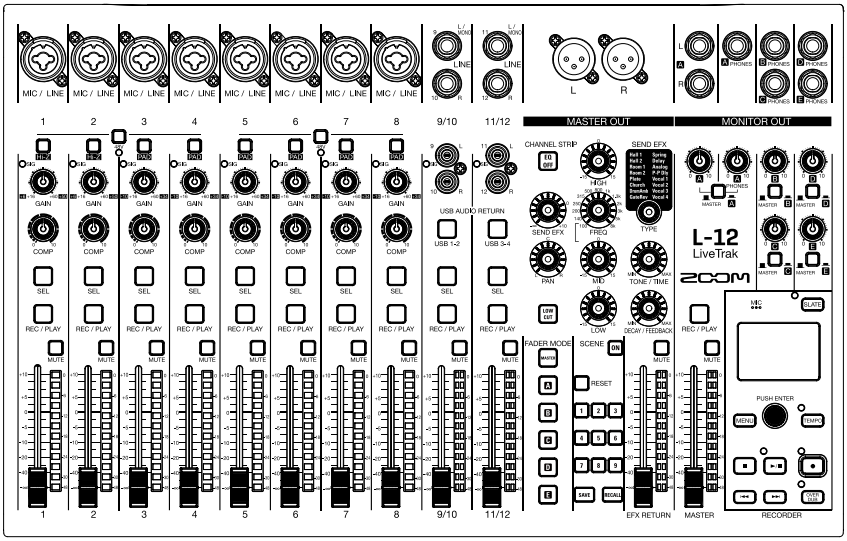
L-12



Online Reference

Introduction

Thank you very much for purchasing a ZOOM LiveTrak L-12 (L-12). The L-12 has the following features.

12-channel digital mixer & multitrack recorder

The L-12 combines a digital mixer with 12 total input channels (8 mono and 2 stereo), a multitrack recorder that can simultaneously record up to 14 tracks, and a 14-in/4-out USB audio interface. Compact and lightweight, this digital mixer is easy to transport and can even be used with PA systems for live performances in rehearsal studios, cafés and other small venues.

High-quality mic preamps

The L-12 has high-quality mic preamps built-in for 8 channels. The high-quality analog inputs, which can provide +48V phantom power, have a –128dBu or better EIN rating and +60dB maximum input gain. In addition, channels 1 and 2 also support Hi-Z input, while channels 3 to 8 have PAD functions (26dB attenuation), enabling them to accept high levels of input.

5 MONITOR OUT channels

In addition to the MASTER OUT, the L-12 also has 5 MONITOR OUT channels. The MONITOR OUT mixes can be set separately for each output. Since these support headphone output, headphones are all that are needed to send different mixes to each performer.

Digital mixer that can be operated intuitively

Opening menus is not necessary with the L-12. Every mixer parameter can be controlled with knobs and keys just like an analog mixer. Each channel has a 3-band EQ, and the mono channels have compressor functions. The mixer also includes high-quality send effects. In addition, up to 9 mixer status scenes can be saved in the unit.

Recorder can simultaneously record 14 tracks and play 12 tracks

The L-12 can simultaneously record every channel and the master fader stereo signal output for a total of 14 tracks. Since the recorded data is saved in 16/24-bit, 44.1/48/96kHz WAV format, the files can easily be copied to a computer and used in a DAW. In addition, overdubbing and punching in/out can be done as expected with a multitrack recorder.

14-in/4-out USB audio interface

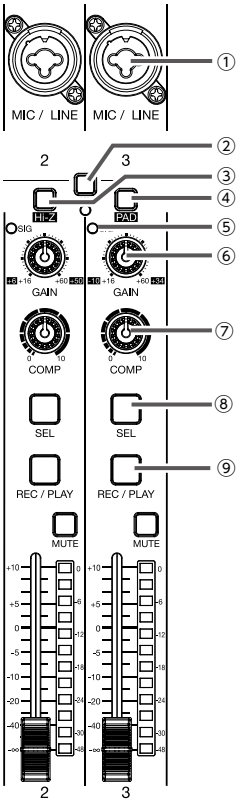
The L-12 can be used as a 14-in/4-out USB audio interface. The signals from each input and the master fader output can be recorded in a DAW. In addition, signals output from a computer can also be assigned to a stereo channel.
Class compliant mode, which enables connection with iOS devices, is also supported.

Contents

Names and functions of parts

Top

Input channel section



① **MIC/LINE input jack**
These input jacks have built-in mic preamps. Connect mics, keyboards and guitars to them. These can be used with both XLR and 1/4-inch (balanced or unbalanced) phone plugs.

② **48V switch/indicator**
This turns 48V phantom power on or off. Turn this on (▬) to supply phantom power to MIC/LINE input jacks 1–4 (or 5–8).
The indicator lights when the switch is on.

③ **Hi-Z switch**
Use to switch the input impedance of MIC/LINE input jack 1 (or 2).
Turn it on (▬) when connecting a guitar or bass guitar.

④ **PAD switch**
This attenuates (reduces) the input signal of the equipment connected to the MIC/LINE input jack by 26 dB.
Turn this on (▬) when connecting line level equipment.

⑤ **SIG indicator**
This indicator shows the signal level after adjustment by the GAIN knob.
The indicator color changes according to the signal level.
Lit red: –3 dB
Lit green: –48 to –3 dB
Blinking green: –55 to –48 dB

⑥ **GAIN knob**
Use to adjust the input gain of the mic preamp.
The range of adjustment depends on the on/off status of the MIC/LINE input jack switch (Hi-Z on channels 1–2 or PAD on channels 3–8).

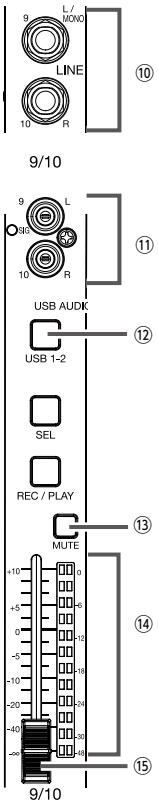
Jack	Adjustment range	
MIC/LINE input jack 1–2 (XLR)	+16 – +60 dB	
MIC/LINE input jack 1–2 (TRS)	Hi-Z off	+16 – +60 dB
	Hi-Z on (TS)	+6 – +50 dB
MIC/LINE input jack 3–8	PAD off	+16 – +60 dB
	PAD on	-10 – +34 dB

⑦ **COMP knob**
Use to adjust the amount of compression.

⑧ **SEL button**
Use to select a channel for parameter adjustment in the channel strip section.
Channels with lit SEL buttons are affected by channel strip section adjustments.

⑨ **REC/PLAY button**
Use this button to switch between recording input signals to the SD card and playing back an already recorded file from the SD card.

Status	Explanation
Lit red	Input signals will be recorded to the SD card after passing through the compressor.
Lit green	An already recorded file will be played back. Playback signals are input before the equalizer. In this state, signals from input jacks are disabled.
Unlit	Files will neither be recorded nor played back.



⑩ LINE input jacks (TS)

Use these input jacks to connect line level equipment. For example, connect keyboards or audio devices.
These can be used with 1/4-inch (unbalanced) phone plugs.

NOTE

If only the left LINE input jack (TS) channel is connected, it will be handled as a mono channel.

⑪ LINE input jacks (RCA)

Use these input jacks to connect line level equipment. For example, connect audio devices.
These can be used with RCA pin connectors.

NOTE

If both the RCA and TS LINE input jacks are connected, the TS input jacks will be used.

⑫ USB button

This switches the signals input to channels 9/10 (or 11/12).
Lit: audio return signal output from the computer
Unlit: LINE input jacks

NOTE

Connect the L-12 to a computer as an audio interface. (→ P.73)

⑬ MUTE button

This mutes or unmutes signals sent to the master fader.
To mute the channel, press this button to light it.

HINT

This has no effect on recording to the SD card.

