## ZOOM51 1 DRNTVER

Thank you for selecting the ZOOM 510 (hereafter simply called the " 510 ").
Please take the time to read this manual carefully so you can get the most out of your 510 and ensure optimum performance and reliability.

Retain this manual for future reference.

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## 1 Major Features

- Dedicated distortion unit with two on-board distortion modules (PRE DRIVE and MAIN DRIVE).
- Parallel or serial connection of distortion modules allows the creation of variations that are difficult to achieve with conventional multi-effect devices, such as adding light distortion after strong distortion. The result is a wide variety of overdrive and distortion sounds.
- Total of 16 effects (eight effect types per distortion module) can be combined . Besides distortion effects, PRE DRIVE also contains compressor, pedal wah, auto wah, octaver and other versatile effects.
- You can switch between 24 patches to store diverse settings based on your preference.
- Integrated auto-chromatic tuner for guitar. You can tune your instrument easily anywhere, any time. You can also leave the tuning function disabled all the time.
- Mixing balance of PRE DRIVE and MAIN DRIVE can be varied according to picking intensity, using the auto-parallel connection feature. This provides a wide expression range for solo play.
- Optional expression pedal FP01 can be used to control pedal wah, MAIN DRIVE gain, mixing balance for parallel connection and other parameters. Optional foot switch FS01 allows switching PRE DRIVE on and off during a performance.
- Dual power supply design allows the unit to be powered from a 9 V alkaline battery (6LR61) or an AC adapter.


## 2 Safety Precautions



Usage precautions
Electrical interference
For safety considerations, the 510 has been designed to provide maximum protection against the emission of electromagnetic
radiation 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 510 , as the possibility o
interference cannot be ruled out entirely. interference cannot be ruled out entirely
Whatever the type of digital control device, the 510 included electromagnetic damage can cause malfunctioning and corrup
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 510. If necessary, slightly moisten the cloth. Do not use abrasive cleanser, wax, or
solvents (such a solvents (such as paint thinner or cleaning
may dull the finish or damage the surface.

Connecting cables and input and output jacks You should always turn off the power to the 510 and all other equipment before connecting or disconnecting any cables. Also make sure to disconnect all cables and the AC adapter before moving the 510 .

## 7 Selecting Patches



## 8 Using the Bypass/Tuner Mode

The effects of the 510 can be turned off (bypassed) temporarily, so that only the original sound of the instrument is heard. In this mode, the auto-chromatic tuning function via the LED display is also active.

## Bypass mode

Pressing both patch pedals simultaneously activates the Bypass mode.

Tuner ON/OFF
Pressing the EDIT key and the STORE key simultaneously for more than one second in Pressing the EDIT key and the STORE key simultaneousil for more than one second in
Play mode will allow you to select wethe or ot a ativate the tuning function in Byass
mode. When you change the setting, the display will show tunk r ofF" (tuning function off) mode. When you change the settitge the dispolat wiil show"tunner ofF" (tuning function off)
or "tunEr on" (tuning function on) according to the setting.


Currently selected
patch is displayed
P
Press To cancel the Bypass mode, simply press one of the patch pedals. The unit then reverts to the previously selected patch.

## Tuner mode

The 510 is initially set so that the auto-chromatic tuning function for the guitar activates automatically when the Bypass mode is invoked. In Bypass mode, pick an open string to be tuned. The closest note will be shown on the display


號 LEDs serve as tuning meter, designed to enhance tuning precision during fine adjustments.

## Turning tuning function off

If you do not want to activate the tuning function in Bypass mode, press the STORE and EDIT keys simultaneously for
 mode, press the STORE and EDIT keys simultaneously for Pitch is too high Correctly tuned Pitch is too low
more than one second in Play mode. The tuning function will be turned off, and this setting will more than one second in Play mode. The tuning function will be turned off, and this setting will
be stored even when the power is turned off. When you turn the function off, the display will be stored even when the power is turn
show "tunEr oFF" (tuning function off).

To turn the tuning function on, press the same keys simultaneously again. The display will show "tunEr on" (tuning function on)
NOTE: Please note that the tuning function may not operate properly if other effect modules between the guitar and the 510 are on.

