ZOOM®

L-20 Control
Version 1.0

Operation Manual

This document cannot be displayed properly on black-and-white displays.

Contents

Introduction

L-20 Control is a remote control application designed for the ZOOM LiveTrak **L-20** Audio Mixer. Including control of recording, playback and mixer adjustments, this app allows you to operate the **L-20** from an iOS device.
This manual does not explain operation of the **L-20** unit itself. See the Operation Manual for detailed information about all its functions.

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Installing L-20 Control

1. **Open the App Store on the iOS device and search for "L-20 Control".**

2. **Tap "GET" on the L-20 Control screen.**
This will install L-20 Control on the device.

> NOTE
>
> · The first time that you launch L-20 Control, you must pair it with the **L-20** Mixer that it will operate. (→ P.4)

Pairing (connecting) with the L-20

The first time that you launch L-20 Control application, you must pair (connect) it with the L-20 Mixer to establish their relationship.

1. **Start the L-20 Mixer.**

2. **Tap the L-20 Control app icon.**
L-20 Control will launch.

3. **The Bluetooth MIDI Devices List will appear on first launch.**
To open the Bluetooth Device list tap the L-20 button in the toolbar.

iPad			1:17 PM		
(((L-20	⚙ SETTINGS	🏠 HOME	◉ CHANNEL STRIP	▬▬ EFFECT	⁝⁝⁝ G - EQ
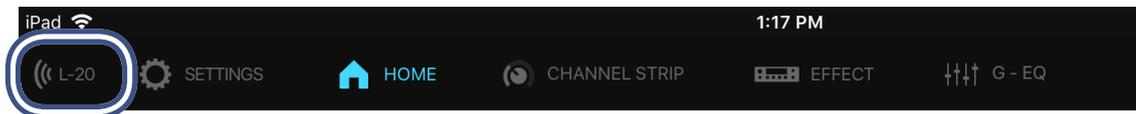
4. **Tap the Device Name/ID to connect.**
Tap Close.

The L-20 icon in the tool bar changes to blue when the app is connected to the L-20 Mixer. The bars indicate signal strength.
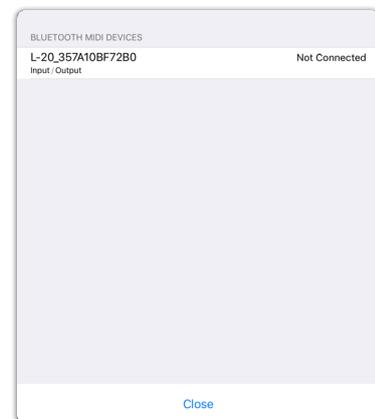
(((L-20