⑭ Level meter

This shows the signal level after adjustment by the channel fader.
Ranges shown: -48 dB – 0 dB

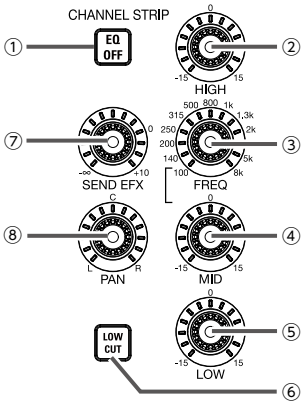
NOTE

If the actual channel fader position differs from the channel fader position recalled using the scene function, for example, the level meter will show the recalled fader position.

⑮ Channel fader

This adjusts the channel signal level in a range from –∞ to +10 dB.

CHANNEL STRIP section



① **EQ OFF button**
When this button is lit, HIGH, MID, LOW and LOW CUT are bypassed.

② **HIGH knob**
This adjusts the boost/cut of high-frequency equalization.
Type: shelving
Gain range: –15 db – +15 dB
Frequency: 10 kHz

③ **MID FREQ knob**
This adjusts the central frequency of the mid frequency equalization.
Frequency (in Hz): 100, 140, 200, 250, 315, 500, 800, 1k, 1.3k, 2k, 3k, 5k or 8k

④ **MID knob**
This adjusts the boost/cut of mid-frequency equalization.
Type: peaking
Gain range: –15 db – +15 dB
Frequency: set by MID FREQ knob

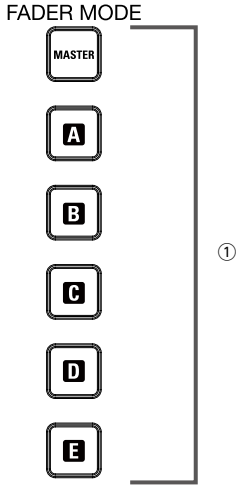
⑤ **LOW knob**
This adjusts the boost/cut of low-frequency equalization.
Type: shelving
Gain range: –15 db – +15 dB
Frequency: 100Hz

⑥ **LOW CUT button**
This turns on/off the high-pass filter, which cuts low frequencies.
When ON, signals below 75 Hz are attenuated 12 dB/octave.

⑦ **SEND EFX knob**
The amount that can be sent to the SEND EFX bus can be set from –∞ to +10 dB.

⑧ **PAN knob**
Use to adjust the channel volume balance and stereo position sent to the master bus.
On a stereo input channel, this adjusts the volume balance between the left and right channels.

FADER MODE section



① MASTER and A–E buttons

These switch between the mixes output from the MASTER OUT and MONITOR OUT A–E jacks.

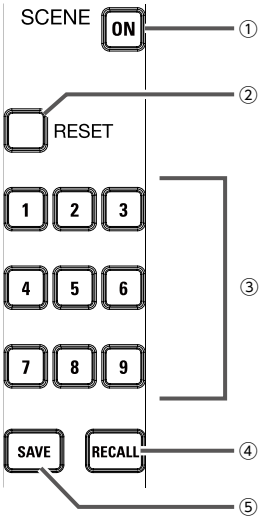
MASTER button: Use to show and adjust the mix output from the MASTER OUT jacks.

A–E buttons: Use to show and adjust the mixes output from the MONITOR OUT A–E jacks.

NOTE

- The parameters that can have separate settings for the MASTER and A–E mixes are as follows.
  - Fader positions (each channel)

SCENE section



① ON button
Press this button, lighting it, to use the scene function

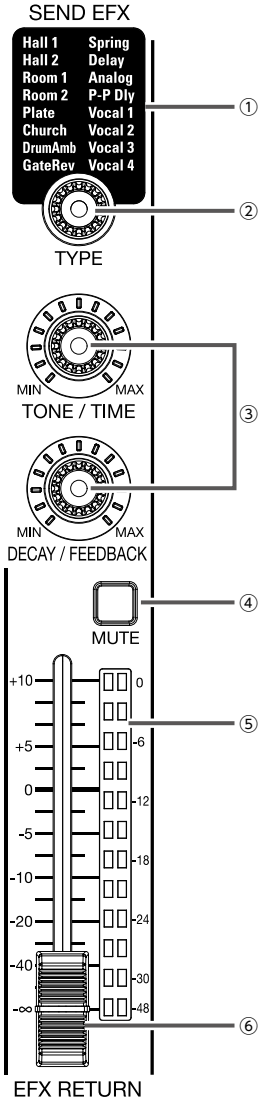
② RESET button
Press this button to reset the current mixer settings to the factory defaults.

③ 1–9 buttons
Use these buttons to select the scene to use to save the current mixer state and to load saved scenes.
If the current mixer settings match the settings of a scene, the corresponding number button will light.
This unit can save up to 9 scenes.

④ RECALL button
Use this button when loading scenes saved to buttons 1–9.
When this button is pressed, buttons 1–9 will blink if they have saved scenes and be unlit if they do not. To recall a saved scene, press a blinking button between 1 and 9. To cancel recalling a scene, press the RECALL button again.

⑤ SAVE button
Use this button when saving the current mixer settings to a scene.
When this button is pressed, buttons 1–9 will blink if they have saved scenes and be unlit if they do not. To save a scene, press a button between 1 and 9 to save it to that number. To cancel saving a scene, press the SAVE button again.

Send effect (SEND EFX) section



① **Effect type list**
This is the list of the built-in effects.
The name of the currently selected effect lights. It blinks when being selected.
If some time passes without a different effect being selected, the previously selected effect will remain selected.

② **TYPE knob**
Use to select the built-in effect.
Turn this knob to select the effect type, and press it to confirm.

③ **Parameters 1 and 2**
Use these to adjust the parameters for the selected effect.
See P. 95 for the parameters of each effect.

④ **EFX RETURN MUTE button**
This mutes or unmutes the signal sent from the built-in effect.
To mute the signal, press this button to light it.

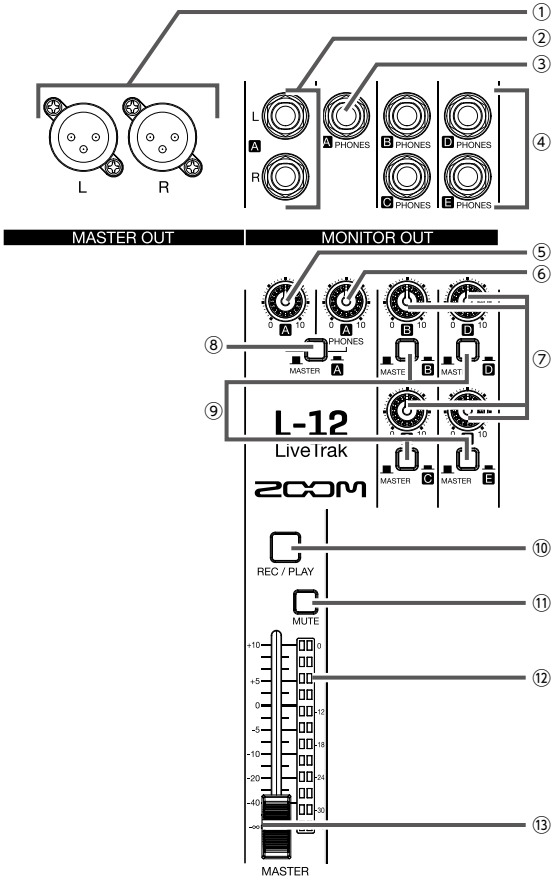
⑤ **EFX RETURN level meters**
These show the levels of the signals sent from the built-in effect to the master bus after adjustment by the EFX RETURN fader. Their range is from –48 dB to 0 dB.

⑥ **EFX RETURN fader**
This adjusts the levels of the signals sent from the built-in effect to the master bus in a range from –∞ dB to +10 dB.

NOTE

If the actual channel fader position differs from the channel fader position recalled using the scene function, for example, the level meters will show the recalled fader position.

Output section



① **MASTER OUT jacks**

These jacks output signals after volume adjustment by the master fader.
Connect them to a power amplifier, a PA system or speakers with built-in amplifiers, for example.
These support balanced output with XLR connectors (2 HOT).

② **MONITOR OUT A jacks**

These jacks output signals after volume adjustment by the MONITOR OUT A knob.
You can, for example, connect a monitoring system for the mixer operator here.
These support balanced 1/4-inch jack phone output.

