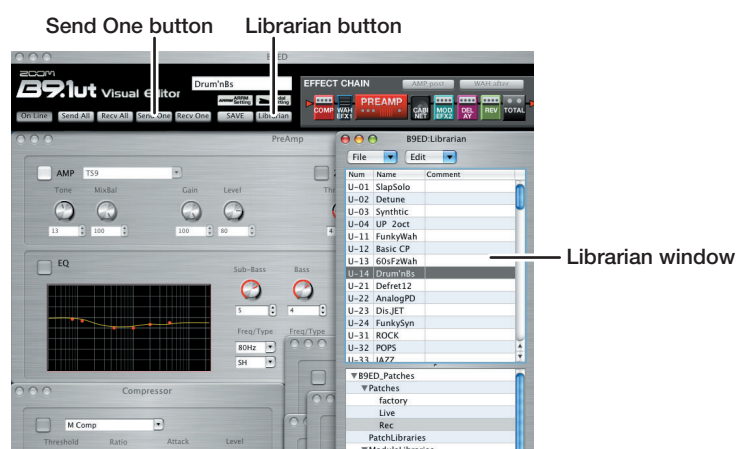
Librarian window

3. **In the Librarian window, click on any patch to send to the B9.1ut.**

4. **Click the Send One button.**

The Send One To dialog box appears.

5. **Specify the target patch of the B9.1ut, and click the OK button.**

The patch specified here will be overwritten by the patch selected in step 3.

NOTE

If a MIDI error message appears which indicates that send/receive has failed, check the B9.1ut settings once more and then repeat the operation.

Managing Patch Data on the Computer

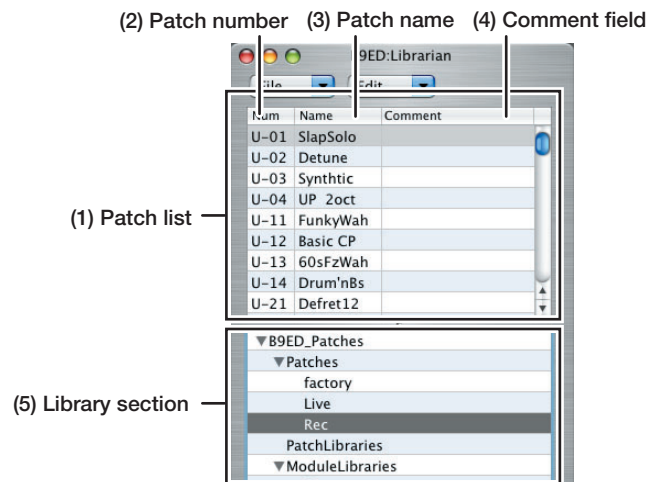Using the Librarian window, a patch set received from the B9.1ut can be renamed, and a backup can be saved as a file on the computer. Settings for single patches and single modules can be individually saved.

About the Librarian Window

This section describes the various elements of the Librarian window.

(1) **Patch list**
Shows all patches that belong to the patch set selected in the lower part of the Librarian window.

(2) **Patch number**
This number corresponds to the group name/bank number/patch number of the user area in the B9.1ut.

(3) **Patch name**
Indicates the patch name.

(4) **Comment field**
Shows a comment that has been assigned to the individual patch.

(5) **Library section**
This section serves for saving and loading patch sets received by B9ED for Mac 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 B9.1ut. Each patch set saved in this level consists of 80 patches, the same number as the patches in the user area of the B9.1ut. 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. 11).
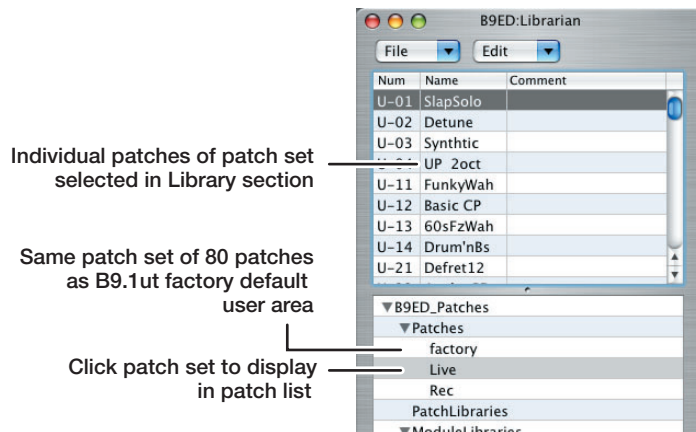
Using the Librarian Window

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 Librarian 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.

