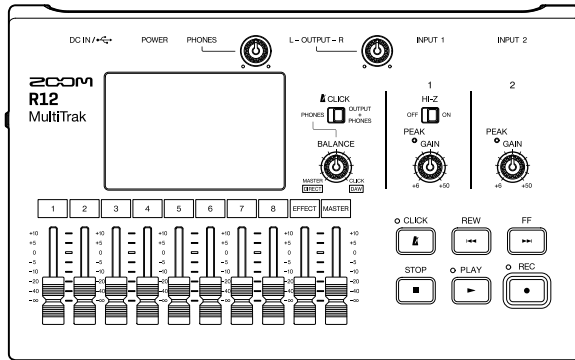


R12

MultiTrak



Quick Tour

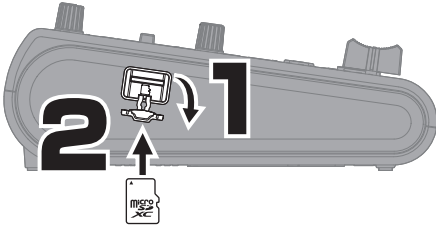
The Operation Manual can be downloaded from the ZOOM website.



www.zoom.jp/docs/r12

You must read the Usage and Safety Precautions before use.

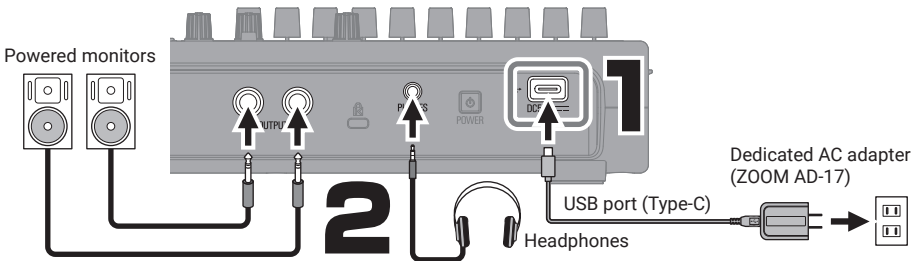
Inserting microSD cards



Supported recording media:
microSDHC: 4 GB – 32 GB
microSDXC: 64 GB – 512 GB

- Always turn the power off before inserting or removing a microSD card.
- To remove a microSD card, push it further into the slot and then pull it out.

Connecting

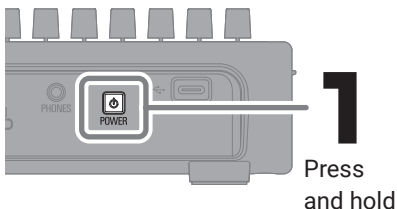


- Turn on the powered monitors after starting up the R12.
- The power will automatically turn off if the R12 is unused for 10 hours.
If you want to keep the power on always, turn off the automatic power saving (Auto Power Off) function.


- Power can also be supplied through the USB (Type-C) port by connecting a commercially-available mobile battery.
- Dry cell batteries (alkaline, nickel-metal hydride and lithium) can also be used.

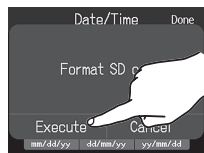
Turning the power on and setting up the first time

■ Turning the power on



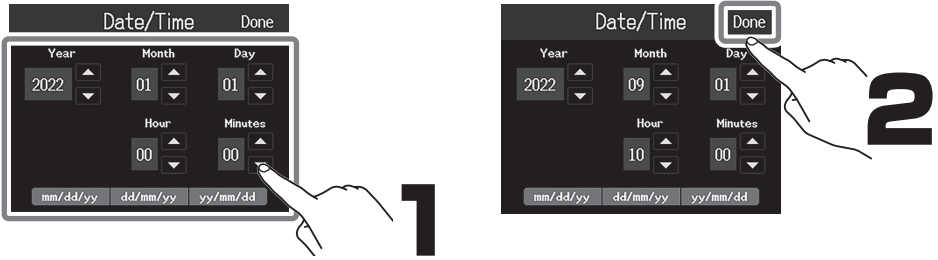
Formatting microSD cards

Turn the power on while pressing and holding the  button.