NOTE

The MONITOR OUT A jacks can be set to output the same signals as the MASTER OUT jacks or the signals set separately in the fader mode section. (→ P.30)

③ MONITOR OUT A PHONES jack

This headphone jack outputs signals after volume adjustment by the MONITOR OUT A PHONES knob.

NOTE

The MONITOR OUT A PHONES jack always outputs the same signals as the MONITOR OUT A jacks.

④ MONITOR OUT B–E PHONES jacks

These headphone jacks output signals after volume adjustments by the MONITOR OUT B–E PHONES knobs.

NOTE

The MONITOR OUT B–E jacks can be set to output the same signals as the MASTER OUT jacks or the signals set separately in the fader mode section. (→ P.30)

⑤ MONITOR OUT A knob

Use to adjust the volume of the signals output from the MONITOR OUT A jacks.

⑥ MONITOR OUT A PHONES knob

Use to adjust the volume of the signals output from the MONITOR OUT A PHONES jack.

⑦ MONITOR OUT B–E knobs

Use to adjust the volumes of the signals output from the MONITOR OUT B–E PHONES jacks.

⑧ MONITOR OUT A switch

This switches MONITOR OUT A output between the L/R jacks and the PHONES jack.

Status	Explanation
MASTER (▇)	The same signals as the MASTER OUT are output.
A (▂)	The signals set in the FADER MODE section are output.

⑨ MONITOR OUT B–E switches

These switch the signals output from the MONITOR OUT B–E PHONES jacks.

Status	Explanation
MASTER (▇)	The same signals as the MASTER OUT are output.
B–E (▂)	The signals set in the FADER MODE section are output.

⑩ MASTER REC/PLAY button

Use this button to switch between recording the signal input on the master bus to the SD card and playing back an already recorded file from the SD card.

Status	Explanation
Lit red	The signal will be recorded to the SD card after adjustment by the master fader.
Lit green	The playback signal of a file is inserted on the master bus. The REC/PLAY buttons of other channels will be unlit at this time.
Unlit	Files will neither be recorded nor played back.

⑪ MASTER MUTE button

This mutes or unmutes the MASTER OUT jacks. To mute the signals, press this button to light it.

⑫ Master level meters

These show the signal levels output from the MASTER OUT jacks in a range from –48 dB to 0 dB.

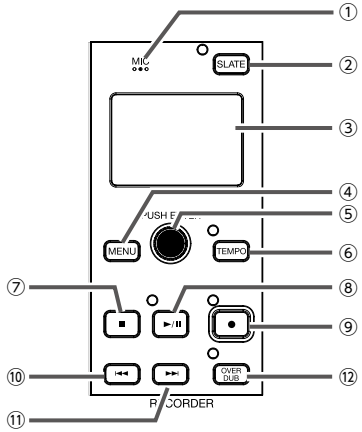
⑬ Master fader

This adjusts the signal levels output from the MASTER OUT jacks in a range from –∞ to +10 dB.

NOTE

If the actual channel fader position differs from the channel fader position recalled using the scene function, for example, the level meters will show the recalled fader position.

RECORDER section



① Slate mic
This is a built-in mic for recording comments.
This mic input is active while the SLATE button is being pressed.
The input channel can be set to channels 1–12, MASTER, or all channels. (→ P. 54)

② SLATE button/indicator
This activates the slate mic.
The slate mic is activated while this button is being pressed and its indicator is lit.

③ Display
This shows the recorder status and MENU screen.

④ MENU button
This opens the menu.

⑤ Selection encoder
Use this to change menus and values and to move between items.

Operation	Result
Turn when main recorder screen open	Search forward or backward in one-second increments.
Push when main recorder screen open	This sets a mark.
Turn when menu open	Move between parameters and change values.
Press when menu open	Confirm parameter value.

⑥ TEMPO button/indicator
This sets the tempo of the metronome built into the recorder.
Press this button to make the recorder detect the tempo from the average value.
During recording and playback, the indicator blinks at a tempo of 40.0–250.0 bpm.
See P. 49 for metronome settings.

⑦ STOP button
This stops the recorder.

⑧ PLAY/PAUSE button/indicator
This starts and pauses recorder playback. The indicator shows the playback status as follows.

Status	Explanation
Lit green	The recorder is playing back.
Blinking green	Playback is paused.

⑨ REC button/indicator
This puts the recorder in recording standby. The indicator shows the recording status as follows.

Status	Explanation
Lit red	The recorder is recording or in recording standby.
Blinking red	Recording is paused.

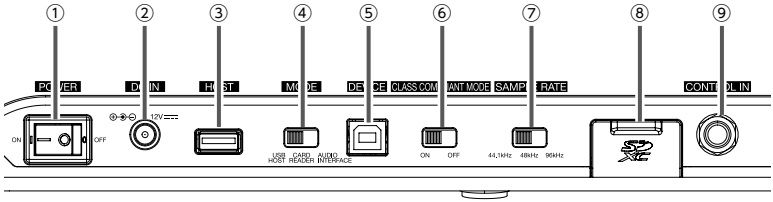
⑩ |<< button
Press to move to the previous mark.
If no mark is set, this moves to the beginning.
Press this button when at the beginning to move to the previous project.
Press and hold to search backward. (The longer you press, the faster the speed becomes.)

⑪ >>| button
Press to move to the next mark.
If it is the last mark, this moves to the end of the file. Press this button again to move to the next project.
Press and hold to search forward. (The longer you press, the faster the speed becomes.)

⑫ OVER DUB button/indicator

Status	Explanation
Lit (ON)	Record by overwriting into the current project folder.
Unlit (OFF)	Create a new project folder and make a new recording.

Rear panel



① POWER switch

This turns the L-12 on and off.

Switch to — to turn the power on. Switch to ○ to turn the power off.

When the POWER switch setting is changed to OFF, the current mixer settings are automatically saved in the unit and in the settings file in the project folder on the SD card.

② DC IN 12V AC adapter connector

Connect the included AC adapter here.

③ USB HOST port

This USB 2.0 HOST port is for connecting USB flash drives.

Projects and audio files can be saved on and loaded from connected USB flash drives.

④ MODE switch

Set whether to use as a USB HOST, card reader or audio interface.

This cannot be changed after starting up.

⑤ USB DEVICE port

This USB 2.0 port is for connecting with a computer.

It will start up as a card reader or audio interface, depending on the MODE switch selection.

Card reader mode

Operating as an SD card reader, data can be exchanged with a computer.

Audio interface mode

Operating as an audio interface, audio data can be exchanged with a computer.

Inputs: The signals from channels 1–12 after they pass through their compressors and the master fader output signals are input to the computer.

Outputs: Outputs from the computer can be assigned to channels 9/10 and 11/12.

Use when connected to an iOS device is possible if the CLASS COMPLIANT MODE switch is set to ON.

⑥ CLASS COMPLIANT MODE switch

Use this to turn Class Compliant Mode ON/OFF.

Set it to ON when connected to an iOS device.

⑦ SAMPLE RATE switch

Set the sampling rate used by the unit.

This cannot be changed after starting up.

⑧ SD card slot

This slot is for SD cards.

The L-12 supports SD, SDHC and SDXC card specifications.