Individual patches of patch set selected in Library section

Same patch set of 80 patches as B9.1ut factory default user area

Click patch set to display in patch list

HINT
• To change the name of a patch set, control-click on the name and select "Rename" from the menu that appears.
• To delete a patch set, control-click on the name and select "Delete" from the menu that appears. 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 B9.1ut and any changes are reflected at the B9.1ut. This lets you check the sound of the patch at the B9.1ut.

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 Computer" (→ p. 15).

Export/Import of a Patch Set as a File

A patch set that was received by B9ED for Mac can be saved as a file on the hard disk of the computer. A saved patch set can then be reloaded later at any time, to add it to the patch sets available within B9ED for Mac. 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 computer.

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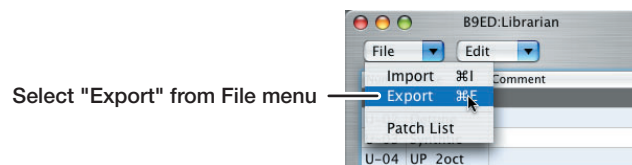
2. Access the File menu of the Librarian window and select "Export".

Select "Export" from File menu

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.
Once a patch set has been saved as a file, it can be restored at any time, even if it was deleted within B9ED for Mac.

■ Importing a patch set from a file

This section explains how to load a patch set into B9ED for Mac from a file saved on the computer.

1. Access the File menu of the Librarian window and select "Import".

Select "Import" from File menu
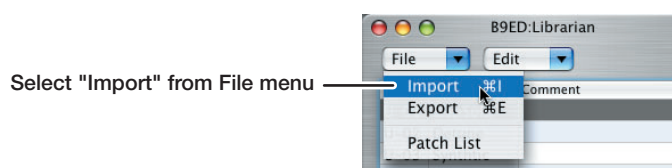
The window for selecting a file appears.

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 B9ED for Mac is started. The import process therefore has to be carried out only once.

Managing Single Patches/Modules

In B9ED for Mac, 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 computer.

Saving/recalling a single patch or module

To save setting data for single patches or modules, a special hierarchical level called 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 B9ED for Mac (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 Computer" (→ p. 15).

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

Settings for single patches/modules are saved in a special hierarchical level called 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.

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

Category created under
"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. Below this level, the names of individual modules are listed, allowing independent save/recall of module settings.

Control-click on the name of the module to save and select "Add new category" from the menu that appears.
A level called "newCategory" is created below the module name.

Category created under
module name
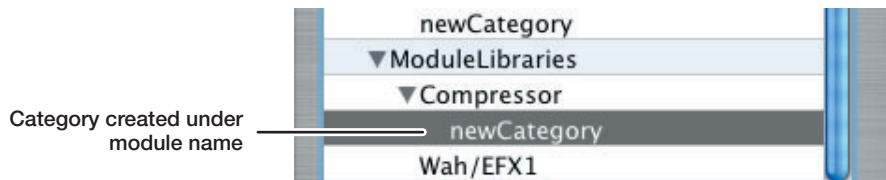
HINT

- To change the category name, control-click on the name and select "Rename" from the menu that appears.
- To delete a category, control-click on the name and select "Delete" from the menu that appears.