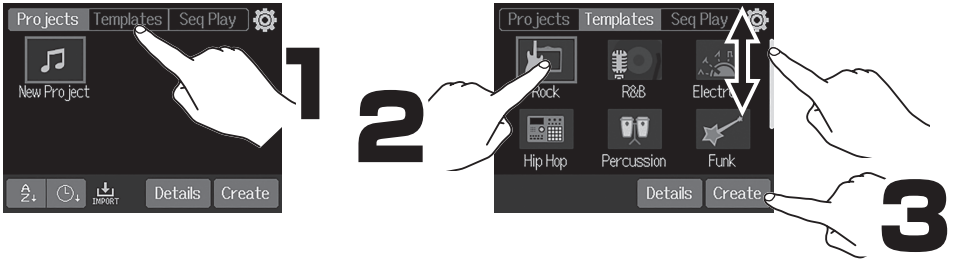


We recommend formatting microSD cards before using them for the first time with the R12 in order to maximize their performance.
Be aware that all data previously saved on a microSD card will be deleted when it is formatted.

Setting the date and time



Creating projects



Templates include preset rhythm loops. Select the desired template.

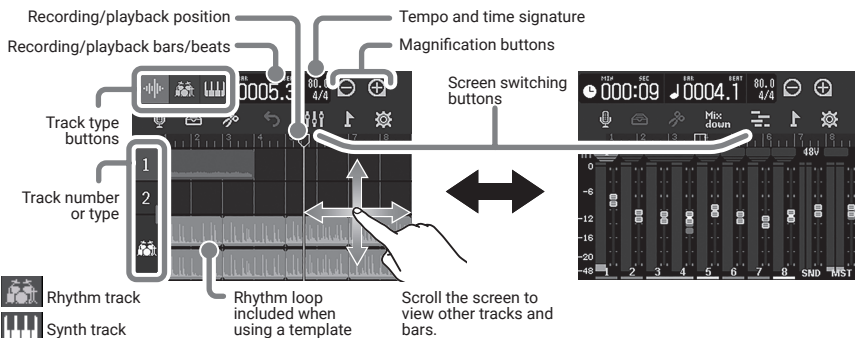
Home Screen

• Track view

This is the normal recording/editing screen. Since recorded waveforms and their positions can be examined easily, this is useful for thinking about song structure and editing.

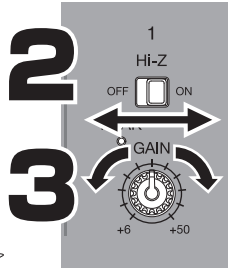
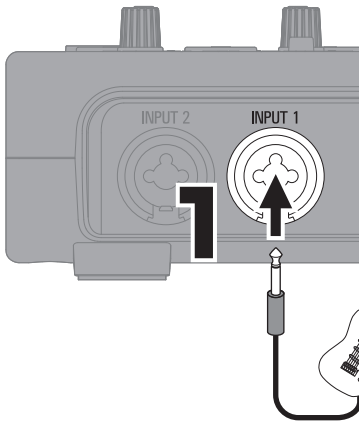
• Level meter view

This screen shows the level meters and faders for all tracks. This is useful for recording multiple channels simultaneously and adjusting the mix.



Recording

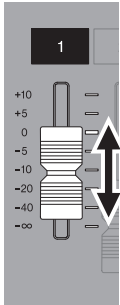
■ Connections and preparation



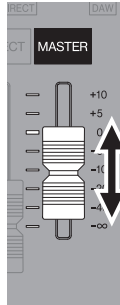
Hi-Z ON:
Guitar/bass with passive pickups (direct connection)

Hi-Z OFF:
Guitar/bass with active pickups, synth or other electronic instrument

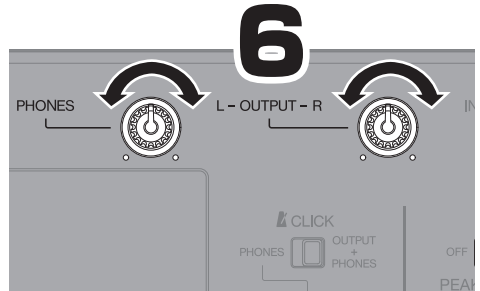
Make sound and adjust so PEAK does not quite light at maximum volume.



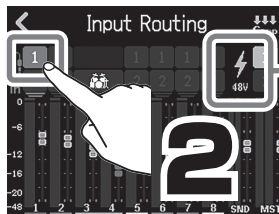
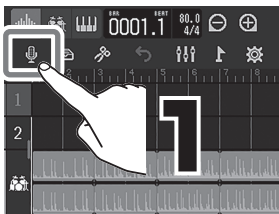
4



5



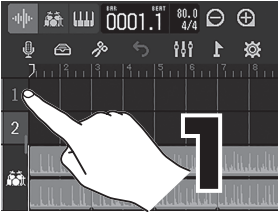
By default, INPUT 1 is assigned to track 1 and set to record. Track assignments can be changed, for example, when alternately recording a guitar and a bass directly connected to INPUT 1 (Hi-Z input).