## 3 What Are Banks and Patches？

－PATCH
A group of the settings for a certain effect type is called a PATCH．The 510 comes with 24 preset patches which can be changed（edited）by the user．

## BANK

The 510 calls up patches in sets of four，called a＂bank＂


## 4 PATCH LIST

The 510 has memory capacity for 24 patches．At the factory，these are programmed with recommended settings．The user can Edit and Store any patch，and also restore the factory settings

| PATCH\％ | PATCH NAME | PRE DRIVE | MAIN DRIVE | COMMENT |
| :---: | :---: | :---: | :---: | :---: |
| A1 | Multi Drive | RHYTHM | DISTORTION | Dual distortion sound for all styles |
| A2 | Metallic | OFF | METAL | Metal sound for low－note riff |
| A3 | The Over Drive | COMP | OVER DRIVE | Standard overdrive with comp |
| A4 | FUZZY X | OfF | FUZZ | Contemporary fuzz sound |
| b1 | Power DIST | COMP | distortion | Stacking amp simulation |
| b2 | Rhythm \＆Blues | RHYTHM | OVER DRIVE | Crunchy overdrive，good for R\＆B |
| b3 | Feelin＇Wah | AUTO WAH | OVER DRIVE | Wah controlled by picking |
| ${ }^{\text {b4 }}$ | Bass Plus】 | OCTAVE | OVER DRIVE | Play＂Superstition＂！ |
| c1 | Violent Wah | pedal wah－ | fat drive | Half－opened pedal wah sound |
| C2 | Heavy Bottom | BOOSTER | Distortion | Heavy drive with bottom tone |
| C3 | GRUNGE！ | LIGHT OD | GRUNGE | High gained grunge drive |
| C4 | Hard Drive】 | COMP | OVER DRIVE | ＂Hard drivin＂turbo overdrive |
| ${ }_{\text {d1 }}$ | The Crunch | BOOSTER | DISTORTION | Crunch sound，good for rock \＆roll |
| d2 | Vintage | RHYTHM | BLUES OD | Vintage drive sound，good for blues |
| d3 | Crunch Wah | AUTO WAH I | OVER DRIVE | Play hard to add wah effect |
| d4 | Dynamic OD区 | DYNAMIC OD 6 | OVER DRIVE | Touch sensitive drive |
| E1 | OD Line（AMP SIM） | LIGHT OD | OVER DRIVE | Overdrive sound for line connection |
| E2 | DIST Line（AMP SIM） | LIGHT OD | Fat drive | Distortion sound for line connection |
| E3 | Small Box（AMP SIM） | BOOSTER | BLUES OD | Small amp simulation for line connection |
| E4 | Old－Fashioned（AMP SIM） | Comp | LEad | Old amp simulation for line connection |
| F1 | Pedal Boost | BOOSTER | LEAD（Pd） | Main drive can be controlled by using FP01 |
| F2 | COMP＋DRIVE Mix | COMP | OVER DRIVE（Pd） | Use FP01 to add overdrive |
| F3 | WAH $\rightarrow$ DIST | AUTO WAH | BLUES OD（Pd） | Can be changed to overdrive by FPO1 |
| F4 | Metal Octave | octave | METAL | Metalic sound，play single note |

## 5 Configuration of Effects

The patches of the 510 are created using the PRE DRIVE，MAIN DRIVE，HIGH／LOW （equalizer），and ZNR／AMP（Zoom Noise Reduction／Amp Simulator）modules．You can imagine a module as a box containing various effect settings．

PRE DRIVE and MAIN DRIVE each contain eight effect types，from which you can choose one at a time．Each effect type in turn is made up of several effect parameters that determine the
sound．Effect parameters can be adjusted，just as you can turn the knobs on a single compact effect device．A patch is a combination of two effects from the modules，each with their effect parameters set to certain values．

The effects from PRE DRIVE and MAIN DRIVE can be combined（linked）in two different ways，as described below．The type of link is also stored as part of the patch．

PARALLEL
PRE DRIVE and MAIN DRIVE are connected in parallel（side by side）and their output is mixed．For example，PRE DRIVE could apply the OCTAVE effect and MAIN DRIVE the OVERDRIVE effect simultaneously

PRE DRIVE and MAIN DRIVE are connected in series（one after the other） For example，PRE DRIVE could first apply light distortion，and then MAIN DRIVE could add heavy distortion．


PARALLEL


## 6 Controls，Functions and Connections



## 11 Editing Patches

The 510 comes with 24 predefined patches. However, the 510 offers many more possibilities for combining effects in innovative ways. To discover these possibilities, we recommend that you try changing the parameters (elements that make up patches) to create your own patches. This operation is called editing, and is done in the Edit mode.
To switch from normal Play mode to Edit mode, press the EDIT key briefly (for less than 1 second).

* Note that if the EDIT key is held down for 1 second or longer, the Bank Hold mode will be activated.