3. **To save the settings of a single patch/module, control-click on the category and select "Add Current Patch" or "Add module in current patch".**

The settings of the current single patch/module are saved.
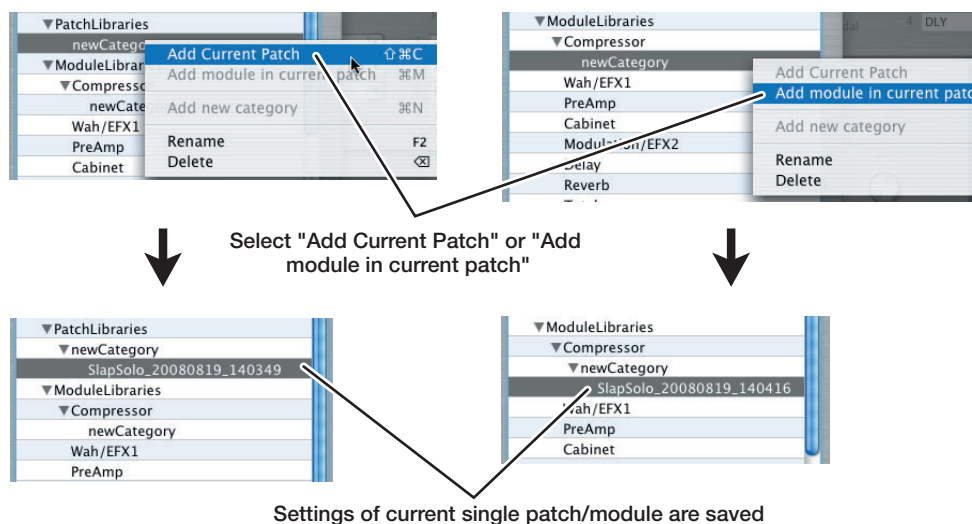
Select "Add Current Patch" or "Add module in current patch"

Settings of current single patch/module are saved

■ 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.

Click saved setting data file ——— SlapSolo_20080819_140349

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.
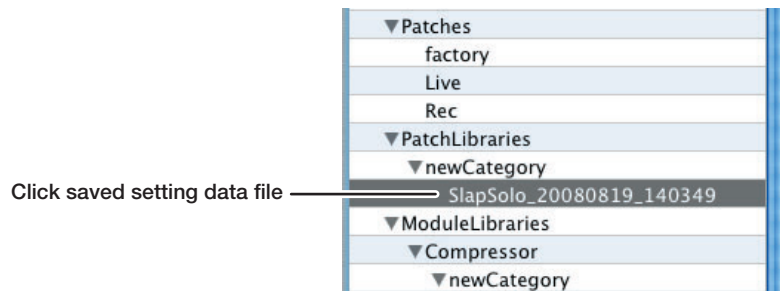
Export/import of single patch/module settings as a file

Setting data for saved patches or modules can be saved in category units as a file on the hard disk of the computer. 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 computer.

1. **In the Library section of the Librarian window, click on the category that you want to save.**

2. **Access the File 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.

■ Importing a category

This section explains how to load a category into B9ED for Mac from a file saved on the computer.

1. **Access the File 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 Computer

Using the Editor window, you can edit any patch contained in a patch set received with B9ED for Mac. Because multiple modules can be shown simultaneously on the computer screen, detailed editing becomes much easier. An edited patch can be stored either in the B9ED for Mac patch set or in the user area of the B9.1ut.

About the Editor Window

This section describes the various components of the Editor window.

(1) Editor window   (2) Control section   (3) EFFECT CHAIN section

(4) Module windows   (5) Comment window
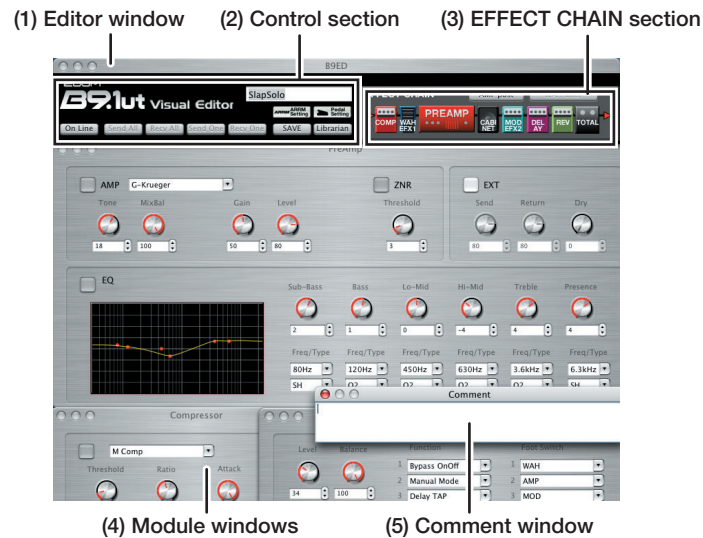
(1) Editor window