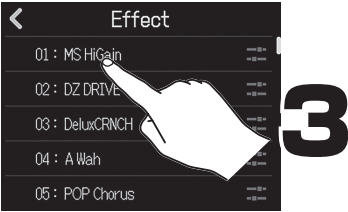
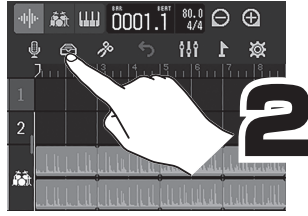
48V phantom power can be supplied to condenser mics.


■ Using effects

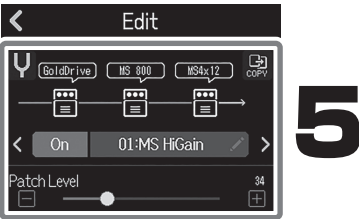
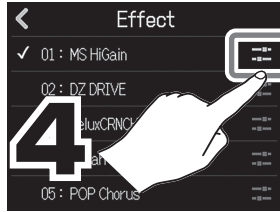
Effects are saved and recalled in units of patch memories. Patch memories store effect on/off states and parameter setting values.



Select a track to use an effect on.

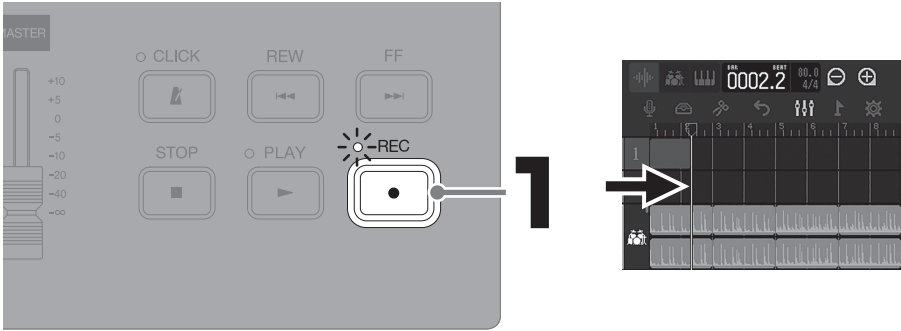


Add a  to select a patch memory.




Make specific effect settings.

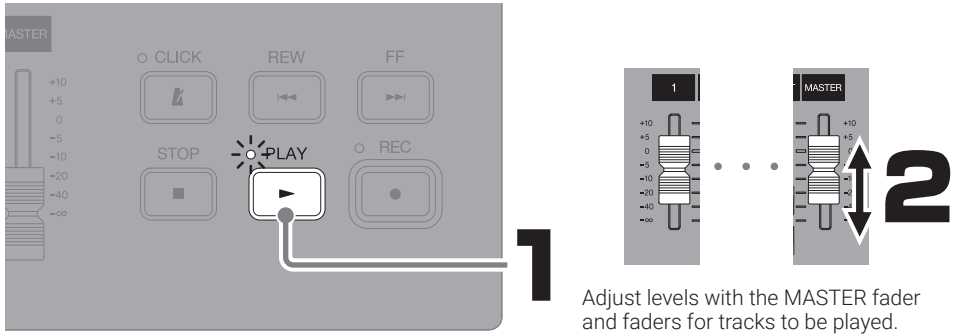
Recording



Press  to stop recording.

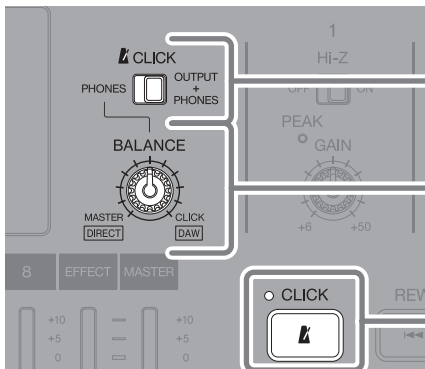
Press  when stopped to set the recording/playback position to the beginning.

Playing recordings



Adjust levels with the MASTER fader and faders for tracks to be played.

