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# INTRODUCTION

Thank you for selecting the *ZOOM PLAYER 3030* (hereafter simply called the "3030").

The 3030 is a multi-effect device with the following features:

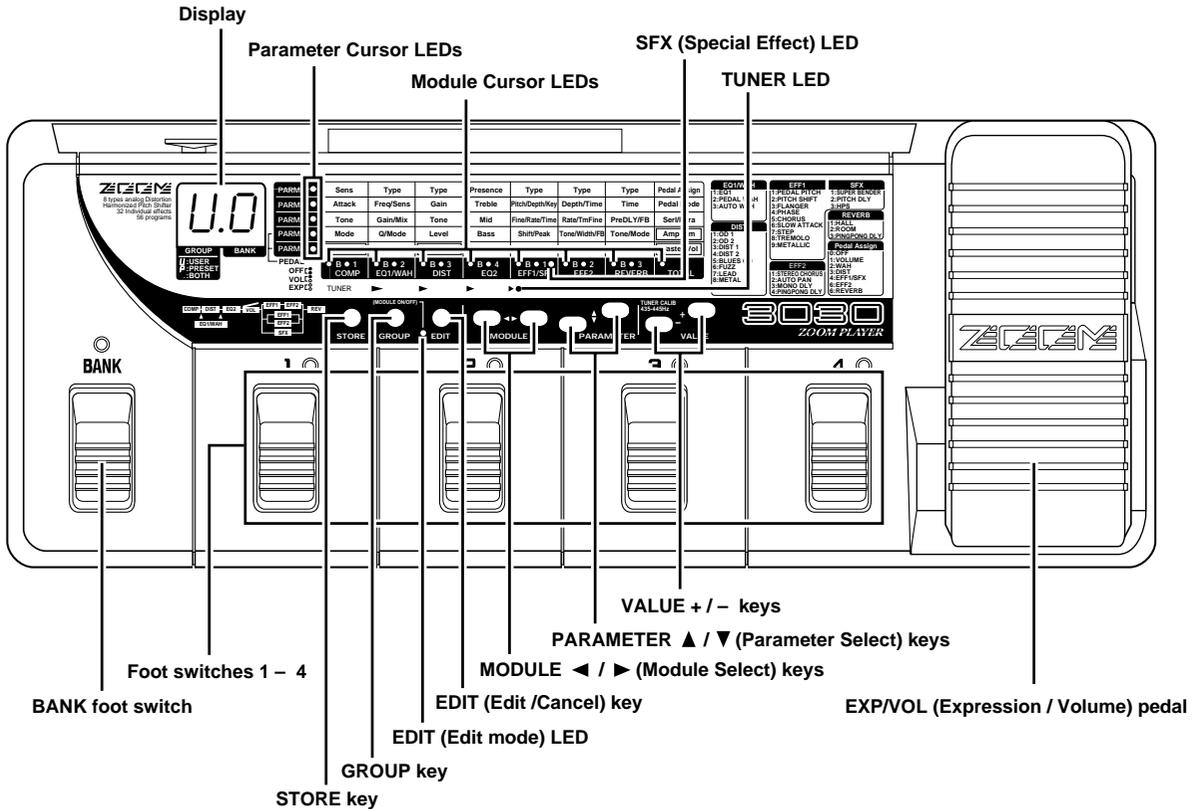
- Furnishes 32 types of diverse single effects; also contains an amp simulator and noise reduction function (ZNR). A maximum of seven effects can be combined freely.
- The effects can be used by switching among a maximum of 28 user and 28 preset types of patches (for a total of 56 patches).
- Houses an expression/volume pedal. Specific elements of volume and effect can be changed in realtime. Further, when the optional foot pedal FP01 is used, volume and effect elements can be manipulated simultaneously.
- Includes a built-in harmonized pitch shifter (HPS), which is an intelligent pitch shift for matching the scale being played.
- Supports changes of connections (the pattern in which effects are connected) for the order of the effect line-up and the serial-parallel connections.
- Three types of amp simulators generate a guitar amp sound pressure for audio speakers and headphone monitors.
- Incorporates auto-chromatic tuner for guitar, enabling easy tuning on stage.
- Distortion effects are generated using analog circuitry, assuring rich and natural-sounding sustain and distortion effects.
- By using the optional foot switch FS01, you can switch the single effect module ON and OFF during performance by simple foot operation.
- Tap input instantly changes the delay time to match the tempo during performance.

Please take the time to read this manual carefully so as to get the most out of your 3030 and to ensure optimum performance and reliability.

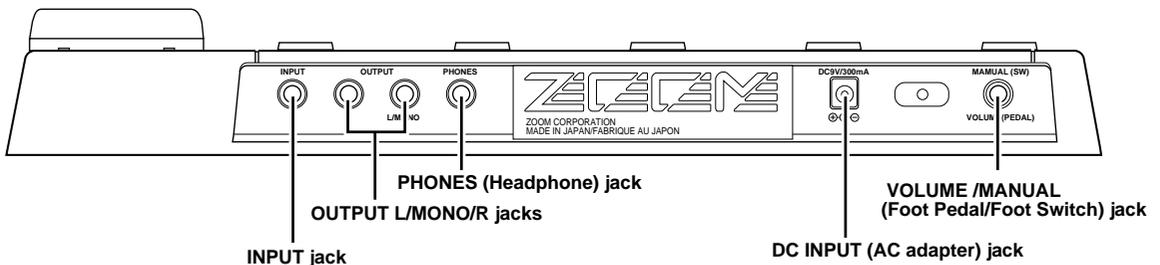
# NOMENCLATURE

## Front Panel

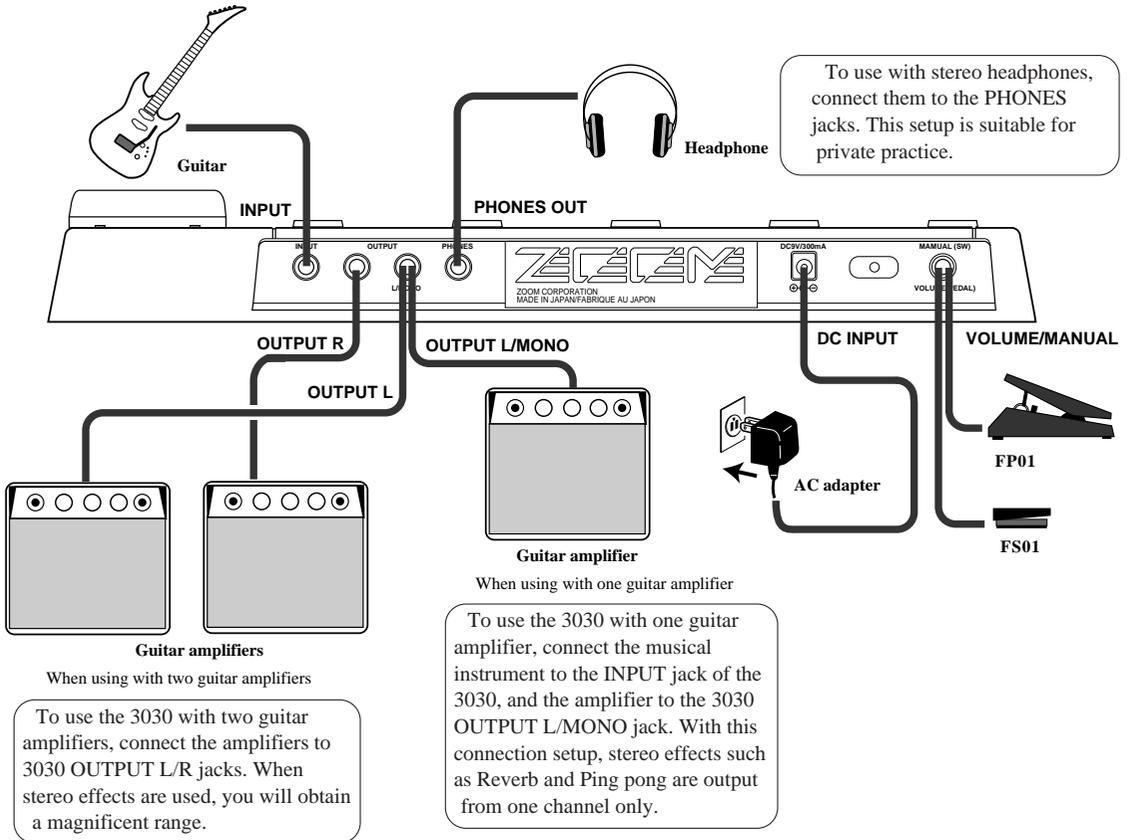
NOMENCLATURE



## Rear Panel



# GETTING CONNECTED



## Before Playing

After completing connection, the volume has to be adjusted according to the following procedure.

**1** Cut the power to the amplifier, turn the volume down to its minimum level, and connect the 3030 correctly to the musical instrument and amplifier.

**2** Power up the 3030.

Connect the accessory AC adapter to the DC INPUT jack. The power to the 3030 is ON when the AC adapter is plugged into a power outlet.



**3** Switch ON the power to the amplifier.

Adjust the volume of the musical instrument and the amplifier while playing the instrument.

# ABOUT 3030

## Overview of 3030

The 3030 is a multi-effect processor featuring seven effect modules (effect blocks). Each effect module works as a single effect, equivalent to a compact effect device. In other words, the 3030 can be thought of as functioning in the same way as seven compact effect devices linked together. A compact effect device comes with knobs for adjusting the type of effect and depth. Similarly, the effect modules have parameters that determine the type of effect and depth.

Please take a look at the 3030 front panel. The effect modules are listed horizontal at the top of the panel (COMP – REVERB). The vertical list (PARAM 1 – 5) gives the parameters of the effect modules.

Parameters	PARAM 1 ●	Sens	Type	Type	Presence	Type	Type	Type	Pedal Assign
	PARAM 2 ●	Attack	Freq/Sens	Gain	Treble	Pitch/Depth/Key	Depth/Time	Time	Pedal Mode
	PARAM 3 ●	Tone	Gain/Mix	Tone	Mid	Fine/Rate/Time	Rate/Tm/Fine	PreDLY/FB	SerI/Para
	PARAM 4 ●	Mode	Q/Mode	Level	Bass	Shift/Peak	Tone/Width/FB	Tone/Mode	Amp Sim
	PARAM 5 ●	Patch Level	Position	ZNR	Level	Mix/Bal/Mode	Bal/Clip	Mix	Master Vol
	● B ● 1 COMP	● B ● 2 EQ1/WAH	● B ● 3 DIST	● B ● 4 EQ2	● B ● 1 ● EFF1/SFX	● B ● 2 EFF2	● B ● 3 REVERB	● TOTAL	

**Effect modules**

The 3030 effect modules are of the following types:

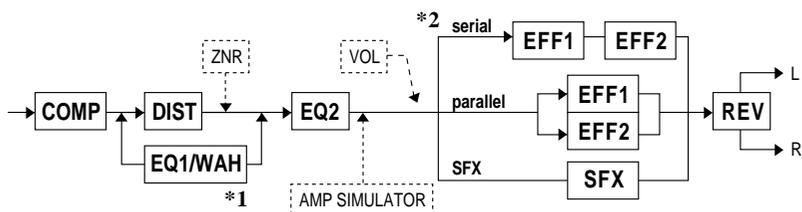
- **COMP** Compressor.
- **EQ1/WAH** Connection can be changed; equalizer and wah effects for creating the tonal quality of the sound (three effect types).
- **DIST** Analog distortion effects (eight effect types).
- **EQ2** Equalizer for creating the basic tonal quality of the sound.
- **EFF1/SFX** Modulation effects for changing the pitch and tonal quality of Pitch Shift, Flanger, etc (nine effect types), and special effects (three effect types).
- **EFF2** Spatial stereo effects such as Stereo Chorus and Delay (four effect types).
- **REVERB** Echo effects (three effect types).



The horizontal list, "TOTAL", on the left of the panel, is not for the effect modules, but indicates the parameters for setting the connection methods for pedal functions and effect modules.