This window serves for editing the patch selected at the B9.1ut or received with B9ED for Mac.

The Editor window consists of the control section and the EFFECT CHAIN section. The various module windows that are shown separately are also part of the Editor window.

> *HINT*
>
> - When you use the Editor window, the result of any editing step is reflected immediately at the B9.1ut.
> - In the same way, when you edit a patch at the B9.1ut, the result is reflected immediately in the Editor window. Changes to settings not supported by B9ED for Mac are disregarded.

(2) Control section

Gives access to various menus and to general B9ED for Mac 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 B9.1ut or a single patch of a patch set with in B9ED for Mac can be edited. The PRE-AMP module, EQ module, ZNR module, and EXT LOOP 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. 17).

(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. 9).

■ Control section
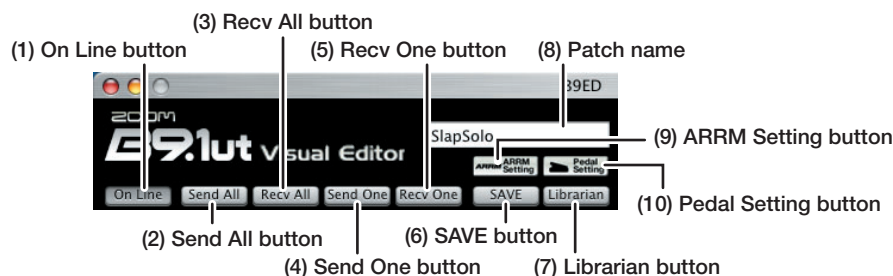
(1) On Line button

Sets B9ED for Mac to the online state (→ p. 3).

(2) Send All button

Sends a specified patch set from B9ED for Mac to the B9.1ut (→ p. 5).

(3) Recv All button

Causes B9ED for Mac to receive all patches that are currently saved in the user area of the B9.1ut (→ p. 4).

(4) Send One button

Sends the data from a selected single patch in the B9ED for Mac to the B9.1ut, overwriting a patch in the B9.1ut (→ p. 7).

(5) Recv One button

Sends the data from a selected single patch in the B9.1ut to the B9ED for Mac (→ p. 6).

(6) 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.

(7) Librarian button

Brings up the Librarian window.

(8) 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 B9.1ut.)

(9) ARRM Setting button

Serves for making settings for the ARRM function (→ p. 19).

(10)Pedal Setting button

Serves for making settings for the expression pedal (→ p. 20).

> *NOTE*
>
> When the patch name is changed, the change also applies to the patch name in the B9.1ut. However, if the patch is switched at the B9.1ut 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), WAH before (after) buttons
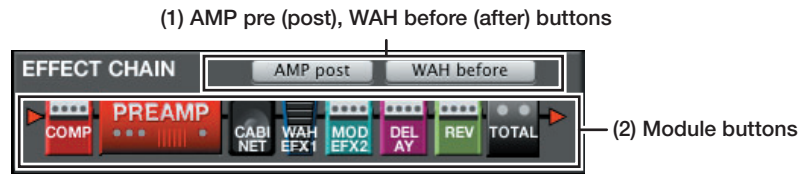
(2) Module buttons

(1) AMP pre (post), WAH before (after) buttons

These buttons serve to change the insert position of the pre-amp section and WAH/EFX1 module. Each click on a button toggles the button indication, such as "AMP pre" → "AMP post".