HINT

You can test whether an SD card can be used with the L-12. (→ P.82)

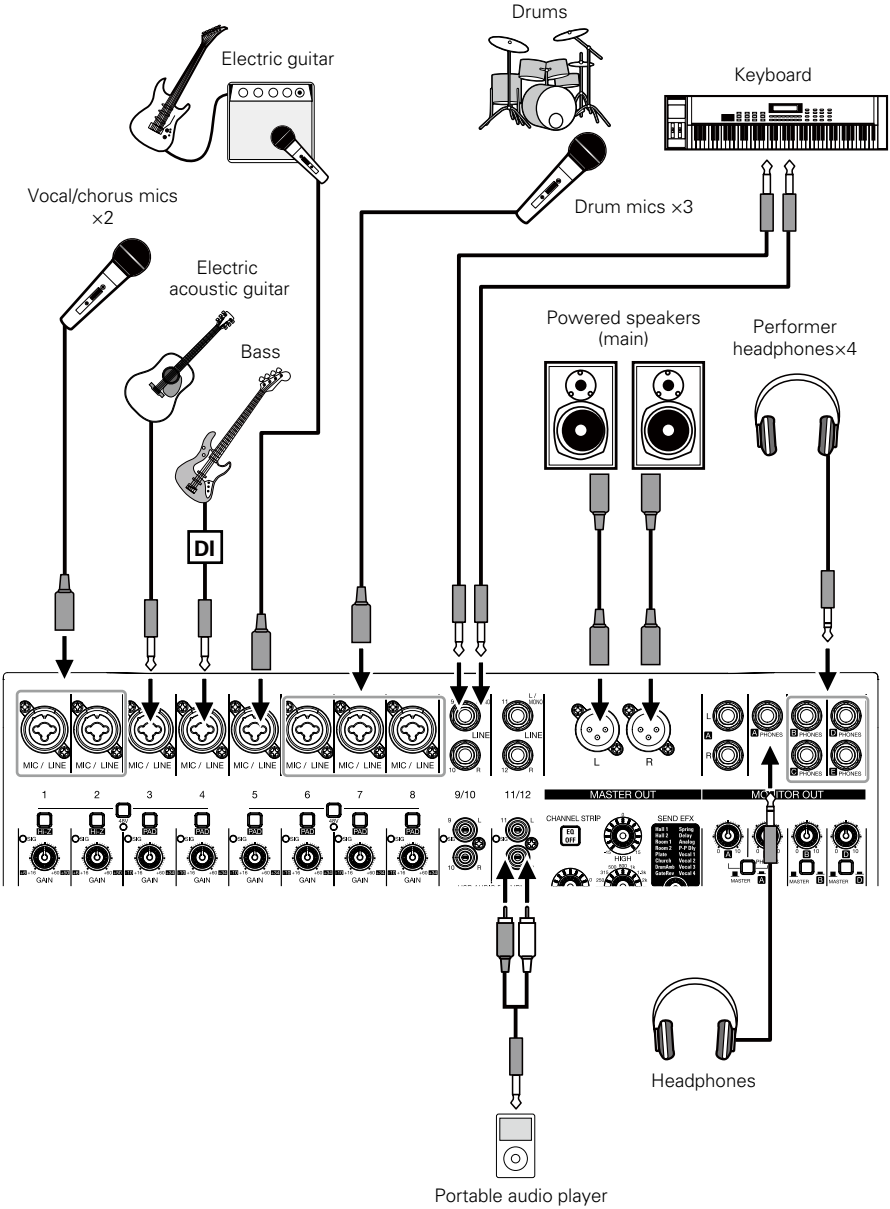
⑨ CONTROL IN jack

A footswitch (ZOOM FS01) can be connected here.

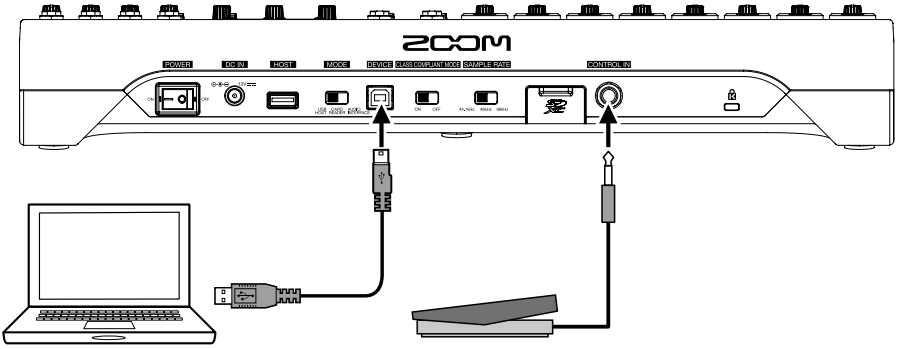
The footswitch can be assigned to one function: starting/stopping recorder playback, manually punching in/out or muting/unmuting the built-in effect. (→ P.85)

Equipment connection example

Live PA system

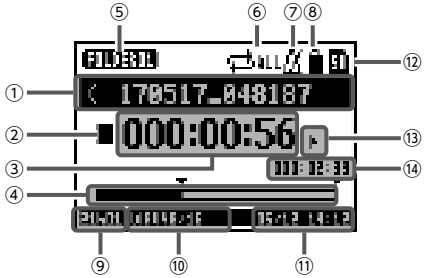


Equipment connection example



Display overview

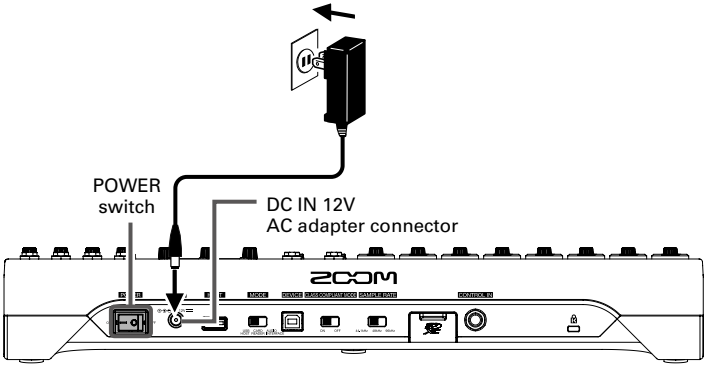
Home Screen

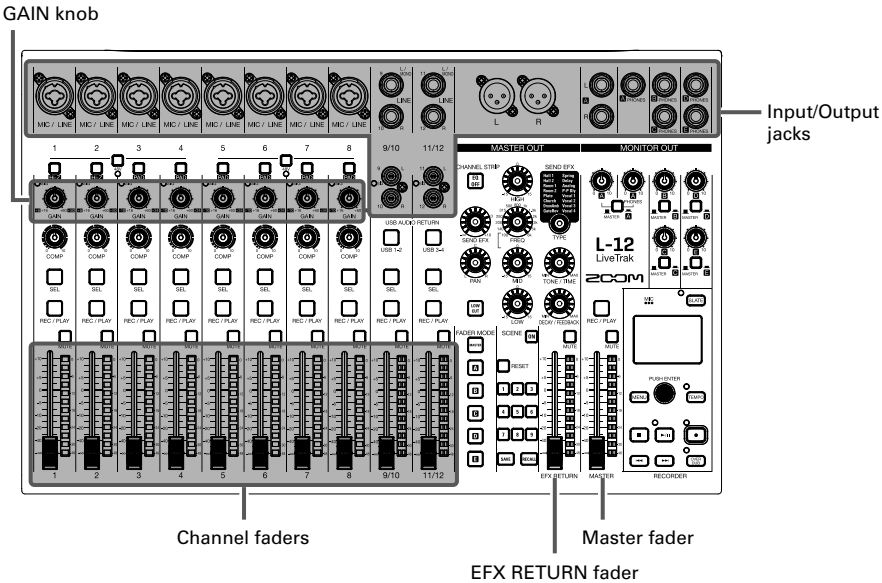


No.	Item	Explanation
①	Project name	This shows the project name. "<" appears if there is another project before this one in the folder. ">" appears if there is another project after this one in the folder.
②	Status icon	This shows the status as follows. : Stopped : Paused : Recording : Playing back
③	Counter	This shows the hour: minute: second.
④	Progress bar	This bar shows the amount of time in the project from beginning to end.
⑤	Folder name	The folder where the project is saved will be shown as FOLDER01 – FOLDER10.
⑥		
⑦	Metronome icon	This is shown when the metronome is enabled. (→ P. 47)
⑧	Project protection icon	This is shown when project protection is enabled.(→ P.58)
⑨	Remaining recordable time	This shows the remaining recordable time. This will change automatically according to the number of channels that have recording enabled with REC / PLAY.
⑩	Recording file format	This shows the recording file format used by the recorder.
⑪	Current date and time	This shows the current date and time.
⑫	SD card icon	This is shown when an SD card is being recognized.
⑬	Mark	This shows the mark number and the status as follows. : at mark (mark added at counter location) : not at mark (mark not added at counter location)
⑭	Longest file time in project	This shows the length of the longest file in the project.