BLUETOOTH MIDI DEVICES
L-20_357A10BF72B0   Not Connected
Input / Output

Close

Operation screen overview

Main Areas

Toolbar

Transport

Monitor Out

Channels

Master Out

Meter Bridge

Fader Mode

Scene
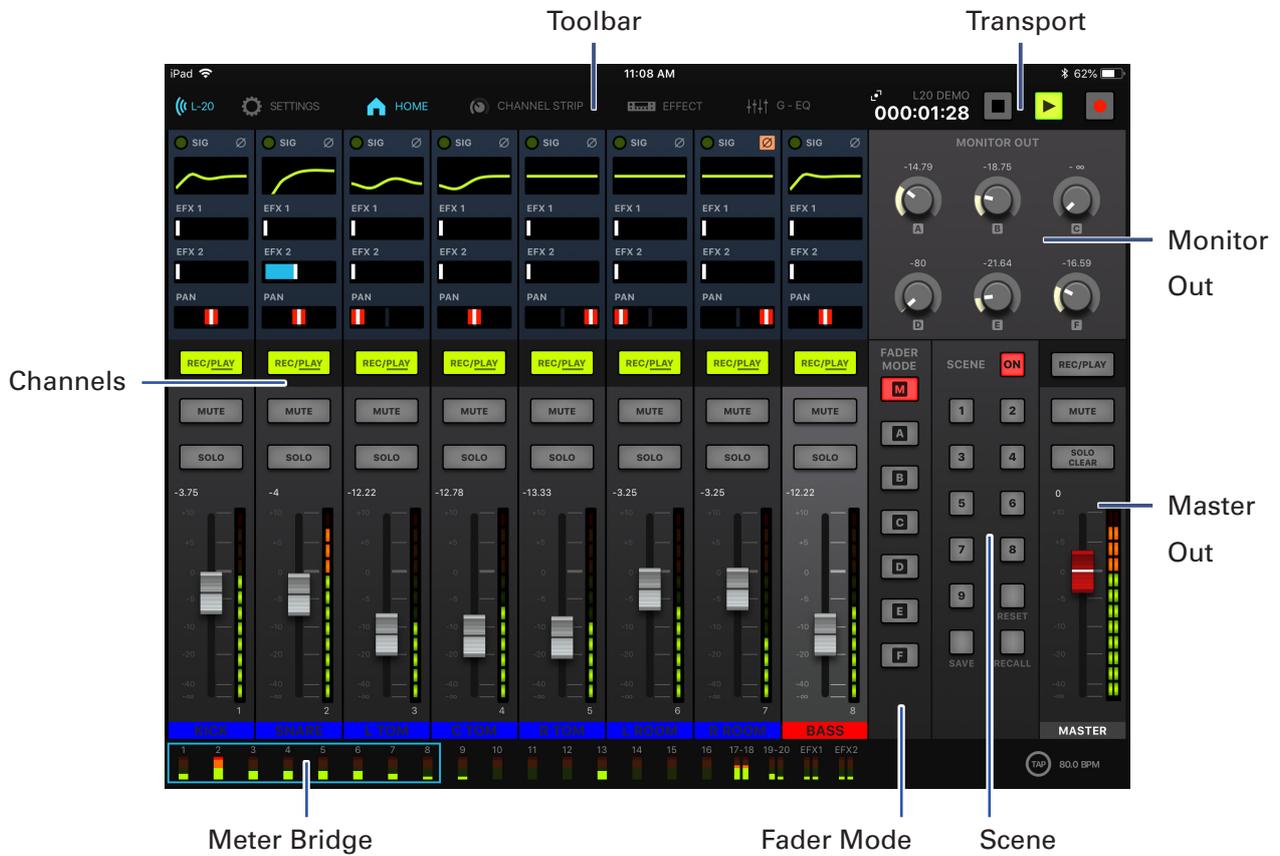
Navigation between views

Tap the buttons in the toolbar to access other views.

Input Channels

Phase on Indicators

Input Signal

EQ Displays

EFX1, 2 Send faders

Pan faders

Rec/Play Buttons

Mute/Solo Buttons

Fader Levels

Channel Faders

Level Meters

Channel Names

Effect 1,2 Names

Effect Parameter 1

Effect Parameter 2

Effect Return Faders

SIG	SIG	SIG	SIG	SIG	SIG	Plate	Room 2
EFX 1	EFX 1	EFX 1	EFX 1	EFX 1	EFX 1	45 TONE	15 TONE
EFX 2	EFX 2	EFX 2	EFX 2	EFX 2	EFX 2	36 DECAY	10 DECAY
PAN	PAN	PAN	PAN	PAN	PAN		
REC/PLAY	REC/PLAY	REC/PLAY	REC/PLAY	REC/PLAY	REC/PLAY		
MUTE	MUTE	MUTE	MUTE	MUTE	MUTE	MUTE	MUTE
SOLO	SOLO	SOLO	SOLO	SOLO	SOLO	SOLO	SOLO
-3.75	-4	-12.22	-12.78	-13.33	-3.25	-5.28	-8.33
13	14	15	16	17/18	19/20	EFX 1	EFX 2
KICK	SNARE	L TOM	C TOM	KEYS	ROOM	EFX 1 RTN	EFX 2 RTN

Channel Strip

The channel strip displays the settings for the selected channel. From here you can make detailed parameter adjustments. This includes: Channel Name, Channel Color, Pan, Phase, EQ Low Cut, EQ Low, EQ MID Gain, EQ MID Frequency , EQ High, Effects Send 1 and Send 2 Levels.

Channel Name
(Tap to edit)

Pan Knob

EQ Curve Plot
(Display Only)

Channel Color
(Tap to edit)

Channel Reset
Sets all parameters to their default settings

Phase Button

EQ Off
(Tap to bypass EQ)