The respective buttons have the following effect.

• **AMP pre**

Pre-amp section = Pre, button indication switches to "AMP post"

• **AMP post**

Pre-amp section = Post, button indication switches to "AMP pre"

• **WAH before**

WAH/EFX1 module = Befr, button indication switches to "WAH after"

• **WAH after**

WAH/EFX1 module = After, button indication switches to "WAH before"

NOTE

With B9ED for Mac, 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 B9.1ut Operation Manual.

(2) 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.
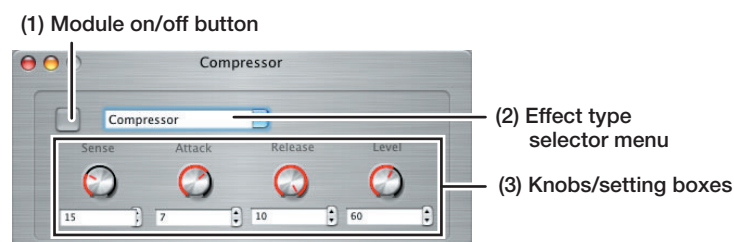
Using the Module Windows

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 menu

(3) Knobs/setting boxes

(1) Module on/off button

Each click of this button toggles the module between on and off. The button is shown as illuminated when the module is on.

(2) Effect type selector menu

Gives access to a selection of effect types. Click the arrow at right to bring up a 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 the mouse up or down to adjust the value.

• **Setting box**

Select a numeral in the box with the mouse and enter a value directly from the keyboard of the computer. 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

This window serves for making settings for the EXT LOOP, ZNR, PRE-AMP, and EQ modules that are part of the pre-amp section.

(1) EQ knobs
(2) Freq. select menu
(3) Type select menu

(1) EQ knobs

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

Parameters that can be controlled by the knobs are Sub-Bass, Bass, Lo-Mid, Hi-Mid, Treble, and Presence.

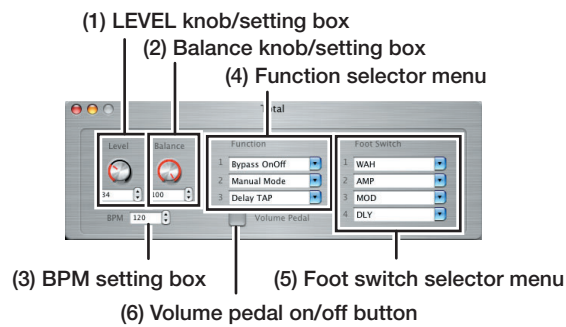**(2) Freq. select menu**

Lets you select the frequency range controlled by the respective EQ knob.

(3) Type select menu

Lets you select the equalizer type assigned to the respective EQ knob. For details, see the B9.1ut Operation Manual.

●Total window

This window serves for making settings for the TOTAL module. To bring up the window, click the TOTAL module button in the EFFECT CHAIN section.

(1) LEVEL knob/setting box
(2) Balance knob/setting box
(4) Function selector menu
(3) BPM setting box
(5) Foot switch selector menu
(6) Volume pedal on/off button

(1) LEVEL knob/setting box

Serves for setting the patch level.

(2) Balance knob/setting box

Serves for setting the overall balance.

(3) BPM setting box

Serves for setting the tempo of the patch.

(4) Function selector menu

Serves for selecting the action of function foot switches 1 - 3.

(5) Foot switch selector menu

Serves for selecting the modules to be switched on and off by foot switches 1 - 4.

(6) Volume pedal on/off button

Serves for switching the volume pedal function on and off.