Outputting the click

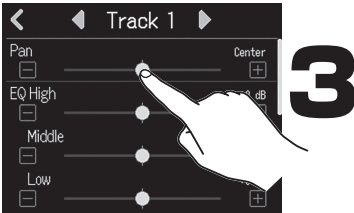
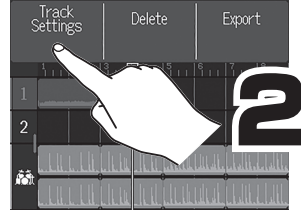
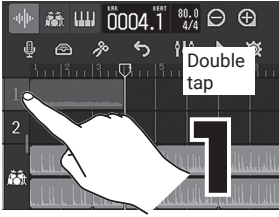


The click output can be changed.

The volume balance between the signal after it passes through the MASTER fader and the click sound can be adjusted. (This is only effective when the CLICK switch is set to PHONES.)

The click sound can be turned on/off.

Making individual track settings



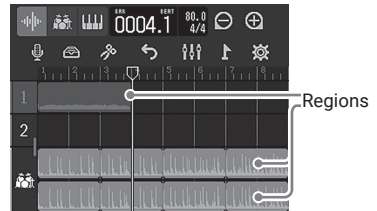
Making individual track settings

Pan, EQ, send effect and stereo link settings can be changed.

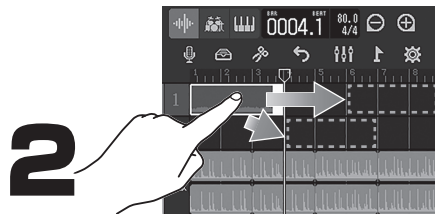
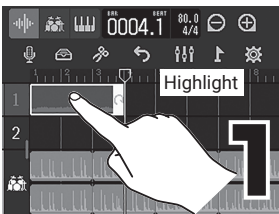
The stereo link function allows a pair of adjacent odd and even-numbered tracks to be joined and handled as a single stereo track. This allows their track settings and fader operations to be shared.

Editing projects

Waveforms and MIDI notes added to recorded tracks are called “regions”. The R12 has audio, rhythm and synth regions that can be edited to create projects.

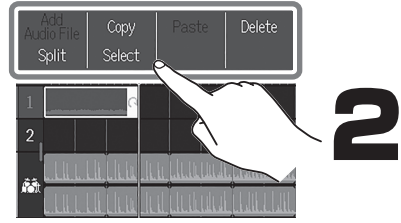
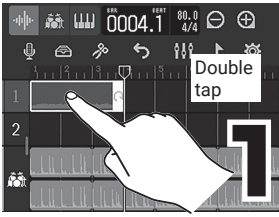


Moving regions



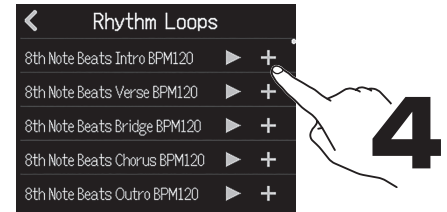
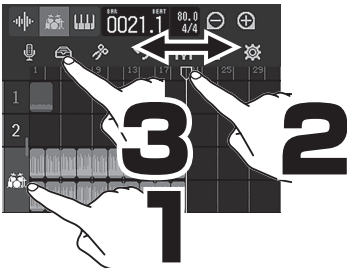
A region can be elongated (enabling looping) by dragging  at its right edge.

Editing regions



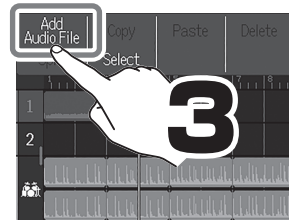
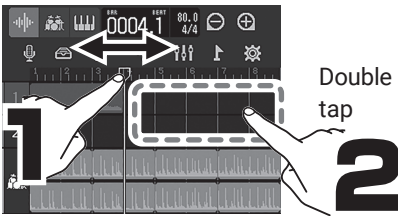
Adding regions

Rhythm

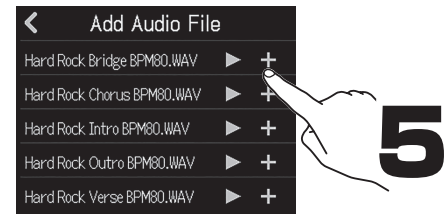
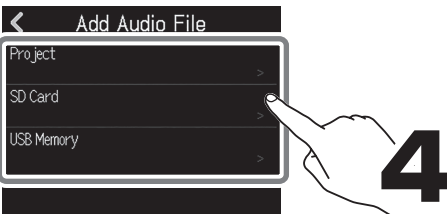


Rhythm loops are converted to match the project tempo when added.