Turning the unit on/off

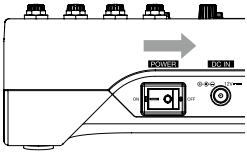
Turning the unit on





1. Confirm that the output devices connected to the **L-12** are turned off.

2. Confirm that ON POWER OFF is set to OFF.



3. Plug the AD-19 adapter designed for this unit into an outlet.

4. Set all GAIN knobs and faders to their minimum values.

5. Connect instruments, mics, speakers and other equipment.

HINT

See P.15 for connection examples.

6. Set ON POWER OFF to ON.

7. Turn on the output devices connected to the **L-12**.

NOTE

- When using a passive guitar or bass guitar, connect it to channel 1 or 2, and turn HI-Z on. (→ P.5)
- When using a condenser mic, turn 48V on. (→ P.5)
- The power will automatically turn off if the **L-12** is unused for 10 hours. If you want the power to stay on always, disable the automatic power saving function (→ P.87)

Turning the power off

1. Minimize the volume of devices connected to the **L-12**.

2. Turn off the power of output devices connected to the **L-12**.

3. Set ON POWER OFF to OFF.

The following screens appear and the power turns off.

NOTE

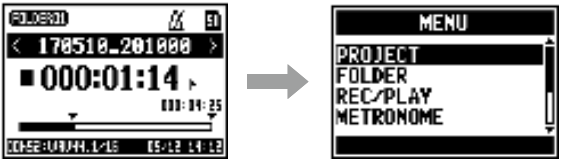
When the power is turned off, the current mixer settings are saved in the project on the SD card. If they cannot be saved to the SD card, they will be saved in the unit.

Using the MENU screen

Recorder function settings, for example are made for the **L-12** using the MENU screen. This is an explanation of the basic menu operations.

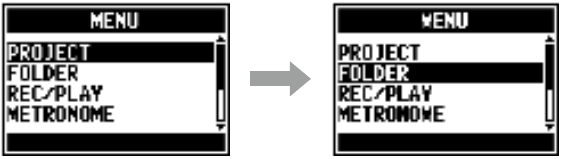
Open the menu: Press MENU

This opens the MENU screen.



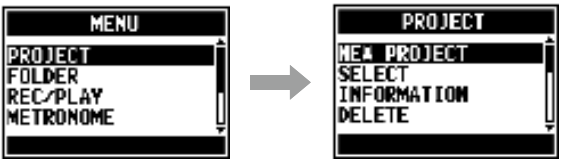
Select menu items and parameters: Turn

This moves the cursor.



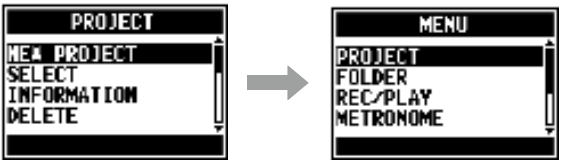
Confirm menu items and parameters: Press

This opens the selected MENU screen or parameter setting screen.



Return to previous screen: Press MENU

This opens the selected MENU screen or parameter setting screen.

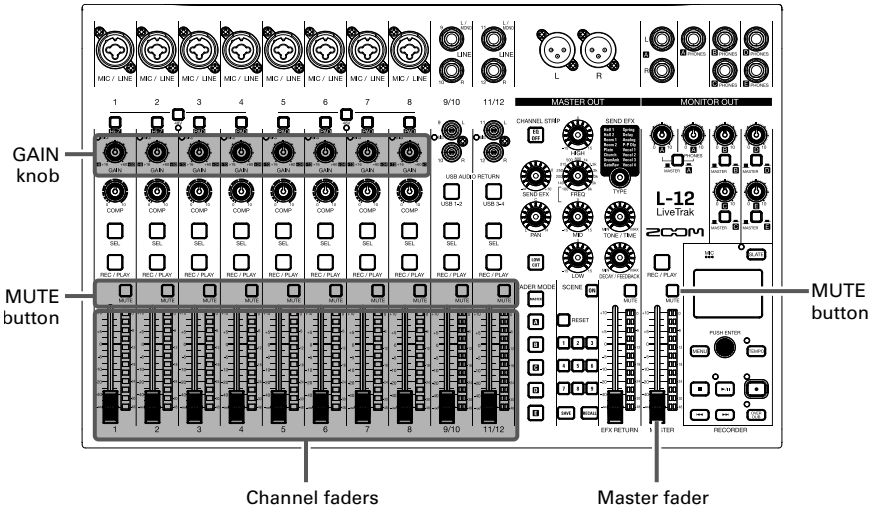


On the following pages, menu screen operations are shown in the following way. For example, "After selecting 'METRONOME' on the MENU screen, select 'CLICK'" becomes:
Select MENU > METRONOME > CLICK

Mixer

Outputting input sounds from output devices

Outputting sound from speakers



1. Use  to adjust the input signals while inputting sound from instruments and mics.

GAIN

NOTE

Set them so that SIG indicators do not light red.