● **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.
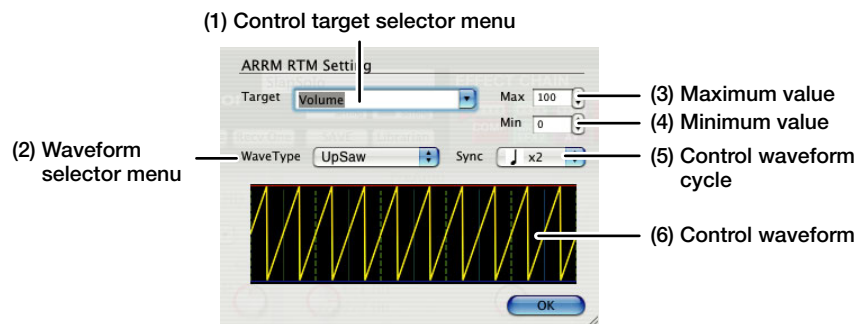
(1) Control target selector menu
(3) Maximum value
(4) Minimum value
(2) Waveform selector menu
(5) Control waveform cycle
(6) Control waveform

(1) Control target selector menu

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

(2) Waveform selector 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.

●Pedal RTM Setting window

This window appears when you click the Pedal Setting button in the control section. The window serves for making settings for expression pedal.
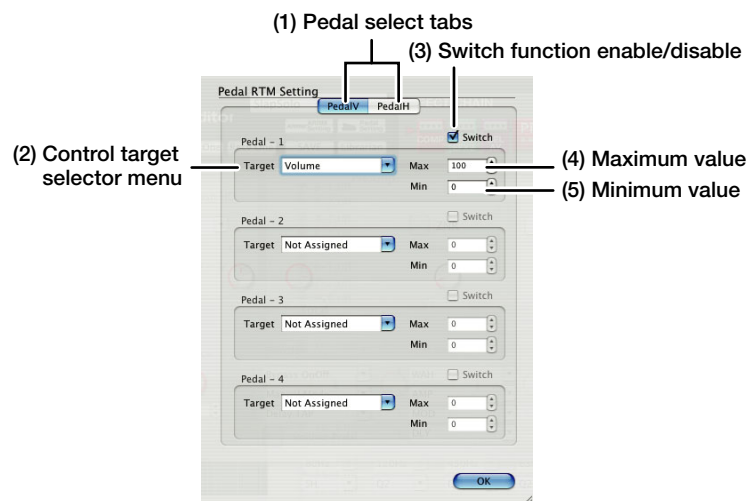
(1) Pedal select tabs

These tabs let you select the pedal and direction for which to make settings. Choose either, "PedalV" (expression pedal, vertical direction), or "PedalH" (expression pedal, horizontal direction).

(2) Control target selector menu

Serves for selecting the module and parameter controlled by the expression pedal. Up to four control targets can be specified each for PedalV, and PedalH.

(3) Switch function enable/disable

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

When the PedalH tab is selected, this check box does not appear.

(4) Maximum value

Specifies the parameter value for the control target that is established when the expression pedal is fully pushed down (or when expression pedal is rotated fully clockwise).

(5) Minimum value

Specifies the parameter value for the control target that is established when the expression pedal is fully raised (or when expression pedal is rotated fully counterclockwise).

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 B9ED for Mac or it can be saved on the B9.1ut.

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

> *HINT*
>> The "Factory" patch set that is saved in B9ED for Mac by default has the same content as the 80 patches in the user area of the B9.1ut 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. 9).

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 B9.1ut itself reflect the changed settings.

> *NOTE*
>> • When you save a patch in B9ED for Mac, 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. 15) and "Using the Module Windows" (→ p. 17).

When you operate the knobs and other controls in the Editor window, the edited content is reflected at the B9.1ut.

> *HINT*
>> In the same way, when you edit a patch at the B9.1ut, the result is reflected immediately in the Editor window. Changes to settings not supported by B9ED for Mac are disregarded.

> *NOTE*
>> Keep in mind that the changed sound of a patch is not permanent. When you select another patch at the B9.1ut or with B9ED for Mac, 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 B9ED for Mac**

To use the edited content of the Editor window to overwrite the single patch selected with B9ED for Mac, 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 B9.1ut**

The settings made in the Editor window will also be reflected in the B9.1ut. To save the edited patch as a patch in the B9.1ut, simply save the currently selected patch at the B9.1ut 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 B9.1ut. For example, when you select a single patch in the Librarian window and try to save in the B9.1ut, the currently selected patch at the B9.1ut 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 B9.1ut 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 ($\rightarrow$ p. 11).