(1) While still in Play mode, select
the patch you wish to edit.
 (2) Press the EDIT key
activate the Edit

Immediately after entering Edit mode from Play mode, the topmost parameter cursor indicato
(PRE DRIVE) flashes, and the setting of this parameter is shown on the display. The flashing parameter cursor always indicates which parameter is selected for editing.

There are a total of eight indicators, assigned to parameters $1-8$ from top to bottom, plus the TUNER indicator which is assigned to parameter 9 . The parameter functions are as follows.

- Parameter 1:PRE DRIVE (PRE DRIVE effect type selection) - Parameter 2:GAIN (PRE DRIVE parameter setting) - Parameter 3:MAIN DRIVE (MAIN DRIVE effect type selection) - Parameter 4:GAIN (MAIN DRIVE parameter setting)
- Parameter 6:LOW (Low-range equalizer)
- Parameter 7:ZNR/AMP (ZNR setting/amp simulator on, off) - Parameter 8:LEVEL (Patch level)
- Parameter 9:SERIAL/PARA (Serial/parallel connection)

In Edit mode, the EDIT key or the PATCH UP/DOWN pedals serve to select the parameter. Each push of the EDIT key moves the blinking parameter cursor indicator one step down. The PATCH UP/DOWN pedals move the blinking parameter cursor indicator up or down. When the EDIT key is pressed while the lowest indicator (Parameter 8: LEVEL) is flashing, the TUNER indicator (Parameter 9: SERIAL/PARA) starts flashing.
When the EDIT key is pressed while the TUNER indicator (Parameter 9: SERIAL/PARA) is selected, the Edit mode is terminated and the 510 reverts to the Play mode.
PATCH UP moves the blinking parameter cursor one step up and PATCH DOWN moves it one step down.

When the PATCH DOWN pedal is pressed while the TUNER indicator (Parameter 9: SERIAL/PARA) is flashing, the 510 stays in Edit mode and parameter 1 is selected.


## 12 Effect Parameters




- GAIN:

Adjusts the PRE DRIVE gain.
Higher values result in higher PRE DRIVE gain and increased distortion.

| 5 COMP | 6 AUTO WAH |
| :--- | :--- |
| (Compressor) <br> Conventional <br> compressor <br> effect. | Auto wah with <br> changing <br> characteristics <br> depending on <br> picking <br> intensity. |


| 7 PEDAL W AH |
| :--- | :--- |$|$| Pedal wah for use with optional |
| :--- |
| expression pedal FP01. |
| The center frequency that is being |
| emphasized goes up and down, |
| depending on the pedal action. |

8 OCTAVE Natural sounding
octaver creating octaver creating
a sound one a sound one
octave lower. For use with single notes only.

- MIX:

Adjusts the effect mixing level. Higher values result in higher effect
mixing level. in higher effect
mixing level.

* When changing the effect type with parameter $\mathbf{1}$, the immediately preceding value of parameter $\mathbf{2}$ is memorized.

| 1 OVER DRIVE | 2 BLUES OD | 3 FAT DRIVE | 4 DISTORTION | 5 FUZZ | 6 GRUNGE | 7 LEAD | 8 METAL |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Conventional overdrive effect. | (Blues overdrive) <br> Trebly overdrive which makes it easy to control nuances with picking intensity. | Overdrive effect ranging from clean sound to fat distortion. | Distortion effect with a sound as when driving a large amplifier to full levels. Suitable for seventies type hard rock. | Fuzz effect reminiscent of the psychedelic sound of the sixties. | Modern fuzz effect with exciting sound. | Lead sound characterized by a mild tone. | Metal type sound with prominent lows and highs. |
| - GAIN : <br> Adjusts the MAIN DRIVE gain. <br> Higher values result in higher MAIN DRIVE gain and increased distortion. <br> When "Pd" is selected, the optional expression pedal FP01 can be used to adjust gain. |  |  |  |  |  |  |  |
| * When changing the effect type with parameter 3, the immediately preceding value of parameter 4 is memorized. |  |  |  |  |  |  |  |

PARAMETER 5 HIGH (Equalizer HIGH range seting) Setting range
$\qquad$ Increases or decreases the setting by 1 . VALUE +/-keys Skips to "-10" if current selting is -15 to -11, to "0" if-10 to -1,
to "10" if 0 to 9 , and to "15" if t1 to 14 .