Audio



WAV files can be added.

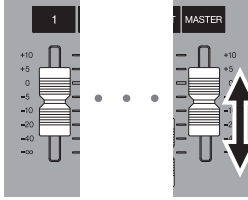


Mixing down

Projects can be mixed down to stereo WAV files.


Since the project plays back while recording the mixdown, adjusting the faders during playback will affect the levels.

■ Adjusting the mix

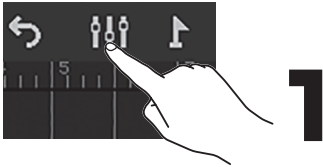


1
While listening to playback, adjust the faders to balance the levels as desired.

A screenshot of the mixer interface. A white box highlights a fader with two callouts: 'Previous fader position' pointing to a fainter position and 'Physical fader position' pointing to the current position. The interface shows various tracks and a 'Mix down' button.

After switching projects, the positions of physical faders will be applied again once they have been aligned with the bright  position indicators.

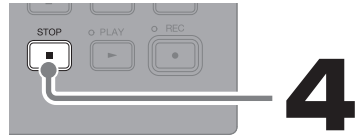
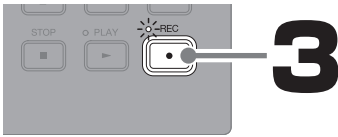
■ Mixing down



Switch to the Level Meter View Screen.

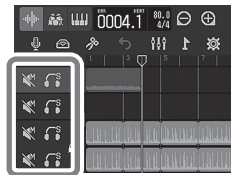
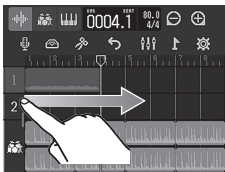


Make it light red.



The mixdown file will be saved in the "AUDIO" folder on the microSD card.

Mute/solo functions



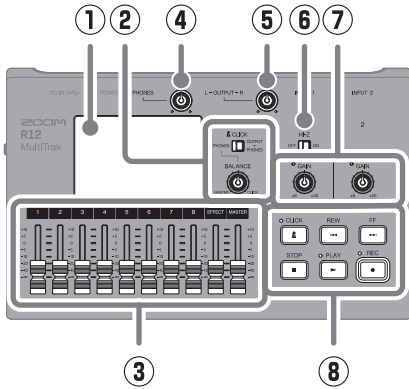
Mute tracks.



Output sound only from selected tracks.

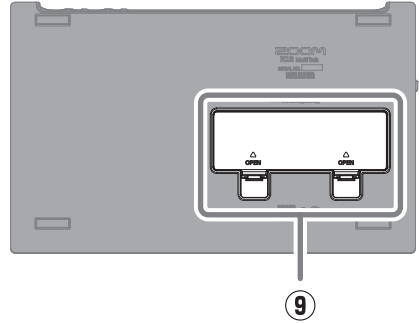
Functions of parts

■ Top



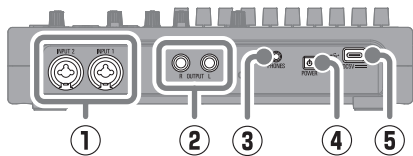
- ① **Touchscreen**
This shows various types of information and allows operation by touch.
- ② **CLICK switch / BALANCE knob**
When the CLICK switch is set to PHONES, use the BALANCE knob to adjust the balance between the MASTER and CLICK signals output from the PHONES output jack.
- ③ **Channel/EFFECT/MASTER faders**
Channel faders: These adjust individual track signal levels in a range from $-\infty$ to +10 dB.
EFFECT fader: This adjusts the return level of the send effect in a range from $-\infty$ to +10 dB.
MASTER fader: This adjusts the signal levels output from the OUTPUT jacks and the PHONES output jack in a range from $-\infty$ to +10 dB.
- ④ **PHONES output volume knob**
This adjusts the headphone output volume.
- ⑤ **OUTPUT volume knob**
This adjusts the OUTPUT volume.
- ⑥ **Hi-Z switch**
Turn Hi-Z on/off for INPUT 1. Turn this on as necessary for the connected guitar or bass.