Other Functions

Clipboard

The Clipboard function lets you send the settings of the patch that is currently displayed in the Visual Editor as text data to the Windows Clipboard. When B9ED for Mac format text data are saved in the Clipboard, they can be pasted onto the currently selected patch. This function is useful to publish patch settings on an Internet forum such as a BBS, or to load published patches into B9ED for Mac.

1. **Click the Edit menu in the Visual Editor.**

The menu items are shown.

Copies patch data as text to the Clipboard

Pastes text data from the Clipboard onto a patch
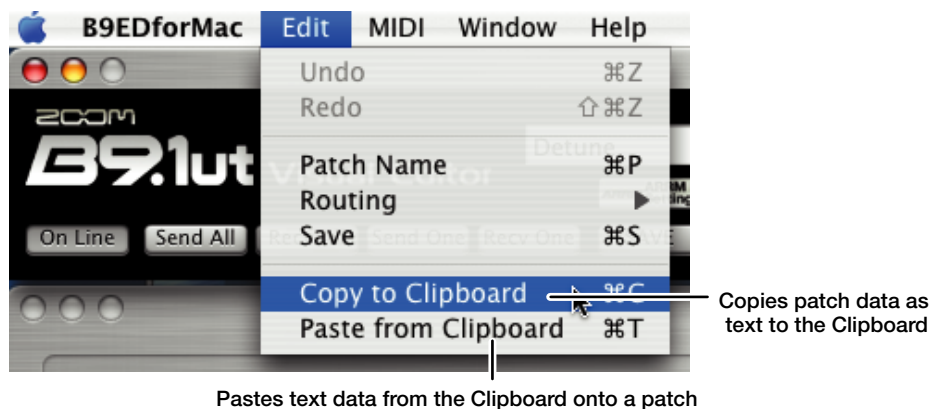
2. **To save the settings of the current patch in the Clipboard, select "Copy to Clipboard".**

Patch settings are copied to the Clipboard, using the format shown below.
Patch text data copied to the Clipboard can be pasted into a text editor or similar application for viewing.

```
B9EDpatch
{
  Name { SlapSolo }
  Comment {

  }
  PatchLevel { 34 }
  Tempo { 120 }
  Balance { 100 }
  VolumePedal { on }
  PedalFunction { Bypass OnOff , Manual Mode , Delay TAP }
  FootSWFunction { WAH , AMP , MOD , DLY }
  Amp { on  , G-Krueger , 18 , 100 , Pre , 50 , 80 ,  }
  EQ { on  , SH , 80Hz , 2 , Q2 , 120Hz , 1 , Q2 , 450Hz , 0 , Q2 , 630Hz , -4 , Q2 , 3.6kHz , 4 ,
  SH , 6.3kHz , 4 }
  Znr { on  , ZNR , 3 }
  Ext  { off , 80 , 80 , 0 }
  Comp { on  , M Comp , 8 , 5 , 10 , 66 }
  Wah  { off , Splitter , 80 , 60 , 1.6k , 80 }
  Cabi { off , Original , 70 }
  Mod  { on  , ST-Chorus , 70 , 30 , 280 , 0 }
  Del  { on  , Delay , 50mS , 0 , 7 , 36 }
  Rev  { off , Room , 3 , 10 , 10 , 0 }
  Arrm { 0 , 0 , 0 , 0 , 0 }
  PedalV {
   1 ( 32 , 0 , 100 , disabled )
```