## PARAMETER 6 Low

(Equalizer LOW range setting)

## Setting range

(15)- (D)- 15 $\qquad$

PARAMETER 7 ZNR/AMP (ZNR settings, amp simulator on/off)

## setting range (ar).

Increases or decreases the setting by 1. +-8 -
(1)-9) (19)-89

Skips to "of," "1, "11"?

| PARAMETER 8 level |  | (Patch level) |
| :---: | :---: | :---: |
| $\begin{gathered} \text { Setting range } \\ 1 \\ 1-30 \end{gathered}$ |  |  |

## Skips to "10", "20", "30" if curent setting is 1 to 0 . + . R

## PARAMETER 9 SERILLPARA

## Setting range

(50) (P)- (9)
(87)-89
(3)- 39 ) (8)
(Serial/parallel) Inceases of decreases the seting by 1.3 - +eci


Determines the connection principle of the PRE DRIVE
Determines the connection principle of the
and MAIN DRIVE modules (serial or paralle). and MAIN DRIVE modules (serial or parallel).
The parameter also controls the mix level balance setting for parallel connection, the auto-parallel setting, and the pedal balance control setting.
(5r) Serial comection
(P)- (9) Parale cannection.
(71)- 89 Aut-parale compection, where the PRE ERVVE and MAN DRvE
level balance is controlled by the picking intensity. The harder the picking intensity, the stronger the MAIN DRIVE infuence.
(31)-39 Auto-parallel connection. The harder the picking intensity, the stronger the PRE DRIVE influence
(Pd) Pedal serves to control the PRE DRIVE

ZNR is Zoom's original noise reduction which cuts noise level during pauses. This parameter adjusts the ZNR sensitivity as well as the amp simulator on/off setting, which simulates the
sound of an amplifier box.

ZII) ZNR and amp simulator off
ZNR on, amp simulator off. Higher values result in
more effective noise that is possible without Chous causing the highest
become unnatural to
(A)
(AD) -189
Higher values result in more effective noise reduction.

1
Selection of parameters tochange As described i
repeatedly pre
this purpose.
this purpose.
Press the PATCH UP pedal (right patch pedal) to move the parameter
cursor from the bottom up.
Press the PATCH DOWN
cursor from the top down.
§
Effect module on/off switching
The PRE DRIVE, MAIN DRIVE, and ZNRAAMP modules can be switched
on and off individually, and the status can be stored as part of a patch.

To switch the PRE DRIVE module on and off
In Edit mode, while parameter 1 or 2 is selected, press the PATCH UP and DOWN pedals together to turn the PRE DRIVE module off.
The display indication for parameter 1 becomes "oF" and for pa

To switch the MAIN DRIVE module on and off
In Edit mode, while parameter 3 or 4 is selected, press the PATCH UP
and DOWN pedals together to turn $h$ M MIN DRIVE modul and DOWN pedals together to turn the MAIN DRIVE module off.
The display indication for parameter 3 becomes " $o$ F" and for parameter

To switch the ZNR/AMP module on and off
In Edit mode while parameter r it is selected press the PATCH UP and
DOWN pedals together to turn the ZNRAMP modul e fft DOWN pedals together to turn the $\mathrm{ZNR/AMP} \mathrm{module} \mathrm{off}$ The display indication for parameter 7 becomes " $o F$ ".

- For any module that is turned off. pressing the PATCH UP and DOWN
pedals together or resssing a VALLEE key once turns the module to on pedals together or pressing a VALUE key once turns the module to on
again and restores the parameter to the original setting that was active

HNT 3 Parameter setting shortcuts
Normally, parameter values are set by tapping the VALUE + or VALUE - key once for each increment or decrement. For quick or operation,
you can use the shortcut function. This is activated in the Edit mode by pressing both VALUE keys together.
For example, if GAIN (parameter For example, if GAIN (parameter 4) of the MAIN DRIVE module is set to
"Pd" (pedal controls gain) and you want to change it to "12", you would "Pd" (pedal controls gain) and you want to change it to "12", you would
have to press the VALLE + key 12 times. Instead you can achieve e he same
effect t by using the shortcut function: press the VALUE +1 - keys together
twice, which will change the value to "10" and then press the VALUE +
key 2 times to arrive at " 12 "
( N V$) 4$
Master level adjustment
$\qquad$ win the sill output level.
over and The master level I s adjusted in Play mode. Hold the VALUE +1 - keys down
simultaneouslv for at least 1 second The current naster level will be shimultaneously for at least 1 second. The current master level will be
displaved for 1 second. While the level is being displayed, use the VALUE The setting range is $0-50$. (Default value $=40$ ) The unit does not store the setting,
is turned on it has to be set again.