■ Bottom



- ⑦ **PEAK indicators / GAIN knobs**
Use these input gain knobs to adjust input signals. Adjust these so that the PEAK indicators do not light.
- ⑧ **Other buttons**
CLICK: This turns the click sound on/off. The indicator lights when it is on.
REW: This moves the playback position one ruler unit back. Press and hold to search backward.
FF: This moves the playback position one ruler unit forward. Press and hold to search forward.
STOP: This stops recording/playback. Press when stopped to move the recording/playback position to the beginning of the project.
PLAY: This starts/pauses playback of recorded files. The indicator lights during playback.
REC: This starts recording. The indicator lights during recording.
- ⑨ **Battery cover**
Open this when installing or removing AA batteries.

■ Back



① INPUT jacks

Connect mics, keyboards and guitars to these. These support XLR and 1/4-inch phone (unbalanced) plugs.

② OUTPUT jacks

Connect these to a power amplifier, a PA system or powered monitor speakers, for example.

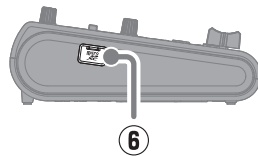
③ PHONES output jack

Connect headphones to this.

④ Power switch

This turns the power on/off.

■ Left side



⑤ USB (Type-C) port

Using this, projects can be copied to and imported from USB flash drives. USB MIDI keyboards can also be connected and used to play synth sounds.

Connecting to a computer also makes the following possible.

- Using the R12 as an audio interface
- Using Guitar Lab to replace R12 effects
- Using the R12 as a card reader
- Using the R12 as a DAW controller

⑥ microSD card slot

This supports cards that meet microSDHC/ microSDXC specifications.

Other functions

Project operations	Projects can be renamed, duplicated, deleted, rendered, and exported to USB flash drives.
Waveform editing	Waveform editing functions can be used in audio and rhythm regions. A time stretch function allows the lengths of regions to be changed without changing the pitch.
Snapping	The positions of regions and notes (synth sounds) can be snapped to the ruler shown.
Stereo linking	Adjacent even and odd-numbered tracks can be handled as stereo tracks.
Converting tracks to audio files	All regions on a track can be converted to a single audio file. This can be used to avoid limits on the number of regions and the use of effects and synths.
Adding WAV/MIDI files from microSD cards and USB flash drives	WAV and MIDI (Standard MIDI File (SMF)) files on SD cards and USB flash drives can be added as new regions.
Markers	Memos can be added at the beginnings of bars. The overall structure of a song can be managed easily by adding memos to each part.
Click	The metronome includes a pre-count and tone variations. In addition, CLICK output can be assigned to the output of a specified track and output only to headphones.
Synth	The R12 has a built in synthesizer sound source. Notes can be input by connecting a USB MIDI keyboard and performing them in real-time or by using the piano roll on the touchscreen. In addition, MIDI files can be imported as synth regions.
Physical controller	When connected by USB to a computer or similar device, the R12 buttons and faders can be used to control DAW transport and mixing operations.
USB audio interface	When connected by USB to a computer or similar device, the R12 can be used as an audio interface with 2 inputs and 2 outputs.

Guitar Lab connection	A computer can be used to add effects that are distributed online as well as to edit and back up patch memories, for example.
microSD card reader	When the R12 is connected to a computer, data on the microSD card can be checked and copied.
Playlist function	Multiple projects can be added in performance order to a playlist and played back continuously. This is useful for accompaniment during live performances.

Troubleshooting

Sound is not output or the volume is very low

- Check the connections to the monitoring system and its volume settings.
- Confirm that the volume setting of the R12 is not too low.
- Adjust the CLICK switch and BALANCE knob.

Cannot hear sound from a mic or other connected equipment or the volume is very low

- Check the orientation of the mic or the volume settings of the connected device.
- Check the R12 input gain settings.
- Check the R12 fader settings.
- Check the R12 output level settings.
- Check the R12 phantom power settings.

Cannot record

- Confirm that the microSD card has open space.
- Confirm that a microSD card is loaded properly in the card slot.

Sound input through INPUT 1 is very noisy

- Check the Hi-Z switch setting.

Cannot hear recorded sound or the volume is very low

- Confirm that the track faders are not too low.
- Confirm that the tracks are not muted and that other tracks are not soloed.

Not recognized by computer when connected

- Confirm that the USB cable being used is not designed only to provide power.
- The operation mode must be set on the R12 to allow the computer to recognize it.

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ZOOM CORPORATION

4-4-3 Kanda-surugadai, Chiyoda-ku, Tokyo 101-0062 Japan

zoomcorp.com