EQ Knobs

EFX1, 2 Send Knobs

Gt 1
11
COLOR
R29
PAN
PHASE
CH RESET
OFF
CH EQ
154.4 Hz LOW CUT
-5.0 dB LOW
-11.0 dB MID GAIN
2785 Hz MID FREQ
0.0 dB HIGH
-17.14 EFX 1
-3.43 EFX 2
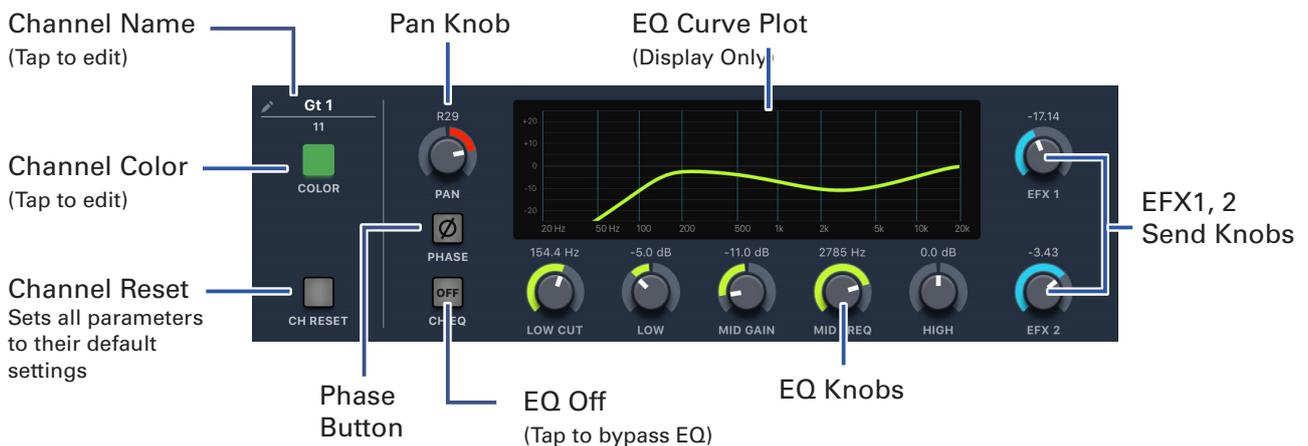
Effects

The Effects page lets you see and change which effects are assigned and adjust their parameters.

Effect Name and Description
(Tap to select a different effect)

Parameter 2 Knob

Parameter 1 Knob
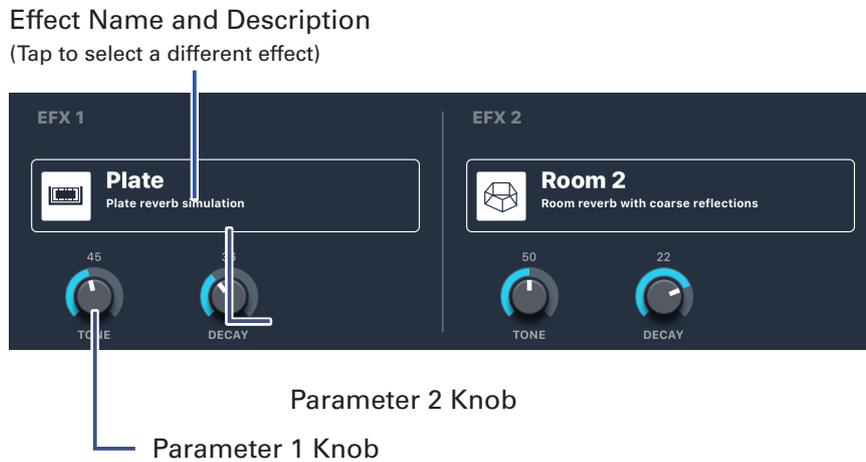
Graphic EQ

The 15-band Graphic EQ lets you adjust the tone of the Master Out. The only way to access the Graphic EQ is using the L-20 Control application.

Graphic EQ Faders

Gain Values

G-EQ ON/OFF
(Tap to turn on/off)

Reset
Tap to set all faders
to 0 dB.

Frequency
Labels

Master Section

Stop Button

Play Button

Record Button

Project Name

Change Panel Button
Tap to view Record Panel

Project Counter

L20 DEMO
000:01:28

MONITOR OUT

Monitor Out A - F Knobs

Fader Mode Buttons
Create separate mixes for
Monitor A-F outputs

Master Rec/Play Button

Scene On/Off
Button

Mute Button

Scene 1 - 9
Buttons

Solo Clear Button
Tap to unsolo any solo'd channels

Master Fader Level

Scene Reset

Master Level Fader

Scene Save

Master Level Meters

Scene Recall

MASTER

Large Record Panel

Metronome Enabled Icon

Project Protected Icon

Change Panel Button
Tap to view Monitor Out Panel

Monitor
Out Knobs

Project
Play Mode

SD Card detected Icon

Project Folder Location

Prev/next project present

FOLDER01   ⇄ONE   SD

Project Name

L20 DEMO

Project Status icon

Mark Number

Counter

▶ 000:02:20 ▶0

000:03:24

Progress
Bar

REMAIN:004:09:49   FORMAT 44.1k/16bit

Longest File Time
in Project

Available
Record Time

▶/II

Project Audio
Format

OVERDUB

Stop
Button

Back-Fwd
Buttons

Play
Button

Overdub
Button

Record
Button

Controlling the Mix

● Mixing Input Channels

1. Tap on the Toolbar.

2. Adjust parameter settings on the Home Screen.

▪ Adjusting pan faders

Drag a pan fader left and right to adjust its value.