## 13 Storing Patches

If you have edited (altered) a patch and turn the 510 off without storing the patch, the patch will revert to its old setting. To store an edited patch, use the following simple procedure.

Storing can be carried out in both Play mode and Edit mode
After you have edited the patch, press the STORE key. If the unit is currently in Play mode, release the key before 1 second has elapsed, otherwise the Direct Load function will be activated.
The display starts to flash. This condition is called the store standby condition. If you wish, you can abandon the store procedure at this point by pressing the EDIT key. If you press the STORE key once more, the contents of the patch are updated.
You can also change the patch number before storing, so that the edited patch will be stored in a different number.
In this case, the original patch that was used as a starting point for editing will not be changed.

(1) Edit the patch as desired.

## 14 Replacing the Battery

If the tuning indicator flashes while the unit is being powered from the battery, the battery is exhausted and should be replaced as described below.
Use only a 6LR619V (alkaline) battery.
Using another kind of battery will result in shorter operation.


1. Turn the $\mathbf{5 1 0}$ upside down and open the cover of the battery compartment. (Push the catch to unlock the cover, then lift it up.)
2. Remove the battery from the compartment and disconnect the battery cable. (Grasp the terminal strip and do not pull at the cable.)
3. Connect the battery cable to the new battery, taking care to observe correct polarity (+/-). Then insert the battery into the battery compartment.
4. Close the battery compartment cover, taking care not to pinch the cable. (Make sure that the cover is properly locked.)

## 15 Returning Patches to Factory Settings

The 510 comes with 24 predefined patches that have been programmed at the factory. Also after you have edited and stored your own patches, you can return to the factory default settings at any time. This process is called "recalling". Returning all 24 patches to the original contents and resetting the Bank Hold and Direct Load functions is called "all initialize".

The Recall mode is separate from the Play mode and Edit mode. You cannot switch directly to Recall mode from these modes. The Recall mode can only be activated by turning the unit on in a special way, as described below

1. Turn the unit off by disconnecting the AC adapter or the guitar input cable.
2. Keep the STORE key depressed and turn the unit on.
3. The indication "AL" flashes on the display.
4. To perform 'all initialize", press the STORE key once more in this condition. The flashing rate increases and the initialization procedure is carried out. When it is completed, the unit automatically enters the Play mode.
5. When wishing to recall only a particular patch, select the patch number in step 3 , using the same procedure as for normal patch selection.
6. When the desired patch has been selected, press the STORE key. The flashing rate increases and the contents of the selected patch are recalled.
7. Recalling of individual patches can be carried out continuously. When you wish to terminate the process, press the EDIT key. The unit then returns to the Play mode. Turning the unit off also terminates the recall condition.

## 16 Specifications

Banks and Patches:

## 9 Patch Switching (Application: Bank Hold ON)

In the initial setting, the patch pedal switches all patches in order, regardless of the bank divisions.

The bank hold function limits switching to the four patches within a bank. When this function is activated, the patch pedals switch in order between the patches in the current bank only.

To activate this function, hold the EDIT key down for at least 1 second in Play mode. The BANK HOLD indicator will light. To turn the function off, again hold the EDIT key down for at least 1 second. The BANK HOLD indicator will go off.


Banks can be switched using
the VALUE +/- keys.


## 10 Patch Switching (Application: Direct Load OFF)

In the default condition, the 510 is set up in such a way that pressing a patch pedal immediately switches the patch and alters the output sound. This is called Direct Load ON. This switching principle is most convenient when the desired patches are adjacent or close to each other. However, when wanting to switch to a patch that is wanting to switch to a patch that is fur it ay be desirable not to activate the sound of
other patches in between.

When this is desired, turn the Direct Load function off as follows. When Direct Load has been turned off, switching banks and patches has no effect until the user confirms the selection.

For example, when going from
patch 1 to patch 4 with Direct Load active, patches 2 and 3 will briefly be heard when the patch UP pedal is pressed three times. When Direct Load is off, pressing the patch UP pedal will change the number on the display (the number flashes), but until the user confirms the choice, the sound remains that of patch 1.

To turn Direct Load on or off, keep the STORE key depressed for at least 1 second.
To confirm a choice after selecting a patch with Direct Load off, press both patch pedals simultaneously.

## DIRECT LOAD OFF <br> Keeping STORE key depressed for 1 second turns Direct Load off

The same procedure serves to turn it on.


Confirming a patch
Confirming a patch
When display indication flashes, pressing When display indication flashes, pressing
both patch pedals together confirms the patch and switches the output sound.


## Example: Switching from patch 1 to patch 4