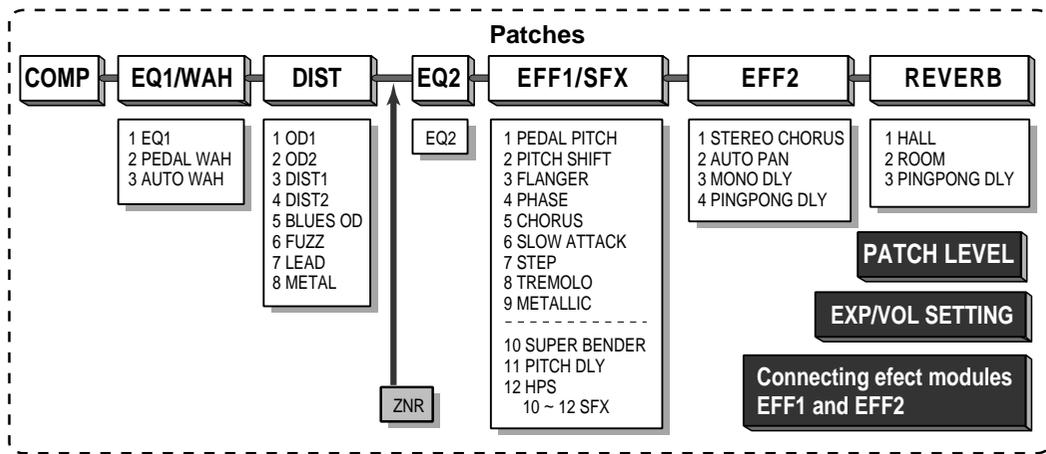
Most of the effect modules include variations. These are called "effect type". One effect type can be selected for each effect module.

The following diagram shows the signal flow in the 3030, and the effect types that can be selected for each effect module.



\*1 The EQ1/WAH effect module can be placed before or after the DIST effect module.

\*2 The EFF1 and EFF2 effect modules can be connected in sequence or in parallel. Also, if SFX effect type has been selected for an EFF1 effect module, EFF2 is forcibly switched off.



## About Patches

Internal settings for the 3030 can be stored to memory and retrieved from memory in units called "patches". Patches can compose a maximum of seven effect modules; settings for patch level, settings for the EXP/VOL pedal, and methods for connecting EFF1 and EFF2 can be added to the detailed settings of the elements (parameters) making up the corresponding effect modules. In the above diagram, the portion enclosed by the dotted line is the patch section.

The storage for patches in the 3030 accommodates two types of groups, the USER group that can be freely created, altered and stored by the user, and the read-only PRESET group that is factory-defined. Each group supports 28 types of patches, for a storage total of 56. When using the 3030, you can call up these patches instantly by pressing the foot switch on the panel.

Also, the parameters comprising the patches can be adjusted, and stored in the USER group. In the 3030, patches are invoked in sets of four, and patches can be changed by using the foot switch. These sets of four patches are called "banks". The USER group and the PRESET group each have banks numbered from 0 through 6. To select a patch, first switch to the appropriate bank number and then select the desired patch.

## About 3030 Modes

The workings of the 3030 can be divided into major function categories according to their purpose. These functions are called "modes". The 3030 supports the following types of mode:

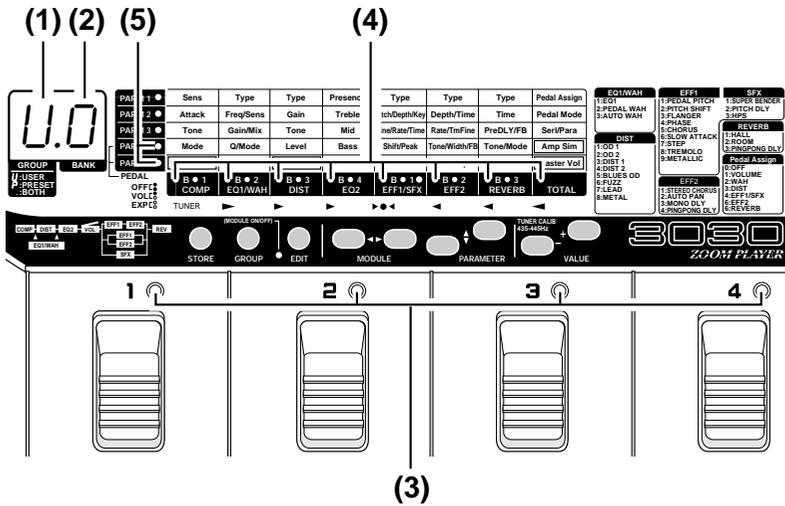
- **Play mode..... For performance by selecting a patch (setting) and using an effect**  
 In this mode, you perform by selecting a patch and using an effect. You can turn the effect sound off temporarily, and use the tuning function in this mode.
- **Edit (Manual) mode..... For altering effect sound parameters and for switching individual effect modules ON/OFF**  
 In this mode, you can edit the parameters of the effect module incorporated in the currently selected patch. Also, this mode can be used as a Manual mode for switching effect modules ON/OFF during performance using the front panel's BANK foot switch and Foot Switches 1 – 4.
- **Special mode**  
 This is a special function for returning the 3030 to its original factory settings.

# LET'S LISTEN TO SOME PATCHES (Play Mode Operation)

The Play mode is for selecting a patch and playing. When you power-up the 3030, it automatically activates in Play mode, and the USER group's Bank 0, Patch Number 1 is selected.

## Panel Display for Play Mode

In Play mode, the display LEDs on the panel show the following information:



### (1) Group

Type of group currently selected is indicated in the display's GROUP column.

### (2) Bank Number

The currently selected bank number is indicated in the display's BANK column.

### (3) Patch Number

The LED light for the Foot Switch (1 – 4) corresponding to the currently selected patch number.

### (4) Effect Module ON/OFF

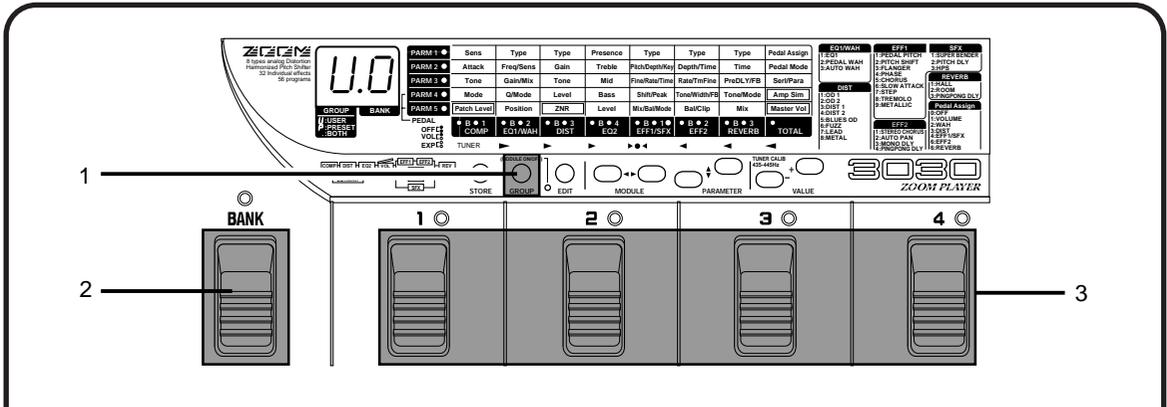
The panel module cursor LED's light for the effect module that is ON in the currently selected patch.

### (5) EXP/VOL Pedal Function

The parameter cursor LEDs 4 and 5 indicate the function assigned to the EXP/VOL pedal for the currently selected patch.

# Patch Selection

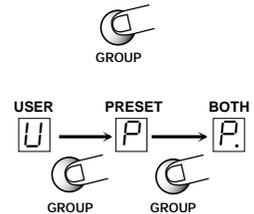
In Play mode, you can play by choosing one of the patches from among the 56 types (28 types of patches in the PRESET group plus 28 types of patches in the USER group) in memory.



## 1 Press, the GROUP key to select the group.

When choosing a patch, first decide which group of patches you want to use. Each time you press the GROUP key, the GROUP column indicates one of the following three types, in order.

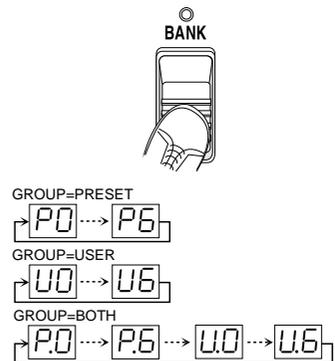
- **U (USER)**..... Only USER group patches can be used.
- **P (PRESET)** ..... Only PRESET group patches can be used.
- **U. or P. (BOTH)**.... Patches of both USER and PRESET groups can be used.



## 2 Select a bank by stepping on the BANK foot switch.

Each time you step, you change to the next higher bank number. (The bank number flashes.)

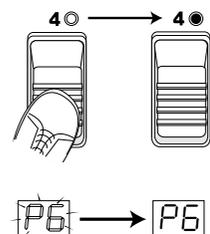
**HINT** In this status, the patch will not yet be changed.



## 3 Step on Foot Switch (1 - 4) to select a patch.

The LEDs lights for the foot switch you stepped on, telling you that a patch has been selected. Also, the indicated bank number changes from flashing to constantly lit display.

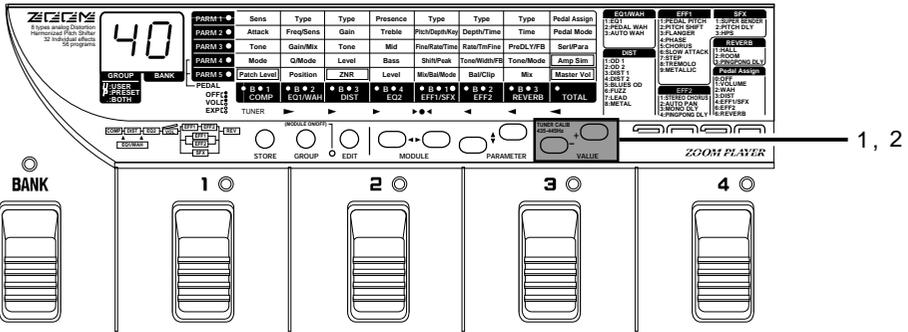
**HINT** Here, try switching the patches while you are actually playing your instrument, and find out what types of patches are stored in the 3030.



LET'S LISTEN TO SOME PATCHES

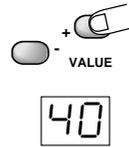
# Adjusting Master Volume

In Play mode, regardless of the selectable patches, the final volume output by the 3030 can be controlled by the Master Volume.



## 1 Press either the VALUE + or VALUE – key.

The display will indicate the current value (0 – 50) of the Master Volume.



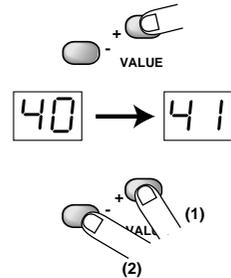
## 2 While the value is displayed, continue pressing the VALUE + / – keys to adjust the volume to the best level.



- The Master Volume setting works in common for all the patches. Storage cannot be done for separate patches.
- If you want to change the volume for specific patches, adjust the patch level in Edit mode. For details, see page 27.
- To increase the value rapidly, hold the VALUE+ key down while pressing the VALUE – key. To decrease the value rapidly, hold the VALUE – key down while pressing the VALUE+ key.



- This Master Volume parameter is valid for all patches. The value is maintained even when the patch is switched. However, if the value is not stored before power-off, the value at the next power-on will be the same as that before adjustment.
- To store the value, select one of the USER group patches, and then store it. (For the storing procedure, see page 19.)



# Temporarily Switching Effect Sound OFF and Outputting Original Sound (Bypass Function)

You can switch the 3030 Effect mode OFF temporarily (this is called "bypass"), and monitor the instrument's direct sound. This is a handy function for checking how the effects are working.

**1** Step on the foot switch for the currently selected patch number (the foot switch whose LED is lit) and release your foot straight away.

If you lightly step on the foot switch and then release your foot within a second, the 3030 will enter the Bypass status. The LED for the currently selected patch will flash, and the tuner LED will light. Also, the display will indicate the Bypass status with " bP ", and then change to " \_ \_ ".

**2** To release this status, lightly step on and release your foot from the foot switch again, or select another patch.

The 3030 will return to the usual Play mode.