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```
 2 ( 0 , 0 , 0 , disabled )
 3 ( 0 , 0 , 0 , disabled )
 4 ( 0 , 0 , 0 , disabled )
 }
 PedalH {
 1 ( 88 , 0 , 25 )
 2 ( 0 , 0 , 0 )
 3 ( 0 , 0 , 0 )
 4 ( 0 , 0 , 0 )
 }
 }
```

The above text data example represents the factory default "SlapSolo" patch. Such text data can be placed as a text file on the Internet or sent as e-mail.

3. **To load patch text data as settings for the current patch, make sure that patch data are currently saved in the Clipboard, and select "Paste from Clipboard" from the Edit menu.**
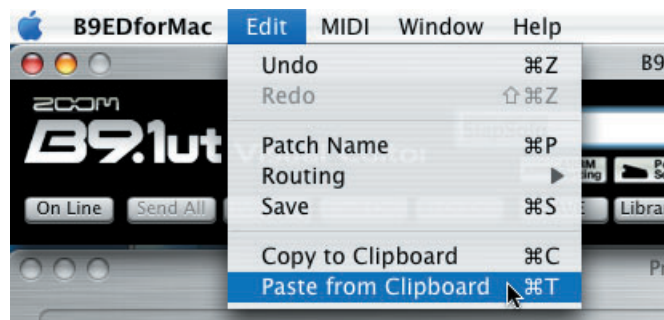
When patch text data are saved in the Clipboard, the "Paste from Clipboard" menu item becomes available. (If no patch text data are currently saved in the Clipboard, the menu item will be grayed out and cannot be selected.)
When you select "Paste from Clipboard", the patch text data in the Clipboard are loaded as settings for the currently selected patch in B9ED for Mac.

HINT

Patch text data in the Clipboard are identified by the "B9EDpatch{}" header and range markers. After downloading patch text data from a BBS or similar, make sure that the header and range markers as well as everything between the markers (from "B9EDpatch{" to "}") is selected. Copy the string to the Clipboard, and then use the "Paste from Clipboard" menu command.

NOTE

- If a patch has been loaded into B9ED for Mac in this way, it will not be saved automatically. To keep the patch, use "Save" or "Add current patch" or another suitable command.
- If the patch text data are not in the correct format or have been modified, the "Paste from Clipboard" command may not work correctly. Use this function with care.
- ZOOM Corporation assumes no responsibility whatsoever for patch data created using the Clipboard function and exchanged via a BBS or similar. ZOOM Corporation will not be liable for any damage or problems caused by imported patch text data.

Patch List Function

A "patch list" is a file that shows information about the patch set/patch library/module library in list format. Like the "Export" command, it outputs the parameter settings for the patch set/patch library/module library selected in the Librarian window to an XML format file. By using drag & drop to open the resulting XML file in an Internet browser, you can view or print the contents in table format.

> ### NOTE
> The XML file is formatted and displayed according to the rules specified in an XSL file (style sheet file that determines how an XML file appears). The name of the XSL file is "B9style.xsl" and it is copied to the same directory. When moving the XML file, you should also move the "B9style.xsl" file along with it.

1. **Click any patch set/patch library/module library in the Librarian window.**

The patch library/module library selection is carried out in category units.

2. **Click the File menu in the Librarian window and select "Patch List".**
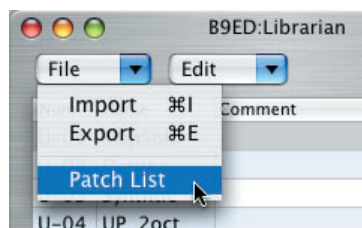
When the patch library/module library category has been selected, all data starting at the currently selected hierarchical tree level will be output to a file as a patch list. When you select "Patch List", a window for specifying the file name and save location appears.
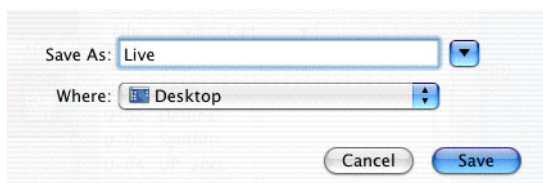
3. **Specify the file name and save location and click the "Save" button.**

The patch list data are output.

> ### NOTE
> • Operation with Internet browsers other than Safari has not been verified.
> • ZOOM Corporation is not able to respond to any queries regarding XML files, tags, and style sheets.
> • ZOOM Corporation asserts its copyright for factory patch data and the resulting output (patch text data, patch list data, etc.).