2. Turn  off (unlit) for the MASTER and the channels with sound you want to output.

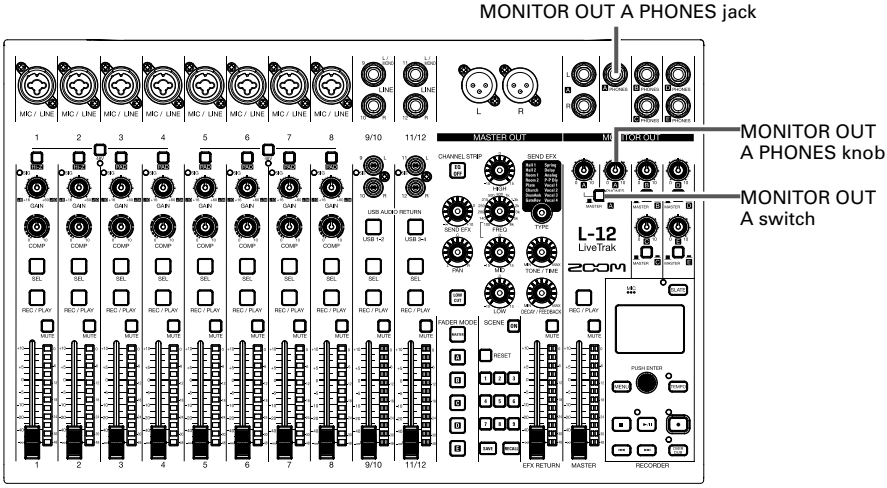
MUTE

3. Set the MASTER fader to 0.

4. Use the channel faders to adjust the volumes.

5. Use the MASTER fader to adjust the overall volume.

Outputting sound from headphones



1. Connect headphones to the MONITOR OUT PHONES A jack.

2. Set  to MASTER (■).

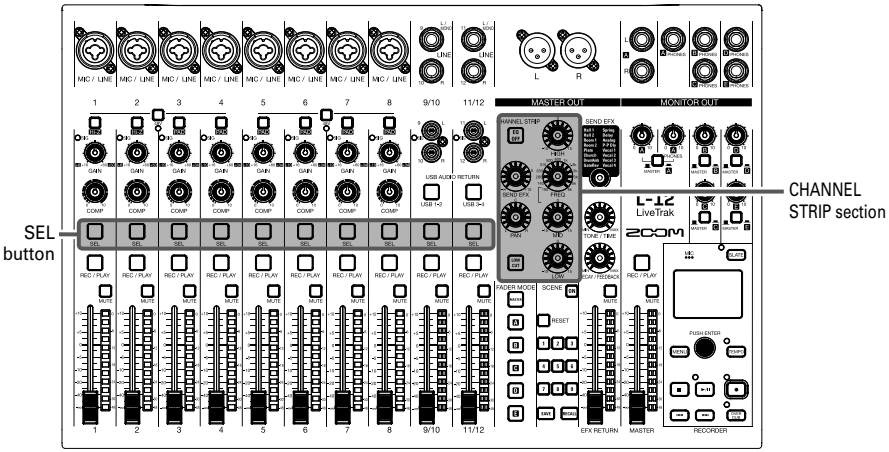
MASTER A

3. Use  to adjust the volume.

0 A 10

PHONES

Adjusting the tone and panning



1. Press SEL to light it for the channel for which you want to adjust tone and panning.

2. Use the knobs and buttons to adjust the tone and panning.

Adjusting the tone: HIGH, MID, FREQ, LOW, LOW CUT

Adjusting the panning: PAN

NOTE

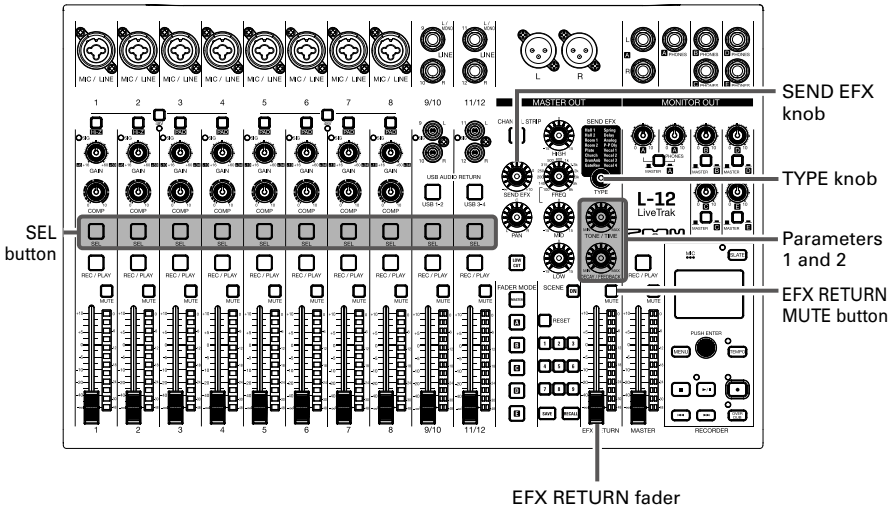
- Press EQ OFF to light it, turning off all equalization at once. This will bypass HIGH, MID, LOW and LOW CUT settings.
- Using the compressor (→ P.5)

HINT

See P.7 for details about knobs and buttons.

Using the built-in effects

The **L-12** has 16 types of send effects



1. Turn  TYPE to select the effect type, and press  TYPE to confirm.

Lit: Effect selected

2. Press  MUTE to turn it off, unmuting the EFX RETURN.

3. Set the SEND EFX RETURN fader to 0.

4. Press the SEL for the channel that you want to use the effect on to light it.

5. Use SEND EFX (-∞ – 10 – 0) to adjust the amount for each channel.

6. Use the SEND EFX RETURN fader to adjust the overall effect amount.

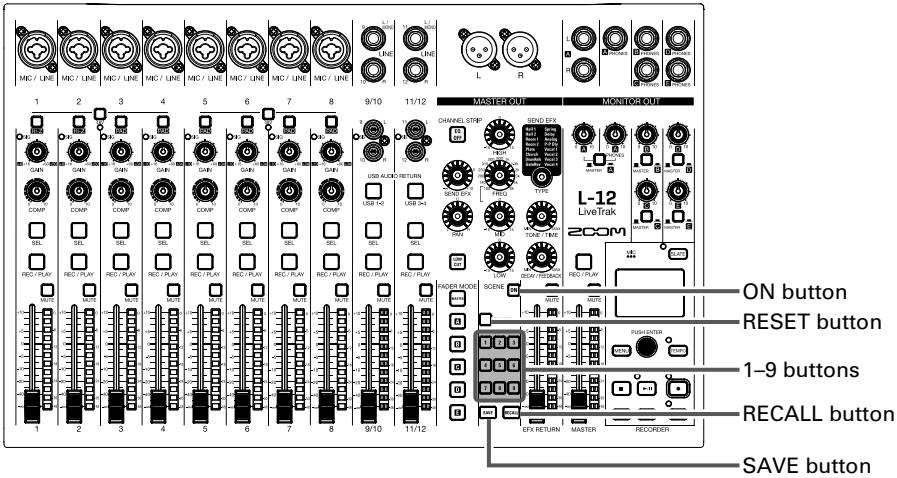
7. Use DECAY / FEEDBACK (MIN – MAX) and TONE / TIME (MIN – MAX) to adjust the send effect parameters.

NOTE

See P. 94 for the parameters of each effect that can be adjusted by DECAY / FEEDBACK and TONE / TIME.

Using scene functions

The scene function can be used to save up to nine sets of current mixer settings as scenes and to recall these saved settings at any time.



Saving scenes

1. Click ON so that it lights.

This enables the scene function.

2. Press SAVE.

Buttons 1 – 9 will blink if they have saved scenes and be unlit if they do not.

Press SAVE again if you do not want to save a scene.

3. Press the button where you want to save the scene.

NOTE

- Nine scenes are saved in the unit. (→ P.9)
- If a button that already has a scene saved is selected, that scene will be overwritten.
- The following items are saved with scenes.
  - Fader positions (each channel, SEND EFX, MASTER)
  - MUTE ON/OFF (each channel, SEND EFX, MASTER)
  - EQ OFF
  - LOW CUT ON/OFF
  - EQ HIGH
  - EQ MID
  - EQ MID FREQ
  - EQ LOW
  - SEND EFX
  - PAN
  - SEND EFX TYPE
  - SEND EFX parameters 1 and 2
  - USBキー設定状態

Recalling scenes

1. Click [ON] so that it lights.

This enables the scene function.

2. Press [RECALL].

Buttons [1] – [9] will blink if they have saved scenes and be unlit if they do not.

Press [RECALL] again if you do not want to recall a scene.

3. Press the button for the scene you want to recall.

The scene for the selected number is recalled.

NOTE

If the actual channel fader position differs from the channel fader position shown, the volume will not change until the fader is moved to the same position. (→ P.23)

Resetting mixer settings

1. Click [ON] so that it lights.

This enables the scene function.

2. Press [RECALL].

Buttons [1] – [9] will blink if they have saved scenes and be unlit if they do not.

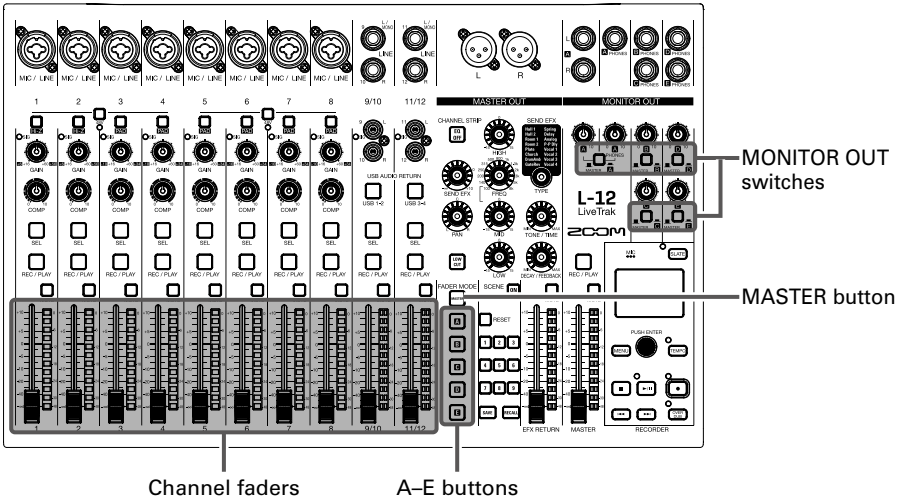
Press [RECALL] again if you do not want to reset the settings.

3. Press [ ] RESET.

The current mixer settings are reset to their factory defaults.

Setting signals output from MONITOR OUT A–E

The MONITOR OUT A–E jacks can be set to output the same mix as the MASTER OUT or different mixes.



Adjusting the MONITOR OUT A–E mixes

1. Press an [A] – [E] button to select the output to mix.

The selected output button lights and operation of all the channel faders is enabled.

NOTE

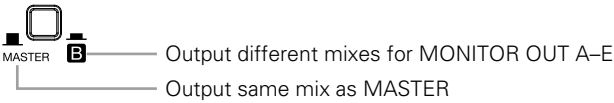
The level meters show the fader positions. If the actual channel fader position differs from the channel fader position shown, the volume will not change until the fader is moved to the same position.