LET'S LISTEN TO SOME PATCHES

# Temporarily Switching Original Sound and Effect Sound OFF, for Silent Status (Mute Function)

The mute function temporarily turns the output OFF.

**1** Step on the foot switch whose LED is currently lit, keep your foot pressed on the switch for a moment, and then release it.

If you have stepped for more than a second on the foot switch whose LED is lit, both effect sound and direct sound will be silenced (muted). The LED for the currently selected patch will flash, and the tuner LED will light. Also, the display will indicate the Mute status with " *nl* ", and then change to " *--* ".

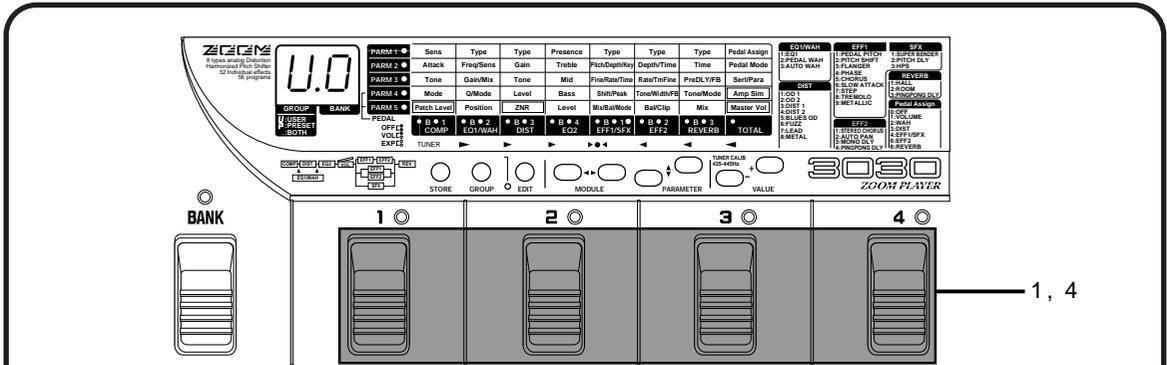
**2** To release this status, step on the foot switch again, or select another patch.

The 3030 will return to the usual Play mode.

LET'S LISTEN TO SOME PATCHES

# Tuning Your Guitar (Autotuner Function)

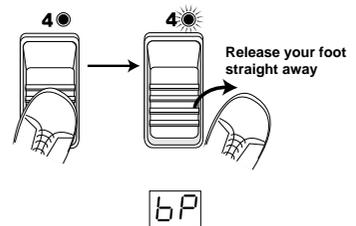
The 3030 supports a chromatic autotuner function. This function can be used automatically in Bypass or Mute status.



**1** Lightly step on the foot switch whose LED is currently lit in the display for Foot Switches 1 – 4, and release your foot straight away.

The 3030 will enter the Bypass status, and you can use the autotuner function. The display will indicate "bP", and the tuner LED's will light.

**HINT** The autotuner function can be used when the 3030 is in Mute status. This is handy for tuning on stage when you do not want to produce the sound externally.



**2** Pick a released string.

The display shows the tone closest to the current pitch. Tune the guitar until it matches the desired tone.

**HINT** To tune a bass guitar, use harmonics using a tone one octave higher.

C = $\square$	F = F	A = $\bar{A}$
C# = $\square \square$	F# = F $\square$	A# = $\bar{A} \square$
D = d	G = $\square$	B = b
D# = d $\square$	G# = $\square \square$	
E = E		

**3** When the display shows the desired tone, adjust further until the round LED's immediately above the tuner LED (EFF1's module cursor LED's) light.

When the tuner function is ON, the module cursor LED works as a meter, measuring the accuracy of the tuning. If the pitch matches accurately, the middle LED (the EFF1 module LED) lights.

**pitch matches accurately**



**pitch is sharp**



**pitch is flat**



**4** Press the foot switch again, or select another patch.

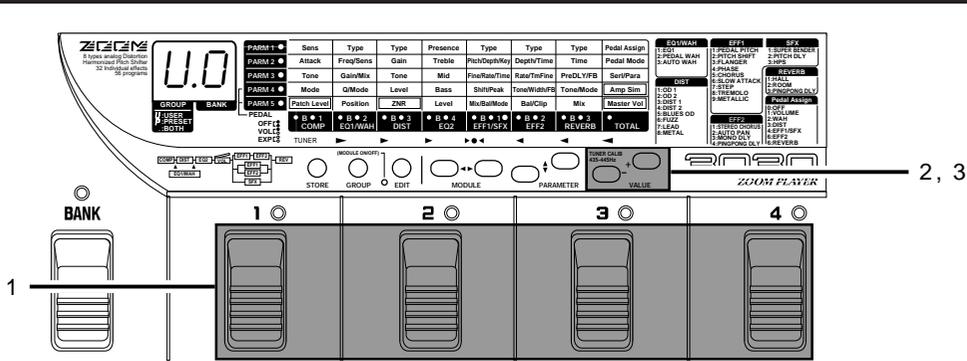
The usual Play mode will be returned.



LET'S LISTEN TO SOME PATCHES

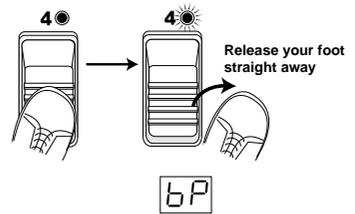
# Adjusting Standard Pitch of Tuner (Calibration)

Set the internal standard pitch (Calibration).



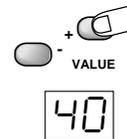
**1** Invoke the Bypass status by lightly stepping on and releasing your foot from the foot switch whose LED is currently lit in the display for Foot Switches 1 – 4.

The display will indicate "bP", and the tuner LED will light.



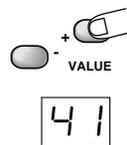
**2** Press either the VALUE + or VALUE – key.

The numeric value indicating the current calibration will be displayed for a moment.



**3** Before the display disappears, use the VALUE + / – keys to set the desired value.

Calibration is within the range of "35" (435 Hz) and "45" (445 Hz).



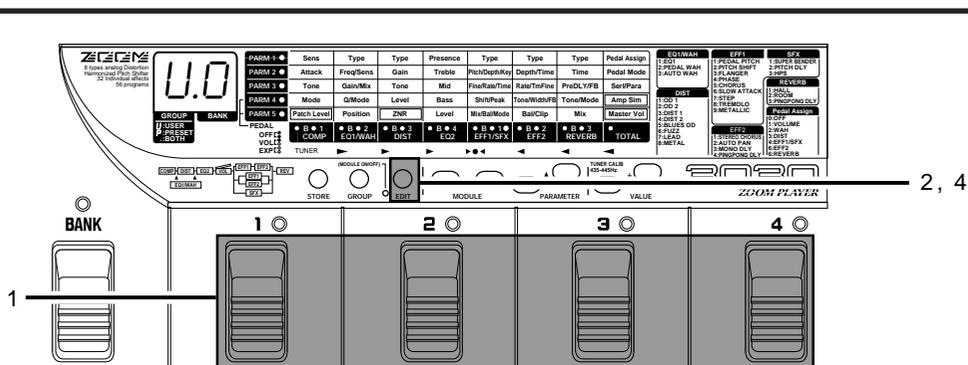
**NOTE** When the 3030 is powered-on, calibration is reset to 440 Hz.

435Hz : 35  
440Hz : 40  
445Hz : 45

# CHANGING PATCH TONE (Edit Mode Operation)

This section describes basic operation of the Edit mode. The 3030 patches are made up from a variety of parameters including effect modules, patch levels, and EXP/VOL pedal settings. In Edit mode, their values and settings can be edited to match the sound you prefer.

## Switching between Edit and Play Modes



**1** In the Play mode, choose the patch you want to edit.  
(This can be from the USER or PRESET group.)

**2** Press the EDIT key.

The 3030 enters Edit mode, so that you can edit parameters. At this time, the Edit mode LED lights.



**3** Perform editing.

The editing methods are explained in detail on the following pages.

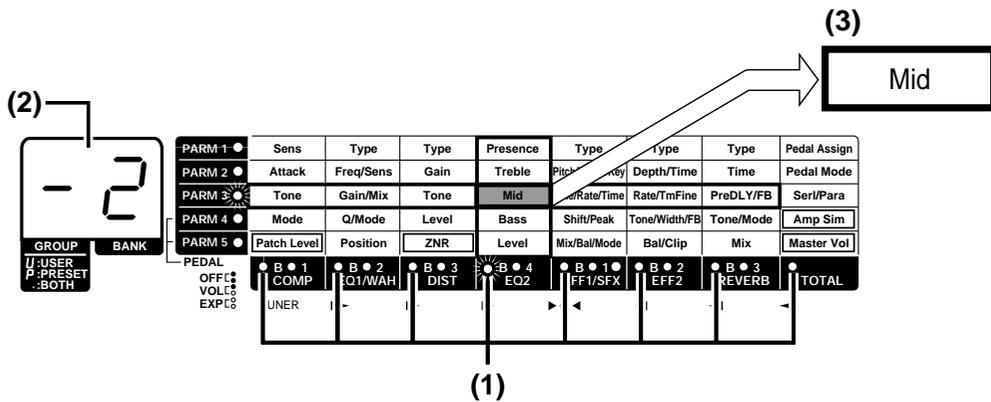
**4** When you have finished editing, press the EDIT key again.

The 3030 returns to the Play mode.



## Panel Display in Edit Mode

In Edit mode, the panel displays the following information:



### (1) Effect module ON/OFF

When the effect modules are ON in a patch, their corresponding module cursor LEDs light.

### (2) Parameter value

The value of the parameter currently selected for editing is displayed.

### (3) Parameter type

The front panel of the 3030 shows the effect modules listed horizontally and the parameter numbers for the various parameter names listed vertically.

In the Edit mode, the flashing module cursor LED and the parameter cursor LED indicate the type of parameter currently being edited.

# Switching Effect Modules ON/OFF

In Edit mode, the numerous effect modules can be switched ON or OFF freely.

**1** Use the **MODULE /** keys to switch ON or OFF the effect module you want to select.

In Edit mode, the module cursor LED's light for the effect module that is currently ON. Also, the module cursor LED's flash for any effect module being edited. By pressing the **MODULE /** keys, you can make the module cursor LEDs to the right or left flash instead.

**2** Press the **GROUP** key to switch the effect module ON/OFF.

When you press the **GROUP** key, the selected effect module switches ON or OFF. The module cursor LED's go out for any effect module that has been switched OFF.

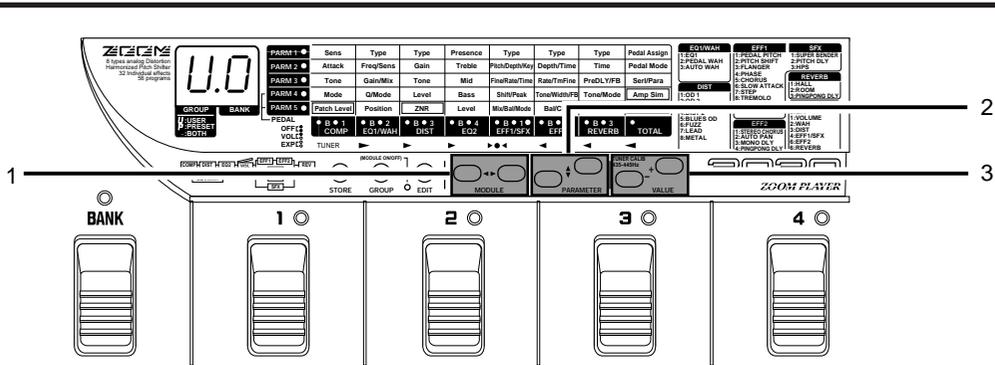
**NOTE** If you have chosen any of the currently OFF effect modules to edit, the parameter value will be displayed as "--". Further, the unlit period for the flashing module cursor LED is somewhat longer than for the module that is ON. This display indicates that the effect module is currently OFF and cannot be edited.

**HINT**

- Effect module ON/OFF can be stored as part of a patch. Do this whenever necessary. (See page 19 for details.)
- You can also switch effect modules ON/OFF by using the **BANK** foot switch and the Foot Switches 1 – 4. For details, see page 22.