> **NOTE**
> · Double-tap a fader to reset it to the default value.

▪ Adjusting send faders
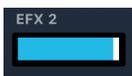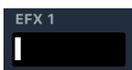
Drag a send fader left and right to adjust its value.

▪ Adjusting level faders

Drag a level fader up and down to adjust its value.

> **NOTE**
> · To make fine adjustments, tap the fader cap, slide your finger to right or left and then up and down.

● Making Channel Strip Adjustments

1. Tap a channel to select it.
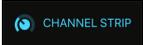
2. Tap [⊙ CHANNEL STRIP] on the Toolbar.

3. The Channel Strip is displayed above the channels.

■ **Adjusting Channel Strip knobs**

EQ Mid Freq
1017 Hz
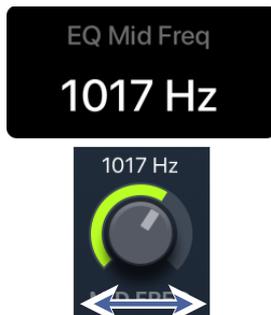
Slide a control knob left and right (or up and down) to adjust its value. The parameter popup appears while adjustments are made.

> **NOTE**
> · To make Channel Strip changes to a different channel, just tap the desired channel.

■ **Editing Channel Color**
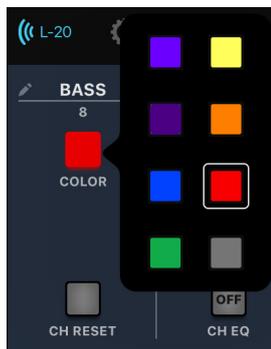
Tap the Color button and select a color from the Color popup.
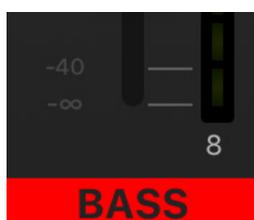
The color on the bottom of the channel is updated.

■ Editing the Channel Name

The Channel Name can have up to 8 characters. Tap the Channel Name and edit it using the on-screen keyboard. Tap done and the edited name will appear in the channel. The following characters can be used in the Channel Name: (space) ! # $ % & ' ( ) + , - 0 1 2 3 4 5 6 7 8 9 ; = @ A B C D E F G H I J K L M N O P Q R ST U V W X Y Z [ ] ^ _ ` a b c d e f g h i j k l m n o p q r s t u v w x y z { ~ }

■ Channel Reset

To reset all channel settings to their default values, tap the channel reset button. A confirmation popup will appear asking you to confirm.

● Adding an Effect to a Channel

1. Tap a channel to select it.

2. Adjust the EFX1, 2 Send Level.

3. Adjust the EFX1, 2 Return Level Fader.

4. Tap the ▦ EFFECT button.

● Editing Effects

1. Tap the ▦ EFFECT button in the toolbar.

2. Tap the current effect name
The effect select screen appears.

3. Tap another effect icon to select it.
The select screen closes.

4. Tap and slide the effect controls to adjust the effect parameters.
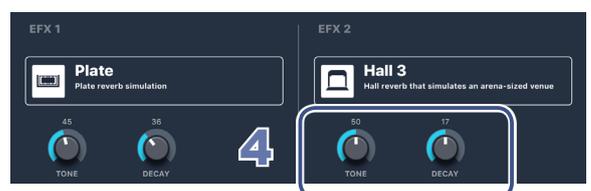
● Graphic EQ

The Graphic EQ lets you adjust the tone of the Master Out.