2. Use the channel faders to adjust the volumes.

Selecting MONITOR OUT A–E output signals

1. Use the MONITOR OUT switch for an output to select its output signal.

To output a mix set using MONITOR OUT A–E:
Set MONITOR OUT switch to A–E (▂)
To output the same mix as the MASTER:
Set MONITOR OUT switch to MASTER (▇)



NOTE

- Each output mix is saved with the scene and project.
- MONITOR OUT A–E do not output send-return effect signals.
- The parameters that can have separate settings for the MASTER and MONITOR OUT A–E are as follows.
  - Fader positions (each channel)

Copying a mix

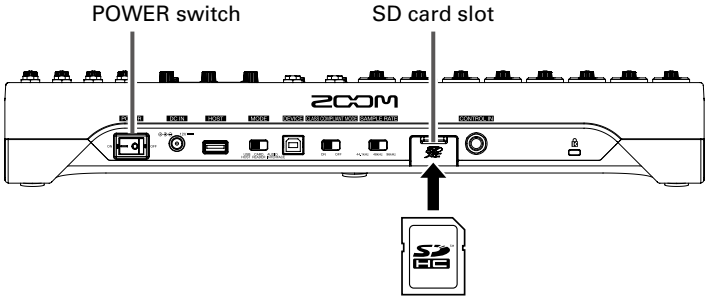
1. While pressing the button (MASTER or A – E) for the output you want to copy for at least 2 seconds, press a blinking copy destination button (MASTER or A – E).

This copies the mix from the source to the destination.

Recording and playback

Preparing to record

Inserting SD cards



1. Set ON  OFF to OFF.

2. Open the SD card slot cover, and insert an SD card all the way into the slot.

To remove an SD card, push it further into the slot and then pull it out.

NOTE

- Disable write-protection on the SD card before inserting it.
- Always set ON  OFF to OFF before inserting or removing an SD card.

  Inserting or removing a card while the power is on could result in data loss.
- When inserting an SD card, be sure to insert the correct end with the top side up as shown.
- If an SD card is not loaded, recording and playback are not possible.
- To format an SD card, see P81.

Creating new projects

The L-12 manages recording and playback data in units called projects.

1. Select MENU > PROJECT > NEW PROJECT .

2. Use to select YES, and press .

NOTE

- See P.55 for information about projects.
- When a new project is created, it will start with the current mixer settings.

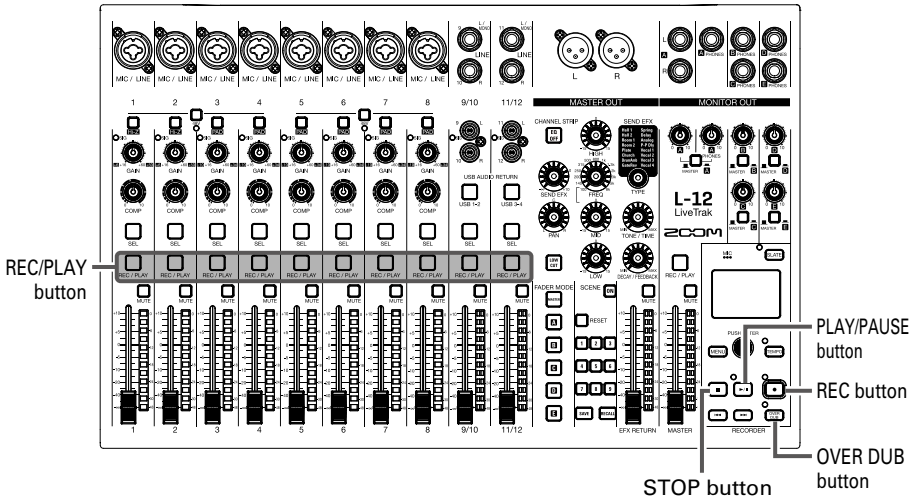
HINT

- When the L-12 power is turned on, it will automatically load the last used project.

Recording and playing tracks

The **L-12** has recorder functions that enable simultaneous recording of up to 14 tracks and simultaneous playback of up to 12 tracks.
The signals from every channel after they pass through their compressors and from the master fader output can be recorded. These recordings can also be played back.

Recording



1. Use OVER DUB to turn overdubbing on or off.

OVER DUB indicator
Lit (on): Overwrite current project
Unlit (off): Create and record to new project

2. Press REC / PLAY for the channels you want to record, lighting these buttons red.

3. Press ● to start recording standby.

HINT

If a recorded file already exists, and OVER DUB is off, pressing ● will create a new project and then start recording standby.

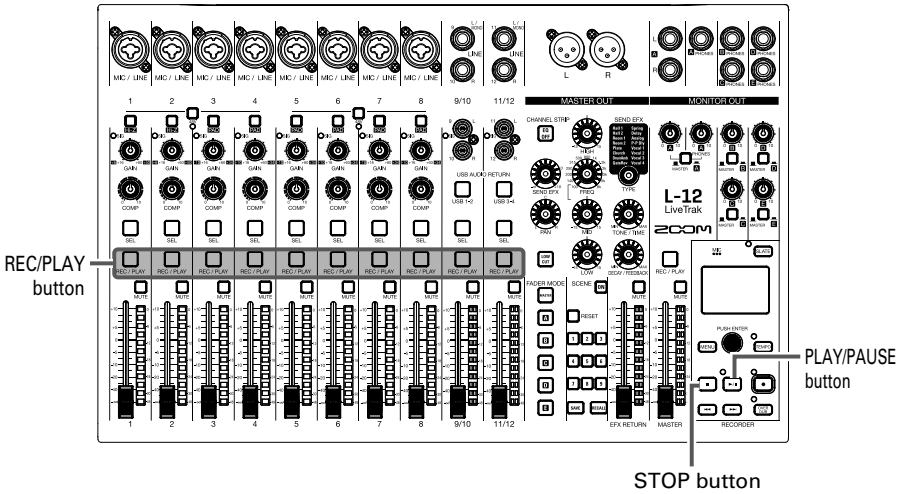
4. Press ►/II to start recording.

5. Press ■ to stop recording.

NOTE

- The signals for each channel are recorded after passing through their compressors. (→ P.5)
- Punching in/out (→ P.38)
- Starting recording automatically (→ P.42)
- Capturing audio before recording starts (→ P.44)
- When recording stops, "Please Wait" appears on the display. Do not turn the power off or remove the SD card while this message appears. Doing so could cause data loss or malfunction.

Playing recordings



1. Press [ ] for the channels you want to play, lighting these buttons green.

REC / PLAY

2. Press [►/II] to start playback.

PLAY/PAUSE indicator
Lit: Playing back
Blinking: Paused

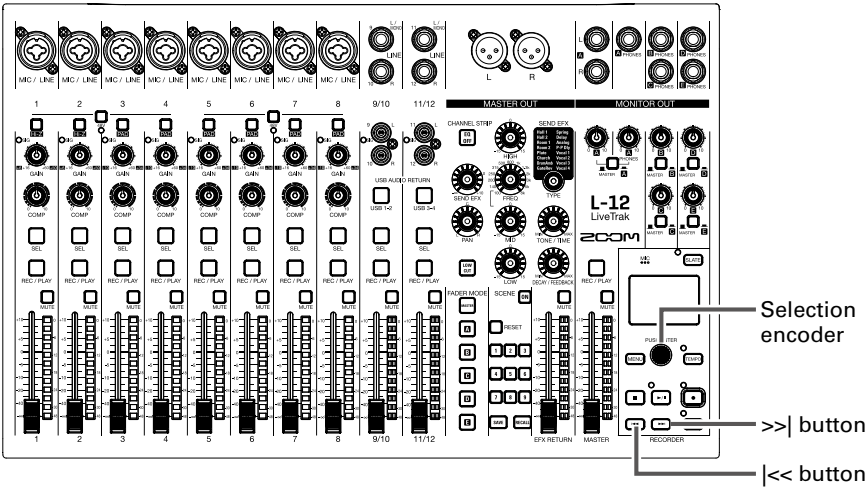
3. Press [■] to stop playback.

NOTE

- Playback signals are added before the equalizer section, so their EQ and panning settings can be adjusted during playback. (→ P.7)
- Selecting projects for playback (→ P.46)
- Changing the playback mode (→ P.80)
  Other channels cannot be played back when the MASTER channel is playing back.