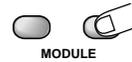
# Changing Parameter Settings of Effects

Choose the parameters to make up the effect module, and change the setting and value.



## 1 Use the **MODULE** / keys to select an effect module.

Flashing of the module cursor LED's shifts to the left or right.



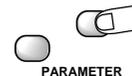
MODULE

## 2 Use the **PARAMETER** / keys to select the parameter.

Flashing of the module cursor LED's shifts up or down.



- When you have switched a module or parameter, the display changes accordingly.
- With the effect module "Type" in the panel PARM1 column, you can switch the effect type with Parameter 1. For this kind of effect module, the contents of Parameters 2-5 change according to the effect type, so select the effect type first.



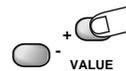
PARAMETER

## 3 Press the **VALUE +** or **VALUE -** key.

The value of the currently selected parameter will change.



For details about the types and functions of parameters of the effect modules, see page 27–35, "Effect Types and Parameters".



VALUE

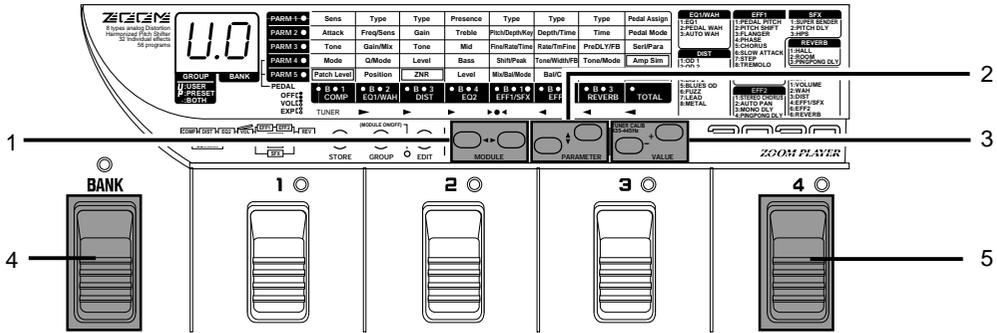
## 4 The other parameters can be altered in the same way.



The parameter changes effected here are temporary. As long as you do not store these, they will return to the original values when you return to Play mode and select another patch. For the method of storing patches, see page 19.

# Setting Delay Time with Foot Switch (Tap Input)

When using the delay effect type with EFF2 effect module, you can set the delay time to match the interval during which you step on Foot Switch 4. By using this function, you can easily set the delay time to match the music's tempo.



## Selecting Delay Effect that Supports Tap Input

- 1 Use the **MODULE** / keys to select the **EFF2** effect module.

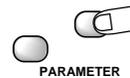
The module cursor LED's for EFF2 will flash.

**NOTE** When the EFF2 effect module is OFF, tap input of delay time cannot be done. Use the **GROUP** key to switch it ON.

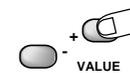


- 2 Using the **PARAMETER** / keys, select **Parameter 1 (Type)**.

The parameter cursor LED's will flash for **PARM1**. This parameter is for switching the effect type of the EFF2 effect module.



- 3 Using the **VALUE +/-** keys, set the value to either "3" (effect type = MONO DLY) or "4" (effect type = PING PONG DLY).



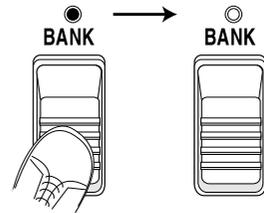
## Tap Input of Delay Time

### 4 Using the BANK foot switch, turn the BANK foot switch LED OFF.

When the BANK foot switch LED goes OFF, the tap input function for delay time is assigned to Foot Switch 4.



For details about the BANK foot switch function in Edit mode, see page 23.



### 5 Step on Foot Switch 4 twice, to match the tempo.

The 3030 detects the interval for which the foot switch is held down, and the delay time will be set in the EFF2 effect module.

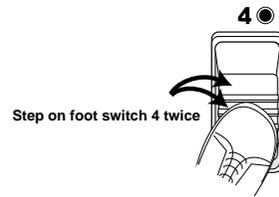


- Delay time can be set to a maximum of 1000 ms. When Foot Switch 4 has been held down for longer than 1000 ms, the setting will be half that interval if it is between 1000 ms and 2000 ms. If the interval exceeds 2000 ms, the operation will be invalid.
- The foot switch LED flashes for the duration of the delay time.

- You can enter the editing mode without using the EDIT key, by using the optional FS01. The editing mode invoked by this method is called Manual mode.

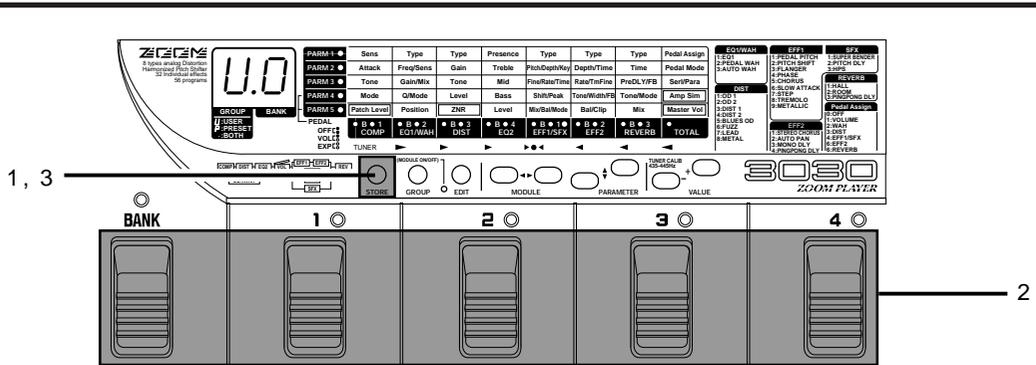


- Basically, Manual mode is identical to Edit mode, but tap input of the delay time is accepted even when the EFF2 effect module is OFF. However, this feature is limited to when the setting for the type of EFF2 effect module is either "3" (effect type is MONO DLY) or "4" (effect type is PINGPONG DLY).
- With the 3030, the parameters set when the effect module was ON are maintained in the OFF status, in the same way as the compact effector maintains the knob status, whether the device is switched ON or OFF.



# Storing Patches

As long as you do not store to memory any patches edited in Edit mode, the original status will be returned when you select another patch. The following paragraphs describe how to store patches.



## 1 Press the STORE key.

This will invoke the store standby status, and the module cursor LED's, and parameter cursor LED's, will flash. In this status, you can specify the bank number and patch number of the storage destination.

**NOTE** Even though you can change the parameters of the patches of the PRESET group, you cannot write over them. Instead, when you have changed a patch of the PRESET group, select the storage destination forcibly with "U" (USER group).

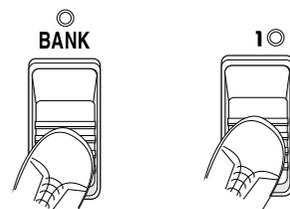
**HINT** You can store in either Play mode or Edit mode.



## 2 Using the BANK foot switch and Foot Switches 1 – 4, specify the patch storage destination.

If you do not make any particular specification, the destination will be the original patch of the USER group. When store has not been specified by the PRESET group, the patch is stored in Patch 1, Bank 0 of the USER group.

**NOTE** When you store parameters, the patch data already in the storage destination will be erased. Check to make sure you do not need the patch in the storage destination.



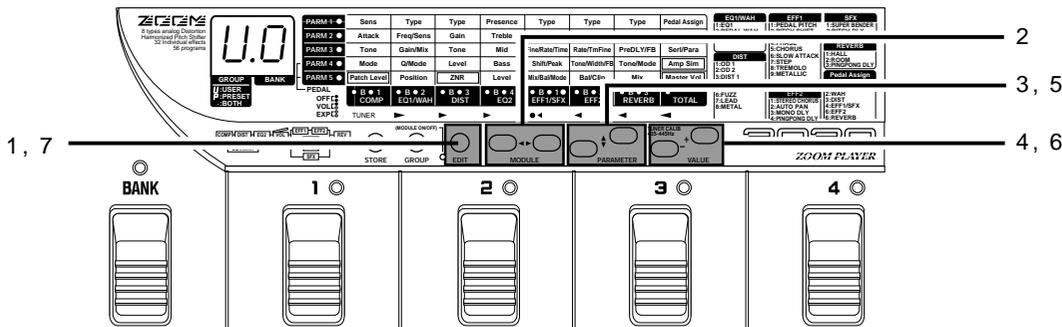
## 3 Press the STORE key again. This completes the storage operation, and returns the 3030 to the Play mode.

**NOTE** Rather than finally pressing the STORE key, you can press the EDIT key to cancel storage and return to the Play mode.



# CONTROL THROUGH EXP/VOL PEDAL

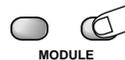
By using the 3030's in-built EXP/VOL pedal, you can control any effect parameter and EQ2 direct volume in realtime. For example, you can change the force of the distortion or increase the reverb time during performance. The parameters that you can control are determined by the effect module assigned to the pedal.



**1** Press the **EDIT** key to enter Edit mode.



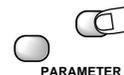
**2** Use the **MODULE /** keys to select the **TOTAL** module.



The **TOTAL** module cursor LED will flash. The **TOTAL** module is a collection of parameters that set the working of the EXP/VOL pedal and the connection method of **EFF1** and **EFF2**, etc.



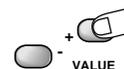
**3** Using the **PARAMETER /** keys, select **Parameter 1 (Pedal Assign)**.



This parameter decides what effect module to assign to the EXP/VOL pedal.



**4** Using the **VALUE +/-** keys, select the effect module to control the EXP/VOL pedal.



The relationships between the values shown in the display and their corresponding effect modules are as follows:

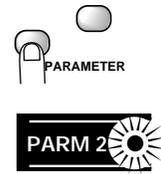
Value	Control	Contents
0	OFF	The function of the EXP/VOL pedal is OFF.
1	VOLUME	The volume immediately after EQ2 can be controlled.
2	WAH	Frequency is controlled with PEDAL WAH, and sensitivity with AUTO WAH.
3	DIST	Gain can be controlled.
4	EFF1/SFX	Rate can be controlled with FLANGER, PHASE, SLOW ATTACK, STEP, and TREMOLO; balance and mix with PITCH SHIFT, CHORUS, METALLIC, and HPS; pitch with PEDAL PITCH and PITCH DELAY; and time with SUPER BENDER.
5	EFF2	Rate can be controlled with AUTO PAN, and balance with the other effects.
6	REVERB	Mix can be controlled.



"1: VOL" above controls the volume immediately after the EQ2 effect module. Be sure to distinguish this from the Master Volume that controls the final output.

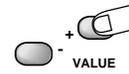
## 5 Press the PARAMETER key once to select Parameter 2 (Pedal Mode).

Depending on where the EXP/VOL pedal is stepped on, this parameter sets the kinds of changes for the parameter value of the assigned effect module.



## 6 Using the VALUE +/- keys, select mode 1 or 2.

The working of 1 or 2 modes depends upon the effect type selected by the effect module assigned to the EXP/VOL pedal.



### ■ When WAH or PEDAL PITCH effect types have been selected by effect modules assigned to the EXP/VOL pedal

	Foot up		Foot down
Mode 1	Minimum value	→	Maximum value
Mode 2	Maximum value	→	Minimum value

### ■ When DIST effect types have been assigned to the EXP/VOL pedal

	Foot up		Foot down
Mode 1 ( Minimum value for setting)		→	Parameter set value
Mode 2 Parameter set value		→	( Minimum value for setting)

**NOTE** The minimum value of the distortion gain control varies according to the type of distortion and the parameter settings. The minimum value achieved by these changes may be smaller than Gain 1, depending on the settings.

### ■ When effect types other than the above have been assigned to the EXP/VOL pedal

	Foot up		Foot down
Mode 1	Minimum value	→	Parameter set value
Mode 2	Parameter set value	→	Maximum value

### ■ When Volume has been assigned to the EXP/VOL pedal

	Foot up		Foot down
Mode 1	Minimum value	→	Maximum value
Mode 2	Maximum value	→	Minimum value

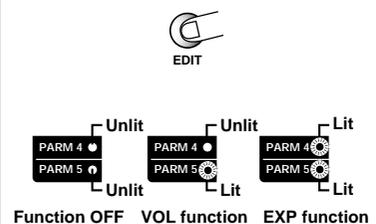
**NOTE** When the foot pedal FP01 (optional) is connected to the 3030 VOLUME /MANUAL jack, FP01 will always be assigned as the volume pedal that controls the volume immediately after EQ2. Hence, note that for any patch assigned VOL with the EXP/VOL pedal, the EXP/VOL pedal will not work.