The G-EQ is only controllable from the **L-20** Control application. Graphic EQ settings are stored with the hardware.
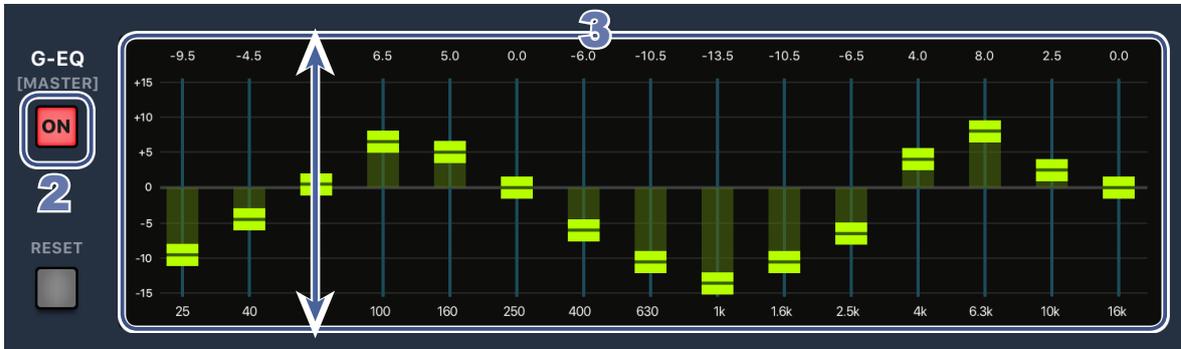
1. **Tap the** [⫲⫲ G-EQ] **Graphic EQ button in the toolbar.**

2. **Turn the G-EQ on by tapping** [ON] **.**

3. **Slide the faders up to increase gains or down to decrease gains at desired frequencies.**

> **NOTE**
> · To make fine adjustments, tap the fader cap, slide your finger to right or left and then up and down.

> **NOTE**
> · Double-tap a fader to reset it to the default value.

> **NOTE**
> · Tapping [RESET] sets all faders to 0 dB.

> **NOTE**
> · When the hardware is turned OFF and ON, the G-EQ ON state is set to OFF.

Recording Tracks

● Record Setup

Setting up to record is done primarily on the hardware mixer. This includes:

- Recording resolution
- Making physical connections
- Adjusting the input gain, compression level
- Metronome settings

Once setup is complete, with the **L-20** Control application, you can:

- See the hardware record settings
- Enable channels for record and playback
- Control channel levels, effects
- Set the Tempo
- Start/stop the transport
- Enable Overdub

● Recording

1. Tap the Record Panel button to open it (see p. 8).

2. Tap the REC/Play buttons REC/PLAY repeatedly on the channels you want to record until they are record enabled REC/PLAY .

3. In the Record panel, tap ● .

When ready to start recording, tap ▶/‖ .

> **NOTE**
>
> · To record additional takes in the current project, you must enable Overdub. OVERDUB

Playing Tracks

Channel 6 will
record a track
to the SD Card

Channel 1
will play a
track from
the SD Card

1. Tap the Record Panel button to open it (see p. 8).

2. Tap the REC/Play buttons `REC/PLAY` repeatedly on the channels you want to playback until they are playback enabled `REC/PLAY`.

3. In the Record panel, tap `▶/II`.

Using Scenes

● Saving Scenes

1. Tap **SCENE** **ON** to enable it.

2. Tap **SAVE** .
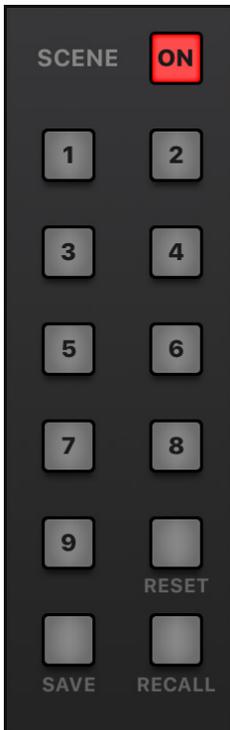
Buttons **1** to **9** will light if they have saved scenes and blink if they do not.

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

3. Tap one of the buttons labeled **1** to **9** where you want to save the scene.

● Recalling Scenes

1. Tap **SCENE** **ON** to enable it.

2. Tap **RECALL** .

Buttons **1** to **9** will blink if they have saved scenes and lights off if they do not.

Tap **RECALL** again if you do not want to recall a scene.

3. Tap the button for the scene you want to recall.
The scene for the selected number is recalled.

Adjusting the Monitor Out A - F Mixes

1. Tap [A] to [F] button to select the output to mix.

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

2. Use the channel faders to adjust the volumes.

● Copying a Mix

1. While tapping and holding [M] , [A] to [F] for the output you want to copy, press a blinking copy destination ([M] , [A] to [F]).

This copies the mix from the source to the destination.

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