Adding marks

Adding marks at desired positions with the recorder makes moving to those positions easy.



Adding marks during recording and playback

1. Press ⏻ during recording/playback.

Moving in mark order

1. Use these buttons to move in mark order.

Move to next mark: Press ⏭

Move to previous mark: Press ⏮

NOTE

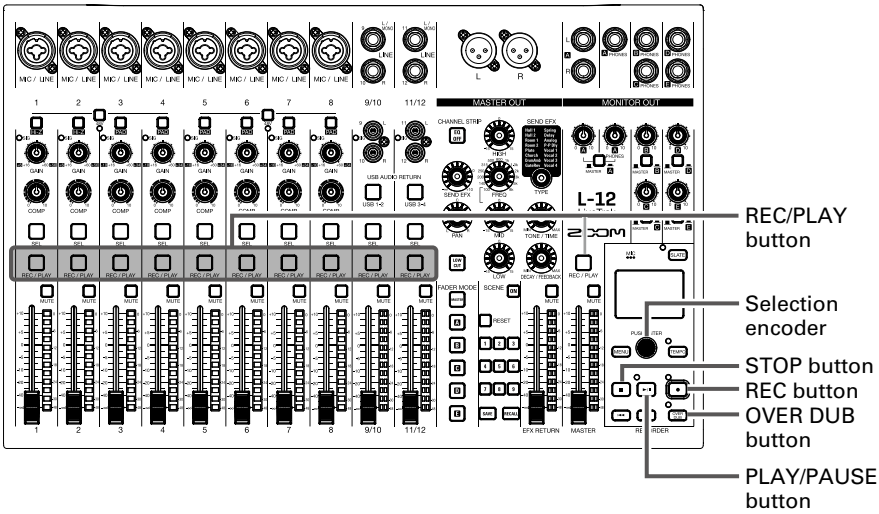
Checking and deleting marks in projects (→ P65)

HINT

- A maximum of 99 marks can be added to one project.
- マークの位置で ⏻ を押し込むことでマークを削除することもできます。

Redoing parts of recordings (punching in/out)

Punching in/out is a function that can be used to rerecord parts of already recorded tracks. "Punching in" is switching track status from playback to recording. "Punching out" is switching track status from recording to playback.
With the **L-12**, punching in/out can be conducted using buttons on its top or a footswitch (ZOOM FS01).



1. Press the OVER DUB to turn it on (lighting its indicator).

2. Press REC / PLAY repeatedly for the tracks to re-record until they light red.

3. Press ⏮ or turn left to move to before the part to be rerecorded.

4. Press ►/II to start playback.

5. Press ● at the position where you want to start rerecording (punch in).

6. Press ● to end rerecording (punch out).

NOTE

- Punching in/out using a footswitch (ZOOM FS01) (→ P.85)
- Punching in/out overwrites recordings.
- Punching in/out can be done up to 99 times each time playback is started.

7. Press ■ to stop playback.

Mixing down tracks

A final stereo mix can be recorded to the master track.
Signals are sent to the master track after passing through the master fader.

Recording to the master track

1. Click OVER DUB so that it lights.

NOTE

Adjust the volume and panning of each recorded track before starting.

2. Press MASTER REC / PLAY repeatedly until it lights red.

REC / PLAY

3. Press ⏮ to return to the recording beginning.

4. Press ● to start recording standby.

5. Press ►/II to start recording.

6. Press ■ to end mixing down.

Playing the master track

1. Press MASTER REC / PLAY repeatedly until it lights green.

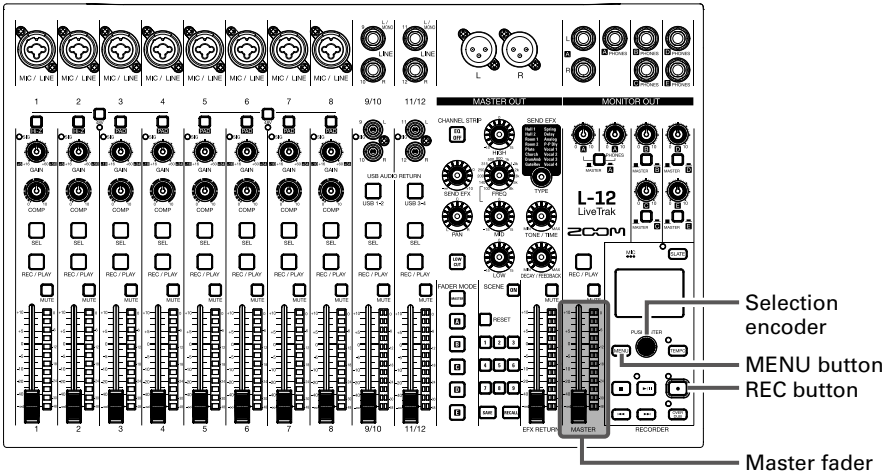
2. Press ►/II.

NOTE

- To stop master track playback, press MASTER REC / PLAY repeatedly until it becomes unlit.
- When the master track is playing, other tracks will not be played back.
- To listen to master track playback from a MONITOR OUT, set the MONITOR OUT A–E switch to MASTER (▇).

Recording automatically

Recording can be started and stopped automatically in response to the level after passing through the master fader.



1. Select MENU > REC/PLAY > AUTO REC > ON/OFF.

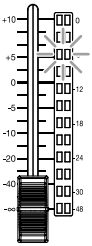
2. Use to select ON, and press .

NOTE

Making additional settings for automatic recording (→ P.77)

3. Press MENU repeatedly to return to the main recorder screen.

The MASTER level meters will blink at the level that will cause automatic recording to start.



4. Press ●.

The indicator will light and recording standby will start.

HINT

Recording starts automatically when the input exceeds the set level (shown by the MASTER level meters).
You can also set recording to stop automatically when the input goes below a set level. (→ P.78)

5. Press ● to end recording standby or stop recording.

NOTE

- This function cannot be used with the PRE REC, METRONOME or PRE COUNT functions. When you turn AUTO REC on, these other functions will be disabled.
- When you turn OVER DUB on, AUTO REC will be disabled.

Capturing audio before recording starts

The input signal can be captured for up to 2 seconds before recording is started (pre-recording). Setting this in advance can be useful when a performance starts suddenly, for example.

1. Select MENU > REC/PLAY > PRE REC.

2. Use to select ON, and press .

NOTE

- This function cannot be used with the AUTO REC, METRONOME, PRE COUNT or OVER DUB functions. When you turn AUTO REC or PRE COUNT on, PRE REC will be disabled.
- The PRE REC function continues to be enabled even when recording is paused.

Selecting the folder where projects are saved

Choose one of ten folders as the folder where recorded projects will be saved.

1. Select MENU > FOLDER.

2. Use to select the folder where you want to save, and press .

NOTE

- Up to 1000 projects can be saved in a single folder.
- If a folder that does not have a project is selected, a new project will be created automatically.

Selecting projects for playback

Projects saved on SD cards can be loaded.

1. Select MENU > PROJECT > SELECT.

2. Use to select the project you want to load, and press .

NOTE

- Projects in different folders cannot be selected. To select a project that is saved in a different folder, select that folder first. (→ P.45)
- When a project is loaded, the mixer settings saved in that project are also loaded.
- If actual channel fader positions differ from the channel fader positions of the loaded project, the level meters will show the recalled fader positions. The volume will not be changed until the actual fader position becomes the same as the recalled position.
- When switching to a different project, the project mixer settings of the current project are saved to the settings file in the project folder.
- An "Invalid Project!" message will appear if the selected project is not valid.

Using the metronome

The L-12 metronome has adjustable volume, a selectable sound, and a pre-count function. The volume can also be adjusted separately for each output. Metronome settings are saved separately with each project.

Enabling the metronome

1. Select MENU > METRONOME > CLICK.

2. Use to select when the metronome makes sound, and press .

Setting value	Explanation
OFF	The metronome does not make sound.
REC AND PLAY	The metronome sounds during recording and playback.
REC ONLY	The metronome sounds only during recording.
PLAY ONLY	The metronome sounds only during playback.