**HINT** When you have called up a patch set to control effect parameters with the EXP/VOL pedal, the parameters will not change until the pedal is moved.

## 7 Press the EDIT key again.

The Play mode will be returned. Store any patches as necessary.

In Play mode, the functions assigned to the EXP/VOL pedal are indicated by the PARM4 and PARM5 LEDs.

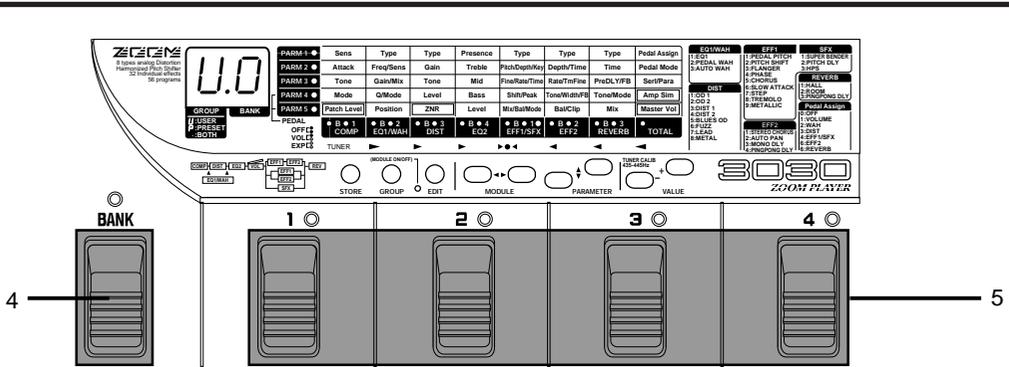


# OTHER FUNCTIONS

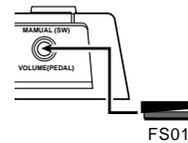
This section explains the 3030 special mode, and applications using the optional foot pedal or foot switch.

## Control Using FS01 (Manual Mode)

With the optional foot switch FS01, you can use your foot to switch between the Play mode and the Manual (Edit) mode. This is handy during performance, and is like turning a compact effector ON and OFF. when you want to add an effect module's effect to a particular part of the music.



- 1 With the power supply to the 3030 OFF, connect the foot switch FS01 (optional) to the VOLUME IN/MANUAL jack.



- 2 Power up the 3030.

The 3030 enters Play mode.

- 3 Step on the FS01.

The 3030 enters Manual (Edit) mode. In this mode, you can switch the individual effect modules ON or OFF in the patch currently selected by using Foot Switches 1 – 4.



**NOTE** When the 3030 is in Bypass or Mute status, pressing the FS01 produces no result.

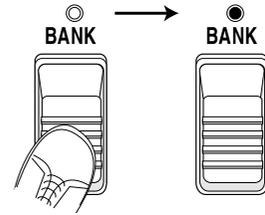
**HINT** Manual mode and Edit mode work in just about the same way.

## 4 Using the BANK foot switch, select the effect modules to assign to Foot Switches 1 – 4.

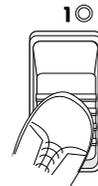
The 3030 has seven types of effect modules, so these can be divided into the first half and second half for assigning to the Foot Switches 1 – 4. When you step on the BANK foot switch, the ON/OFF status of the BANK foot switch LED's change; by this operation, the effect modules that can be assigned to Foot Switches 1 – 4 change as follows:

BANK	Foot Switch	Contents
<b>LED ON</b>  <b>BANK</b>	1	COMP effect module ON/OFF
	2	EQ1/WAH effect module ON/OFF
	3	DIST effect module ON/OFF
	4	EQ2 effect module ON/OFF
<b>LED OFF</b>  <b>BANK</b>	1	EFF1/SFX effect module ON/OFF
	2	EFF2 effect module ON/OFF
	3	REVERB effect module ON/OFF
	4	EFF2 delay time tap input

 *When the BANK foot switch LEDs are OFF, Foot Switch 4 uses the delay time tap input. (See page 18.)*



## 5 Use Foot Switches 1 – 4 to switch the respective effect modules OFF or ON.



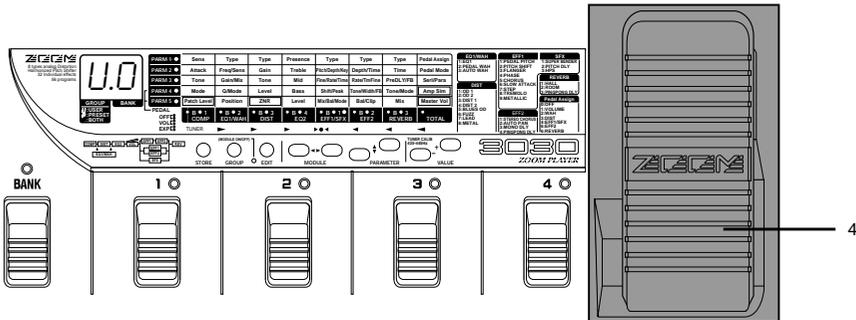
## 6 To return to Play mode, step on the FS01 again.

The 3030 returns to the Play mode, and you can switch the patch.

 *If necessary, you can store the switched ON/OFF status of the effect modules.*

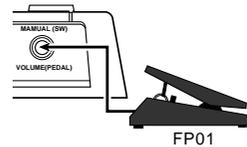
## Control Using FP01

If you use the optional foot pedal FP01, you can use the FP01 as the volume pedal and the EXP/VOL pedal as the expression pedal.



### 1 With power to the 3030 OFF, connect the foot pedal FP01 to the VOLUME IN/MANUAL jack.

**NOTE** Use the stereo cable to connect the FP01 to the EXP.OUT jack.



### 2 Power up the 3030.

The 3030 enters the Play mode.

- **FP01**  
Works as the usual volume pedal controlling the volume immediately after the EQ2 effect module.
- **EXP/VOL pedal**  
Works as the expression pedal, changing the effect parameters in realtime.

### 3 Try operating the FP01 while playing your musical instrument.

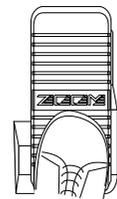
If you operate the FP01, the volume will change immediately after the EQ2 effect module.



### 4 Try playing your musical instrument whole operating the EXP/VOL pedal.

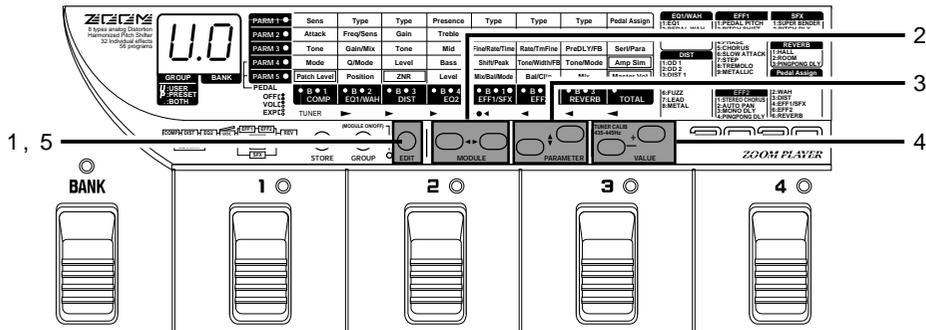
If you operate the EXP/VOL pedal, the effect sounds will change according to the parameters assigned to the EXP/VOL pedal by the currently selected patch.

**NOTE** When the FP01 is connected to the 3030, the EXP/VOL pedal does not work even when VOL (VOLUME) is assigned for the EXP/VOL pedal.



# Using Amp Simulator

The 3030 contains an amp simulator independent of the effect modules included in the patches. If you use the amp simulator, you will obtain realistic guitar amp sounds when monitoring with the headphones or audio system.

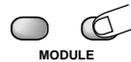


**1** Press the **EDIT** key to enter Edit mode.



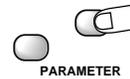
**2** Use the **MODULE** / **keys** to select the **TOTAL** module.

The TOTAL module cursor LED flashes.



**3** Use the **PARAMETER** / **keys** to select Parameter 4 (Amp Sim).

Parameter 4 (Amp Sim) is used for switching the amp simulator ON and OFF, and for selecting the mode.



**4** Use the **VALUE + / -** keys to select the amp simulator mode from among the following.

**0: OFF**

The amp simulator function is OFF.

**1: COMBO**

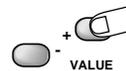
Simulates the sound of a 100 W combo amp.

**2: BRIGHT COMBO**

Simulates the sound made by a 120 W bright amp that accentuates the high range.

**3: STACK**

Simulates the sound made by stacked amps consisting of four speakers.



**5** Press the **EDIT** key to return to Play mode.



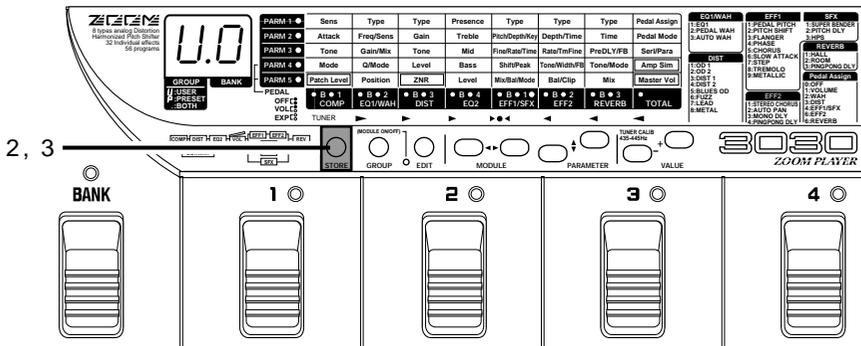
- The amp simulator works in common for all patches. The amp simulator setting remains the same even when patches are switched.
- If you turn off the power without storing the current setting, the value for the previous setting will come up when the 3030 is turned on again. If you want to store the current setting, select a patch from one of the USER groups and store it. (See page 19.)

# Returning to 3030 Factory Settings (All Initialize)

All Initialize is a special function for returning all the patches in the USER group and the values of the TOTAL parameters to their factory settings.



Keep in mind that any patches you have stored will be erased if you implement the All Initialize function.



**1** Cut the power supply to the 3030. ( Be sure to turn the amplifier volume down to minimum.)



**2** While holding the STORE key down, reinsert the AC adapter to power up the 3030.

"AL" will flash on the display, indicating that the 3030 is standing by for the All Initialize operation.



**3** Press the STORE key again.

The All Initialize function will be executed, and the Play mode returned. To cancel the All Initialize function, press the EDIT key. This cancels the All Initialize operation and returns the Play mode.



# EFFECT TYPES AND PARAMETERS

This section explains all the Zoom Player 3030's effect types and parameters. However, parameters that are the same for other effect types are only explained in brief.

Parameter names marked with ★ can be controlled with the EXP/VOL pedal.

## Effect Module 1: COMP (Compressor)

The compressor maintains the volume at a given level without impairing the sense of tone and attack.

Parameter 1	Sens	1 – 8
Parameter 2	Attack	0 – 5
Parameter 3	Tone	0 – 10
Parameter 4	Mode	1 – 2
Parameter 5	Patch Level	0 – 50

### Explanation:

#### (1) Sens

Determines the compressor depth. Higher values result in a more uniform level, for a merged sound.

#### (2) Attack

This sets the time that it takes from when the guitar plays the attack until the compressor effect starts. The smaller the value, the faster it starts.

#### (3) Tone

Adjusts the tone. Higher values accentuate the top range to produce bright tones, and lower values accentuate the low range to produce heavy tones.

#### (4) Mode

The tone of the compressor module can be selected from two modes.

- 1: Normal tone compressor
- 2: Bright tone compressor, with the low range cut

#### (5) Patch Level

Determines the output level for each patch. The final adjustments to the differences in patch volumes are done with this function. This parameter is always in effect, regardless of the ON/OFF status of the compressor module.

