

Sheet1

Zoom B2 cheat sheet

Module	Type	Description	PAR 1	PAR 2	PAR 3
COMP/LIMIT	CP	Compressor	Sense	Attack	Output level
	LM	Limiter	Threshold	Ratio	Output level
WAH/EFX	AW	Auto wah	Position/mix	Sense	Resonance
	Ar	Auto resonance	Position/mix	Sense	Resonance
	oC	Octaver	Octaver level	Direct level	Tone
	tr	Tremolo	Depth	Rate	Waveform
	PH	Phaser	Position	Rate	Color
	rG	Ring modulator	Position	Frequency	Dry-wet mix
	dF	Defret	Sense	Tone	Color
	PW	Pedal wah	Position/mix	Frequency	Output level
DRIVE/SYNTH	AG	Ampeg SVT	Cabinet	Tone	Gain
	Sb	Marshall Super bass	Cabinet	Tone	Gain
	SW	SWR SM-900	Cabinet	Tone	Gain
	AC	Acoustic 360	Cabinet	Tone	Gain
	BM	Fender Bassman 100	Cabinet	Tone	Gain
	HA	Hartke HA3500	Cabinet	Tone	Gain
	tE	Trace Elliott AH-500	Cabinet	Tone	Gain
	tU	Tube preamp	Cabinet	Tone	Gain
	SA	Sansamp DI	Cabinet	Tone	Gain
	tS	Ibanez Tube Screamer	Cabinet	Tone	Gain
	od	Boss ODB-3	Cabinet	Tone	Gain
	dS	MXR Bass DI+	Cabinet	Tone	Gain
	FF	Fuzz face	Cabinet	Tone	Gain
	SS	Standard synth	Cabinet	Variation	Sense
St	Synth talk	Cabinet	Variation	Decay	
MS	Mono synth	Cabinet	Variation	Decay	
ZNR/MIX	nr	Noisegate and Drive/Synth mix	Gate	Dry-wet mix	Level
LO EQ	LE	Low 3-band EQ	70 Hz	150 Hz	450 Hz
	LP	Low parametric EQ	Type	Frequency	Gain
HI EQ	HE	High 3-band EQ	1 kHz	3 kHz	6 kHz
	HP	High parametric EQ	Type	Frequency	Gain
MOD/SFX	CH	Chorus	Depth	Rate	Dry-wet mix
	SC	Stereo Chorus	Depth	Rate	Dry-wet mix
	FL	Flanger	Depth	Rate	Resonance
	PP	Pedal pitch shifter	Color	Mode	Tone
	vb	Vibrato	Depth	Rate	Dry-wet mix
	St	Step phaser	Depth	Rate	Resonance
	dL	Delay	Delay time	Feedback	Effect level
	tE	Tape echo	Delay time	Feedback	Effect level
	Pt	Pitch shifter	Shift	Tone	Dry-wet mix
HP	Harmonized pitch shifter	Scale	Key	Effect level	
DELAY	dL	Simple delay	Delay time	Feedback	Effect level
	Pd	Ping pong delay	Delay time	Feedback	Effect level
	EC	Echo (warm delay)	Delay time	Feedback	Effect level
REVERB	HL	Hall	Decay	Tone	Effect level
	rM	Room	Decay	Tone	Effect level
	SP	Spring	Decay	Tone	Effect level
CONTROL	Ct	Control settings	Pedal	Footswitch	Master level