When the effect modules are all OFF and the value is "40", the volume is the same as with Bypass.

## Effect Module 2: EQ1/WAH (Equalizer 1/Wah)

This module includes a parametric equalizer for directly altering the tonal quality, and a wah effect.

Parameter 1	Type	1 – 3
-------------	------	-------

### Explanation

#### (1) Type

Used to select the effect type. (The contents of Parameters 2-5 vary according to the effect type.)

- 1: EQ 1
- 2: PEDAL WAH
- 3: AUTO WAH

## 1: EQ1 (Parametric Equalizer)

The one-band parametric equalizer generates boost/cut for the central frequency, which can be set freely. Q is also furnished, enabling direct sound processing.

Parameter 2	Freq	1 – 4
Parameter 3	Gain	-3 – +3
Parameter 4	Q	1 – 2
Parameter 5	Position	0 – 1

### Explanation

#### (2) Freq (Frequency)

Determines the frequency of the boost/cut.

#### (3) Gain

Determines the amount of the boost/cut. The larger the value, the stronger the boost, and the smaller the value, the stronger the cut.

#### (4) Q

Determines the frequency set in Parameter 2 as the central width of the frequency band for boost/cut. For "1", the boost and cut in the broad frequency ranges is smooth; for "2", boost and cut are performed partially for the narrow frequency ranges..

#### (5) Position

Determines whether the EQ1 comes before or after the distortion module.

- 0: Before distortion module
- 1: After distortion module

## 2: PEDAL WAH

This effect type provides pedal control of the frequency emphasized by passing only particular sound ranges through a band pass filter.

Parameter 2	Freq ★	1 – 10
Parameter 3	DRY-Mix	0 – 5
Parameter 4	Mode	1 – 4
Parameter 5	Position	0 – 1

### Explanation

#### (2) Freq (Frequency)

Determines the frequency when pedal control is not used.

#### (3) DRY-Mix

Mixes an effect sound with the direct sound. When the value is 0, only the effect sound is produced.

#### (4) Mode

Enables selection from among four types of frequency movement curves for the pedal movement.

- 1: Vintage Wah Wild, vintage style wah
- 2: Mild Wah Wah with mild reverberation
- 3: Lower Wah Generous low range wah
- 4: Resonant Wah Highly distinctive wah

#### (5) Position

Determines whether the pedal wah comes before or after the distortion module.

- 0: Before distortion module
- 1: After distortion module

## 3: AUTO WAH

This is an Auto Wah for raising and lowering the emphasized frequency according to the strength of the input sound.

Parameter 2	Sens ★	1 – 10
Parameter 3	DRY-Mix	0 – 5
Parameter 4	Mode	1 – 4
Parameter 5	Position	0 – 1

### Explanation

#### (2) Sens

Determines the sensitivity of the wah effect for the input sound.

#### (3) DRY-Mix

Mixes an effect sound with the direct sound. When the value is 0, only the effect sound is produced.

#### (4) Mode

Enables selection from among four types of variations in the direction of the basic sound and the direction in which the frequency is moving.

- 1: Sharp UP Central frequency rises during picking, for a sharp wah.
- 2: Fat UP Central frequency rises during picking, for a fat wah.
- 3: Warm Down Central frequency lowers during picking, for a warm wah.
- 4: Solid Down Central frequency lowers during picking, for a solid wah.

#### (5) Position

Determines whether the Auto Wah comes before or after the distortion module.

- 0: Before distortion module
- 1: After distortion module

## Effect Module 3: DIST (Distortion)

This effect gives a varied palette of distortion sounds, including natural distortion of a tube amp and hard distortion. In addition, this row of effect modules contains parameters for setting the noise reduction (ZNR).

Parameter 1	Type	1 – 8
-------------	------	-------

### Explanation

#### (1) Type

Distortion can be selected from the types listed below.

- 1: OD1
- 2: OD2
- 3: DIST1
- 4: DIST2
- 5: BLUES OD
- 6: FUZZ
- 7: LEAD
- 8: METAL

## 1: OD1 (Overdrive 1)

The overdrive sound produces natural, warm distortion such as obtained with a tube amplifier.

Parameter 2	Gain ★	1 – 16
Parameter 3	Tone	0 – 10
Parameter 4	Level	1 – 8
Parameter 5	ZNR	0 – 5

### Explanation

#### (2) Gain

Determines the strength of the distortion. Higher values yield stronger distortion.

#### (3) Tone

Adjusts the tone. The larger values accentuate the top range for a brighter tone, and the lower values accentuate the low range for a heavier tone.

#### (4) Level

Adjusts the output level of the module.

#### (5) ZNR (Zoom Noise Reduction)

Determines the point for producing the Zoom Noise Reduction effect which reduces the noise during no input. The recommended approach is to set the value as high as possible without producing an unnatural cut of the instrument sound. ZNR can be used even when the DIST effect module is OFF.



Reset ZNR for the guitar you are going to use.

## 2: OD2 (Overdrive 2)

Gives the tube amplifier's unique, full overdrive sound.

## 3: DIST1 (Distortion 1)

Gives a heavy distortion sound centering on the low range.

## 4: DIST2 (Distortion 2)

Gives a hard distortion sound similar to driving a large amplifier to full level.

## 5: BLUES OD (Blues Overdrive)

This gives the overdrive a raw sonic.

## 6: FUZZ

Gives a broken, dirty fuzz sound.

## 7: LEAD

Gives a distortion sound with a short echo decay that is suitable for the lead guitar.

## 8: METAL

Gives a modulated distortion sound stressing the upper and lower ends of the frequency spectrum, suitable for heavy metal.

## Effect Module 4: EQ2 (Equalizer 2)

This equalizer is used for tonal compensation that implements boost/cut separately for each of the four bands, super-high (presence), treble, middle, and bass.

Parameter 1	Presence	-5 - 0 - -5
Parameter 2	Treble	-5 - 0 - -5
Parameter 3	Mid	-5 - 0 - -5
Parameter 4	Bass	-5 - 0 - -5
Parameter 5	Level	1 - 8

### Explanation

#### (1) Presence

Implements boost/cut for the super high frequency range (around 8 kHz).

#### (2) Treble

Implements boost/cut for the treble frequency range (around 3.125 kHz).

#### (3) Mid (Middle)

Implements boost/cut for the middle frequency range (around 800 Hz).

#### (4) Bass

Implements boost/cut for the bass frequency range (around 125 Hz).

#### (5) Level

Adjusts the overall output level of the module.



*The Level parameter is used for compensating the overall volume that has been altered by boost or cut. When Presence, Treble, Mid and Bass are all flat ("0"), Level becomes "5" and the volume is the same as when the EQ is OFF.*



*If Level is raised to high, internal distortion can result. Adjust Level to suit the input.*

## Effect Module 5: EFF1 (Effect 1)

This effect module includes nine effect types that can sequentially change tonal quality and pitch.

Parameter 1	Type	1 - 9
-------------	------	-------

### Explanation

#### (1) Type

Determines the effect type. (The contents of Parameters 2-5 differ according to the effect type selected.)

- 1: PEDAL PITCH
- 2: PITCH SHIFT
- 3: FLANGER
- 4: PHASE
- 5: CHORUS
- 6: SLOW ATTACK
- 7: STEP
- 8: TREMOLO
- 9: METALLIC

## 1: PEDAL PITCH

This is a pitch shifter that changes the pitch in realtime when the in-built pedal is operated. By selecting one of the modes that have been prepared in advance, the range of the change can be set easily.

Parameter 5	Mode (Pitch ★)	1 - 16
-------------	-------------------	--------

### Explanation

#### (5) Mode

Determines the range of the pitch that the pedal affects. In all, 16 types of modes are available.



*The types of modes and the ranges of the pitch that can be changed are as below. It is best to actually try these out. One cent means one hundredth of a semitone, oct means octave, and DRY means that the original sound is included.*

## PEDAL PITCH Modes and Pitch Shift Ranges

Mode	Pedal up 	Pedal down 
1: Dirty bend (Dirty BEND)	-100 cent	DRY
2: Harmonized choking (Harm Chokin')	-200 cent+DRY	-10 cent+DRY
3: Detune (Detune)	Doubling	+50 cent+DRY
4: Bend down (0 2nd)	0 cent	-200 cent
5: Bend up (0 1oct)	0 cent	+1 oct
6: Arm down 1 (0 1oct)	0 cent	-1 oct
7: Arm down 2 (0 2oct)	0 cent	-2 oct
8: Infinity bend down (0 ∞)	0 cent	- ∞
9: Minor/major ( b3rd 3rd)	+300 cent+DRY	+400 cent+DRY
10: Octave harmony ( 1oct 1oct)	-1 oct+DRY	+1oct+DRY
11: Perfect 5th/perfect 4th ( 5th 4th)	-700 cent+DRY	+500 cent+DRY
12: 5th/6th ( 5th 6th)	+700 cent+DRY	+900 cent+DRY
13: 4-octave shift	-2 oct	+2 oct
14: Manual flanger (Hi-BAND)	+1 oct+DRY	+2 oct+DRY
15: Cross fade (X-fade)	- ∞+DRY	+1 oct
16: Stop (Scratch)	+1 oct+DRY	- ∞

 The effect with the above pedal status is the same as when the Pedal mode is 1.

## 2: PITCH SHIFT

This effect enables the pitch of the effect sound to be shifted within a range of four octaves.

Parameter 2	Pitch	0 – 24
Parameter 3	Pitch-fine	-5 – + 5
Parameter 4	Shift	dn, UP
Parameter 5	Balance ★	0 – 10

### Explanation

#### (2) Pitch

Determines the extent of the pitch shift in units of semitone. This is used to set the extent of the change you want to make with the shift within a range of two octaves. Parameter 4 is used for setting the shift as up or down.

#### (3) Pitch-fine

Fine-tunes the extent of the shift determined with Parameter 2 (PITCH).

#### (4) Shift

Determines the direction in which the pitch is shifted.

dn: The pitch lowers.

UP: The pitch rises.

#### (5) Balance

Determines the balance between the effect sound and the direct sound. When the setting is 0, only the direct sound is output; when the setting is 10, only the effect sound is output.

 To obtain a chorus effect with little modulation, set PITCH to 0 and raise PITCH-FINE ever so slightly.

## 3: FLANGER

You can create a distinctive, dazzling sound by adding a short delay (from a few to several tens of milliseconds) to the direct sound, and then periodically altering the delay time.

Parameter 2	Depth	0 – 10
Parameter 3	Rate ★	1 – 50
Parameter 4	F.B-peak	0 – 10
Parameter 5	Manual-mode	0 – 10

### Explanation

#### (2) Depth

Determines the depth of the FLANGER effect.

#### (3) Rate

Determines the speed of the vibrato for the FLANGER effect.

#### (4) F.B-peak (Feedback Peak)

By raising the value of this parameter, the modulation is emphasized and the sound acquires a powerful expression.

#### (5) Manual-mode

Determines the pre-delay time. This changes the tone.

## 4: PHASE

You can create a blistering sound by adding an effect sound with a staggered phase to the direct sound, and then periodically altering the phase staggering. If this effect is used for guitar cutting, the phrase acquires a speedy feel.

Parameter 2	Depth	0 – 10
Parameter 3	Rate ★	1 – 50
Parameter 4	F.B-peak	0 – 10
Parameter 5	Manual-mode	0 – 10

### Explanation

#### (2) Depth

Determines the depth of the PHASE effect.

#### (3) Rate

Determines the speed of the vibrato for the PHASE effect.

#### (4) F.B-perk (Feedback Peak)

Attaches a tonal texture to adjust the PHASE effect.

#### (5) Manual-mode

Determines the offset for the PHASE effect.

## 5: CHORUS

You can create a rich, warm ambience by adding a delay sound longer than the FLANGER to the direct sound, and periodically altering the delay time.

Parameter 2	Depth	0 – 10
Parameter 3	Rate	1 – 50
Parameter 4	Tone-peak	0 – 10
Parameter 5	Mix ★	0 – 10

### Explanation

#### (2) Depth

Determines the depth of the CHORUS effect.

#### (3) Rate

Determines the speed of the vibrato for the CHORUS effect.

#### (4) Tone-peak

Adjusts the tonal quality of the effect sound.

#### (5) Mix

Determines the balance between the effect sound and the direct sound. When the setting is 0, only the direct sound is output; the higher the setting, the louder the effect sound becomes.

## 6: SLOW ATTACK

This is a dynamic filter that automatically produces the slow attack rendition used with bowing instruments, and opens the filter in accordance with the picking, so that the high or low range is emphasized.

Parameter 5	Slow-mode	1, 2
-------------	-----------	------

### Explanation

#### (5) Slow-mode

Selects either SLOW ATTACK or DYNAMIC FILTER.

1: SLOW ATTACK

2: DYNAMIC FILTER



*With these effect types, the effects of Parameters 2-4 differ depending on the setting of Parameter 5.*

### When SLOW ATTACK has been selected with Parameter 5

Parameter 2	Depth	0 – 10
Parameter 3	Rate ★	1 – 50
Parameter 4	Curve-peak	0 – 3

### Explanation

#### (2) Depth

Determines the depth of the compressed volume.

#### (3) Rate

Determines the time for the sound to be reproduced. The lower the value, the gentler the attack sound becomes.

#### (4) Curve-peak

Determines the curve of the volume fluctuations.

### When the dynamic filter has been selected with Parameter 5

Parameter 2	Depth	0 – 10
Parameter 3	Rate ★	1 – 50
Parameter 4	Curve-peak	0 – 3

### Explanation

#### (2) Depth

Determines the range of the filter frequency to be changed. The higher the value, the larger the extent of the change.

#### (3) Rate

Determines the time for the filter effect to be achieved. The smaller the value, the gentler the effect.

#### (4) Curve-peak

Determines the curve of the filter fluctuations.

## 7: STEP

The filter changes randomly, for an auto-arpeggio effect.

Parameter 2	Depth	0 – 10
Parameter 3	Rate ★	1 – 50
Parameter 4	F.B-peak	0 – 10
Parameter 5	Wave-mode	1 – 3

### Explanation

#### (2) Depth

Determines the extent of the change in pitch.

#### (3) Rate

Determines the speed of the effect.

#### (4) F.B-peak (Feedback Peak)

Determines the amount of feedback for the effect sound. Larger values increase the amount of feedback.

#### (5) Wave-mode

Determines the method of modulation (wave form).

## 8: TREMOLO

Changes the volume periodically.

Parameter 2	Depth	0 – 10
Parameter 3	Rate ★	1 – 50
Parameter 4	Clip-peak	0 – 10
Parameter 5	Wave-mode	1 – 3

### Explanation

#### (2) Depth

Determines the extent of the change in volume.

#### (3) Rate

Determines the speed of the effect.

#### (4) Clip-peak (Clip Peak)

Clips the wave form for an effect.

#### (5) Wave-mode

Determines the method of modulation (wave form).

## 9: METALLIC

Ring modulator that makes a metallic sound. Picking alters the modulation wave form, so the modulated feeling is enhanced.

Parameter 2	Depth	0 – 10
Parameter 3	Rate	1 – 50
Parameter 4	Freq-peak	0 – 10
Parameter 5	Balance ★	0 – 10

### Explanation

#### (2) Depth

Determines the modulation frequency of the sound at input.

#### (3) Rate

Determines the time it takes for the modulation frequency to change.

#### (4) Freq-peak (Frequency Peak)

Determines the frequency of the modulated wave when it finally settles down.

#### (5) Balance

Determines the balance between the effect sound and the direct sound. When the setting is 0, only the direct sound is output; when the setting is 10, only the effect sound is output.

## Effect Module 5: SFX (Special Effect)

This effect type, called SFX, enables complex effects to be achieved by making extensive use of the capabilities of the DSP device (digitally processing the input sound). Hence, when the SFX effect type has been selected with Effect Module 5, the EFF2 effect module switches OFF automatically.

Parameter 1	Type	10 – 12
-------------	------	---------

(SFX effects are assigned to the EFF1 type selections 10 to 12.)

### Explanation

#### (1) Type

The effect types can be selected from among the following. (The contents of Parameters 2 – 5 differ depending on the effect type selected.)

- 10: SUPER BENDER
- 11: PITCH DLY
- 12: HPS

## 10: SUPER BENDER

This effect detects picking and changes the pitch during picking.

Parameter 2	Depth	-10 – +10
Parameter 3	Time ★	1 – 50
Parameter 4	Shift-peak	0 – 3
Parameter 5	Balance	0 – 10

### Explanation

#### (2) Depth

Sets the pitch for the start of pitch bend. (This is regardless of the unit of measurement.) When minus, the smaller the value the more the sound changes from the low to high region; when positive, the larger the value the more the sound changes from the high to low direction.

#### (3) Time

Determines the time it takes for the pitch to change.

#### (4) Shift-peak

This sets the final sound region to be reached when the pitch is bent.

#### Destination of pitch when DEPTH and SHIFT-PEAK are applied

Value of Shift Peak	When Depth is negative bend (of pitch)	When Depth is positive
0	-3 cent	+3 cent
1	+12 semitones (octave up)	-12 semitones (octave down)
2	+24 semitones (2 octaves up)	-24 semitones (2 octaves down)
3	+5 semitones (perfect 4th above)	-5 semitones (perfect 4th below)

#### (5) Balance

Determines the balance between the effect sound and the direct sound. When the setting is 0, only the direct sound is output; when the setting is 10, only the effect sound is output.

## 11: PITCH DLY (Pitch Delay)

Shifts the pitch of the delay feedback sound, and the pitch changes with each repeat.

Parameter 2	Pitch ★	-12 – +12
Parameter 3	Time	0 – 99
Parameter 4	F.B-peak	0 – 10
Parameter 5	Balance	0 – 10

### Explanation

#### (2) Pitch

Determines the extent of the change in pitch in semitone units. Settings can be made within a two-octave range. When the setting in "0", the sound is detuned.

#### (3) Time

Determines the delay time in 10 ms units. The result becomes the actual delay time (displayed value) x 10 (ms).

#### (4) F.B-peak (Feedback Peak)

Determines the amount of feedback for the delay sound.

#### (5) Balance

Determines the balance between the effect sound and the direct sound. When the setting is 0, only the direct sound is output; when the setting is 10, only the effect sound is output.

## 12: HPS (Harmonized Pitch Shifter)

This effect is for guitar only; it enables diatonic harmonization for the specified scale.

Parameter 2	Key	C, C# – A#, B
Parameter 3	Scale-fine	M3, m3, 4th, 5th, 6th
Parameter 4	Shift	dn, up
Parameter 5	Mix ★	0 – 10

### Explanation

#### (2) Key

Determines the key of the scale. The display indicates both the tuner and the key.

C =  $\text{C}$     C# =  $\text{C}^\sharp$     D =  $\text{D}$     D# =  $\text{D}^\sharp$   
 E =  $\text{E}$     F =  $\text{F}$     F# =  $\text{F}^\sharp$     G =  $\text{G}$   
 G# =  $\text{G}^\sharp$     A =  $\text{A}$     A# =  $\text{A}^\sharp$     B =  $\text{B}$

#### (3) Scale-fine

Determines the number of times the harmony is played.

3rd Major =  $\text{M}3$     4th =  $\text{4}$   
 3rd minor =  $\text{m}3$     5th =  $\text{5}$     6th =  $\text{6}$

#### (4) Shift

Determines whether to add the harmony above or below. The harmony sound set with Parameter 3 is added in the direction set with SHIFT.

#### (5) Mix

Determines the balance between the effect sound and the direct sound. When the setting is 0, only the direct sound is output; the larger the value, the more the effect sound is output.

## Effect Module 6: EFF2 (Effect 2)

This effect module produces a spatial stereo effect for chorus, delay, etc. When the SFX effects are used with the EFF1/SFX effect module, the EFF1/SFX effect module switches OFF automatically if this effect module is ON.

Parameter 1	Type	1 – 4
-------------	------	-------

### Explanation

#### (1) Type

The effect types can be selected from among the following. (The contents of Parameters 2-5 differ depending on the effect type selected.)

- 1: STEREO CHORUS
- 2: AUTO PAN
- 3: MONO DLY
- 4: PINGPONG DLY

## 1: STEREO CHORUS

This is similar to Effect Module 1, but produces an expansive sound in stereo, for the Stereo Chorus effect.

Parameter 2	Depth	0 – 10
Parameter 3	Rate	1 – 50
Parameter 4	Tone	0 – 10
Parameter 5	Balance ★	0 – 10

### Explanation

#### (2) Depth

Determines the depth of the chorus effect.

#### (3) Rate

Determines the speed of the vibrato for the chorus effect.

#### (4) Tone

Adjusts the tonal quality of the effect sound.

#### (5) Balance

Determines the balance between the effect sound and the direct sound. When the setting is 0, only the direct sound is output; when the setting is 10, only the effect sound is output.

## 2: AUTO PAN

The sound goes around to the left and right, forward and back, for a 3D effect.

Parameter 2	Depth	0 – 10
Parameter 3	Rate ★	1 – 50
Parameter 4	Width	0 – 10
Parameter 5	Clip	0 – 10

### Explanation

#### (2) Depth

Determines the depth for front and back. The larger the value, the further the sound reaches.

#### (3) Rate

Determines the speed of AUTOPAN.

#### (4) Width

Determines the expansion to the right and left. The larger the value, the further to the right and left the sound reaches.

#### (5) Clip

Changes the modulated wave form.

## 3: MONO DLY (MONO Delay)

This is a conventional delay that produces a maximum delay time of 1000 ms.

Parameter 2	Time (x100ms)	0 – 10
Parameter 3	TmFine (x1ms)	0 – 99
Parameter 4	F.B	0 – 10
Parameter 5	Balance ★	0 – 10



Delay time can be input by tap input.

## Explanation

### (2) Time (x100)

Determines delay time in 100 ms units.

### (3) TmFine (Time Fine)

Determines the delay time in 1 ms units. The settings of (2) and (3) combine to produce the final delay time. (Maximm: 1000 ms)

### (4) F.B (Feedback)

Determines the amount of the delay sound.

### (5) Balance

Determines the balance between the effect sound and the direct sound. When the setting is 0, only the direct sound is output; when the setting is 10, only the effect sound is output.

## 4: PINGPONG DLY (PINGPONG Delay)

This is a stereo delay whereby the left and right stereo sounds are output alternatively.

Parameter 2	Time (x100ms)	0 – 10
Parameter 3	TmFine (x1ms)	0 – 99
Parameter 4	F.B	0 – 10
Parameter 5	Balance ★	0 – 10

## Explanation

### (2) Time (x100) (Time)

Determines the delay time in 100 ms units.

### (3) TmFine (Time Fine)

Determines the delay time in 1 ms units. The settings of (2) and (3) combine to produce the final delay time.(Maximm: 1000 ms)

### (4) F.B (Feedback)

Determines the amount of the delay sound.

### (5) Balance

Determines the balance between the effect sound and the direct sound. When the setting is 0, only the direct sound is output; when the setting is 10, only the effect sound is output.



When using the 3030 in monaural, only the shortest delay sound is output to the OUTPUT L/MONO jack. Delay Time can be input by Tap input.

## Effect Module 7: REVERB

This effect module supports three types of stereo effects for adding reverberation to the sound.

Parameter 1	Type	1 – 3
-------------	------	-------

## Explanation

### (1) Type

The effect types can be selected from among the following. (The contents of Parameters 2 – 5 differ depending on the effect type selected.)

- 1: HALL
- 2: ROOM
- 3: PINGPONG DLY

## 1: HALL

This effect simulates the reverberation of a hall. The sound acquires a natural, expansive feel.

Parameter 2	Time	1 – 10
Parameter 3	Pre-DLY	0 – 10
Parameter 4	Tone	0 – 10
Parameter 5	Mix ★	0 – 10

## Explanation

### (2) Time

Determines the reverberation time (the length of the reverberation). The larger the value, the longer the reverberation time, giving a deep and expansive ambience.

### (3) Pre-Delay

Determines the time for the first reverberation sound to be produced. When this is made longer, the size of the simulated hall becomes larger.

### (4) Tone

Determines the tonal quality of the effect. The larger the value, the brighter the reverberation sound.

### (5) Mix

Determines the balance between the effect sound and the direct sound. When the setting is 0, only the direct sound is output; the higher the setting, the louder the effect sound becomes.

## 2: ROOM

This effect simulates a room with short reverberation.

Parameter 2	Time	1 – 10
Parameter 3	Pre-DLY	0 – 10
Parameter 4	Tone	0 – 10
Parameter 5	Mix ★	0 – 10

## 3: PINGPONG DLY (PINGPONG Delay)

Produces the same effect as with Effect Module 2 (except that the maximum delay time is 900 ms), but outputs in the exact opposite phase as that of Effect Module 2.

Parameter 2	Time (x10)	0 – 90
Parameter 3	F.B	0 – 10
Parameter 4	Mode	1 – 2
Parameter 5	Mix ★	0 – 10

## Explanation

### (2) Time (x10)

Determines the delay time in 10 ms units.

### (3) F.B (Feedback)

Determines the amount of feedback for the delay sound.

### (4) Mode

Determines the pattern for the Pingpong delay.

- 1: MONO DLY
- 2: PINGPONG DLY

### (5) Mix

Determines the balance between the effect sound and the direct sound. When the setting is 0, only the direct sound is output; the larger the value, the more the effect sound is output.



When using the 3030 in monaural, only the longest delay sound is output to the OUTPUT L/MONO jack (the opposite result of Effect Module 6 PINGPONG DLY).

## TOTAL (Total Parameter)

Determines the settings for the EXP/VOL pedal, the method of connecting the effect modules of EFF1 and EFF2 and the parameters for the overall functioning of the 3030.

Parameter 1	Pedal-Assign	0 – 6
Parameter 2	Pedal-Mode	1 – 2
Parameter 3	Seri/Para	S/P
Parameter 4	Amp Sim	0 – 3
Parameter 5	Master Vol	0 – 50



Parameters 1-3 are stored as part of a patch.

## Explanation

### (1) Pedal-Assign

Determines the parameters assigned to the EXP/VOL pedal.

- 0: OFF
- 1: VOL
- 2: WAH
- 3: DIST
- 4: EFF1/SFX
- 5: EFF2
- 6: REV

### (2) Pedal-Mode

Determines the way the output sound changes in accordance with where the pedal is pressed.

- 1: Mode 1
- 2: Mode 2

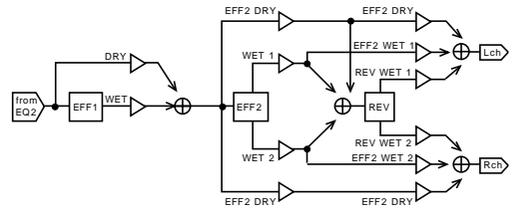
See page 21 for the workings of these modes.

### (3) Seri/Para (Serial/Parallel)

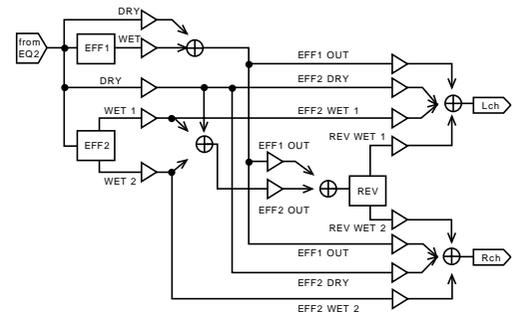
Determines the method for connecting effect modules EFF1 and EFF2.

- S = S- Serial
- P = P- Parallel

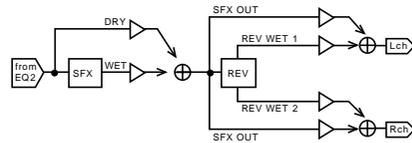
When EFF1 and EFF2 are serially connected, the signal flow is as follows:



When EFF1 and EFF2 are connected in parallel, the signal flow is as follows:



Further, when you have selected an SFX effect type with the EFF1/SFX effect module, the EFF2 effect module switches OFF automatically. In this case, the signal flow is as follows:



Parameters 4 and 5 below work in the same way for all the 3030 patches. They cannot be stored separately for each patch.

### (4) Amp Sim (Amp Simulator)

The on-board amp simulator function enables the reproduction of realistic guitar amp sounds for when you listen to the 3030 using headphones or audio speakers.

0: OFF

The AMP SIMULATOR function is switched OFF.

1: COMBO

Simulates the sound of a 100 W combo amp.

2: BRIGHT COMBO

Simulates the sound made by a bright amp that accentuates the 120 W high range.

3: STACK

Simulates the sound made by stacked amps consisting of four speakers.

### (5) Master Vol (Master Volume)

Determines the final volume for the 3030 overall.



You can change MASTER VOLUME during Play mode. See page 8 for details.

# MALFUNCTION? FIRST, CHECK THESE ITEMS.

Problem	Check	Remedy
<p>No Sound, or Extremely Small Sound</p>	<ul style="list-style-type: none"> <li>• Is the AC adapter connected correctly and the power ON?</li> </ul>	<p>Turn the power ON by following the instructions, "GETTING CONNECTED".</p>
	<ul style="list-style-type: none"> <li>• Is the INPUT jack correctly connected to the guitar, and the OUTPUT jack to the amplifier?</li> </ul>	<p>Connect them correctly by following the instructions, "GETTING CONNECTED".</p>
	<ul style="list-style-type: none"> <li>• Is your shield cable ok?</li> </ul>	<p>Try changing your shield cable.</p>
	<ul style="list-style-type: none"> <li>• Is the connected amplifier's power ON?</li> </ul>	<p>Turn the amplifier's power ON.</p>
	<ul style="list-style-type: none"> <li>• Is the volume appropriate for the guitar and amplifier?</li> </ul>	<p>Adjust the volume to the appropriate level.</p>
	<ul style="list-style-type: none"> <li>• Are the 3030 levels (Master Volume level, Patch level, and EQ2 level) appropriate?</li> </ul>	<p>Enter the Edit mode (see page13 ) and appropriately adjust the levels for each parameter.</p>
	<ul style="list-style-type: none"> <li>• Is the cut with the EQ effect gain parameter setting too strong?</li> </ul>	<p>Enter the Edit mode (see page13 ) and appropriately adjust the levels for each parameter.</p>
	<ul style="list-style-type: none"> <li>• Is the volume low for the EXP/VOL pedal?</li> </ul>	<p>Try the EXP/VOL pedal to check.</p>
	<ul style="list-style-type: none"> <li>• Has the volume lowered because the FP01 is connected to the VOLUME jack?</li> </ul>	<p>Try out the FP01 to check.</p>
<ul style="list-style-type: none"> <li>• Is the 3030 muted?</li> </ul>	<p>Release mute by stepping on the foot switch corresponding to the flashing LED.</p>	
<p>Patches Do Not Switch</p>	<ul style="list-style-type: none"> <li>• Is the 3030 in Edit (Manual) mode?</li> </ul>	<p>If the EDIT LED is lit, it is in Edit (Manual) mode. Press the EDIT key to return to Play mode.</p>
	<ul style="list-style-type: none"> <li>• Is the 3030 in Store standby status or All Initialize standby status?</li> </ul>	<p>Press the STORE key to execute the operation, or press the EDIT key to leave the standby status and return to Play mode.</p>
<p>EXP/VOL Pedal Does Not Work</p>	<ul style="list-style-type: none"> <li>• Is the Pedal Assign parameter "0"?</li> </ul>	<p>Enter Edit mode (see page13 ), and adjust the parameter value appropriately.</p>
	<ul style="list-style-type: none"> <li>• Is the effect module that you want to control, and that was set with the Pedal Assign parameter, in the ON state?</li> </ul>	<p>Enter Edit mode (see page13 ), and adjust the parameter value appropriately.</p>
	<ul style="list-style-type: none"> <li>• Was the FP01 connected to the VOLUME jack while the Pedal Assign parameter was set to "1" (VOLUME)?</li> </ul>	<p>In this case, the FP01 volume control has priority.</p>
	<ul style="list-style-type: none"> <li>• How appropriate are the directions of the effects set with Pedal Mode and the values of the parameters to be controlled?</li> </ul>	<p>For example, when the EXP/VOL pedal is assigned to the flanger of the EFF1 effect module, the effect will not work if the flanger rate is "1" when Pedal Mode is set to "1". For this Pedal Mode, control is supposed to cover the range from the minimum value through to the value set by the parameter, but the value of the parameter itself is the minimum value, so the pedal control cannot make any change and the EXP/VOL pedal will not work. Adjust the parameter value to a suitable level.</p>

# SPECIFICATIONS

## ZOOM PLAYER 3030

<b>Number of effect program:</b>	32types ( 7 modules )
<b>Memory:</b>	USER 28 PRESET 28 ( Total 56 patches )
<b>A/D conversion:</b>	18-bit, 128-times oversampling, 4-ord $\Delta \Sigma$ converter
<b>D/A conversion</b>	16bit linear
<b>Sampling frequency:</b>	Fs = 31.25kHz
<b>Inputs:</b>	Guitar input 1/4 inch-phone-jack ( MONO ) x 1 Nominal input level -20dBm, input impedance 470Kohm
<b>Outputs:</b>	Line (L/MONO, R )1/4 inch-phone-jack ( MONO ) x 2 Maximum output level +5dBm, output impedance 600ohm or less Headphones 1/4 inch-phone-jack ( Stereo ) x 1 Output power 35 mW into 32 ohms
<b>Control connectors:</b>	Foot pedal input Manual mode foot swith / volume control input
<b>Value control pedal:</b>	EXP/VOL pedal
<b>Display:</b>	2-character, 7-segment LED display
<b>Power supply:</b>	9V DC, 300mA ( from supplied AC adapter )
<b>Dimension:</b>	430 x 166 x 60 ( W x D x H )
<b>Weight:</b>	1.5 Kg

\*0 dBm = 0.775 Vrms

\*Design and specifications subje to change without notice.

## USAGE AND SAFETY PRECAUTIONS

In this manual, symbols are used to highlight warnings and cautions for you to read so that accidents can be prevented. The meanings of these symbols are as follows:



### Warning

This symbol indicates explanations about extremely dangerous matters. If users ignore this symbol and handle the device the wrong way, serious injury or death could result.



### Caution

This symbol indicates explanations about dangerous matters. If users ignore this symbol and handle the device the wrong way, bodily injury and damage to the equipment could result.

Please observe the following safety tips and precautions to ensure hazard-free use of the 3030.



### Warning

#### • Power requirements

The 3030 is powered by the supplied AC adapter. To prevent malfunction and safety hazards, Do not use any other kind of AC adapter.

When using the 3030 in an area with a different line voltage, please consult your local ZOOM distributor about acquiring a proper AC adapter.



### Caution

#### • Environment

Avoid using your 1010 in environments where it will be exposed to:

- Extreme temperature
- High humidity or moisture
- Excessive dust or sand
- Excessive vibration or shock



### Caution

#### • Handling

Since the 3030 is a precision electronic device, avoid applying excessive force to the switches and buttons. Also take care not to drop the unit, and do not subject it to shock or excessive pressure.



### Caution

#### • Alterations

Never open the case of the 3030 or attempt to modify the product in any way since this can result in damage to the unit.



### Caution

#### • Connecting cables and input and output jacks

You should always turn off the power to the 3030 and all other equipment before connecting or disconnecting any cables. Also make sure to disconnect all cables and the AC adapter before moving the 3030.

## Usage Precautions

### • Electrical interference

For safety considerations, the 3030 has been designed to provide maximum protection against the emission of electromagnetic radiation from inside the device, and from external interference. However, equipment that is very susceptible to interference or that emits powerful electromagnetic waves should not be placed near the 3030, as the possibility of interference cannot be ruled out entirely.

Whatever the type of digital control device, the 3030 included, electromagnetic damage can cause malfunctioning, and can corrupt or destroy data. Since this is an ever-present danger, thorough care should be taken to minimize the risk of damage.

### • Cleaning

Use a soft, dry cloth to clean the 3030. If necessary, slightly moisten the cloth. Do not use abrasive cleanser, wax, or solvents (such as paint thinner or cleaning alcohol), since these may dull the finish or damage the surface.

Please keep this manual in a convenient place for future reference.



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