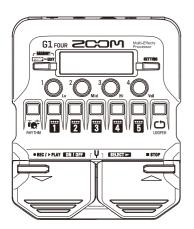
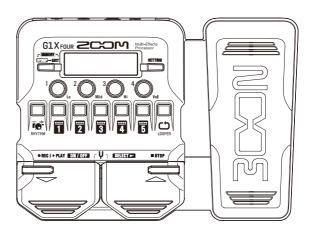


# G1 FOUR/G1X FOUR

### **Multi-Effects Processor**





# **Quick Guide**

You must read the Usage and Safety Precautions before use.



The Operation Manual can be downloaded from the ZOOM website (www.zoom.jp/docs/g1four\_g1xfour).

This page has files in PDF and ePub formats.

The PDF file format is suitable for printing and viewing on a computer.

The ePub file format is suitable for smartphones and tablets and can be read on electronic book readers.

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# **Loading batteries**

1. Open the battery compartment cover on the bottom of the product and insert 4

AA batteries.

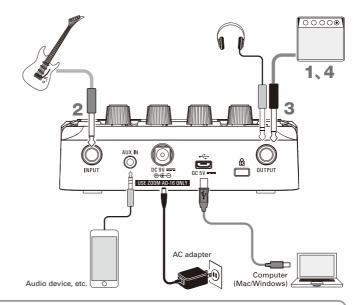
#### NOTE

By default, ECO mode setting is ON, so the power will automatically turn off if no use occurs for 10 hours.

ECO mode can also be set to "OFF" on the SETTING screen. ( $\rightarrow$  P.10)

## Connecting

- Minimize the volume of the guitar amp.
- 2. Connect a guitar to the INPUT jack.
- 3. Connect a guitar amp or headphones to the OUTPUT jack.
- 4. Raise the guitar amp volume.



#### HINT

- If a dedicated AC adapter (ZOOM AD-16) is connected, it can run on AC power.
- Power for operation can also be supplied through the USB port.
- By connecting an audio device, for example to the AUX IN jack, you can play along with another sound source.

Using the Mac/Windows Guitar Lab application, you can manage patch memories and edit and add effects.

# Selecting patch memories (MEMORY mode)

The G1 FOUR/G1X FOUR is preloaded with 50 patch memories.

Select patch memories to use in MEMORY mode.

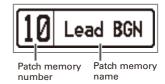
#### Patch memories

These store effect ON/OFF states and parameter setting values. Effects are saved and recalled in units of patch memories.

#### • Banks

These are groups of 10 patch memories.

The MEMORY mode screen opens when the  $G1_{FOUR}/G1X_{FOUR}$  starts up.



#### Switching patch memories



This switches to the higher-numbered patch memory.

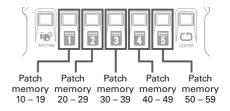
• Press

This switches to the lower-numbered patch memory.

#### Switching banks

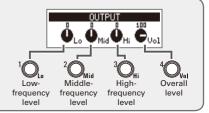
• Press 1 – 5.

The LED for the selected bank lights.



# Adjusting the overall audio character and output level

In MEMORY mode, turn  ${}^{1}\bigcirc_{L_{0}} - {}^{4}\bigcirc_{Vol}$  to adjust the overall audio character and output level of the  $G1_{FOUR}/G1X_{FOUR}$ .



# **Turning effects ON/OFF (STOMP mode)**

In STOMP mode, you can use the footswitches to turn ON/OFF each of the effects used in the patch memory.

#### 1. Activate STOMP mode.

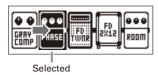


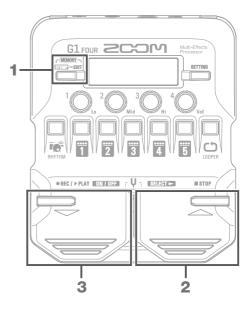


#### 2. Select an effect.



The selection moves to the right.

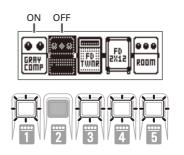




#### 3. Turn the effect ON/OFF.

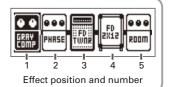
• Press

This turns the selected effect ON/OFF.



#### **HINT**

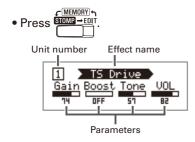
You can also press the **[]** – **[5]** that corresponds to an effect to turn it ON/OFF.

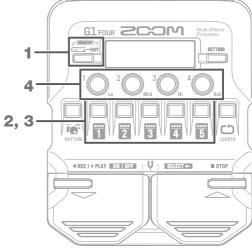


# **Editing effects (EDIT mode)**

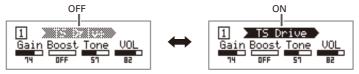
In EDIT mode, you can change the effects used in a patch memory and adjust their parameters. Select a patch memory in MEMORY mode beforehand to edit it in EDIT mode.

#### 1. Activate EDIT mode.

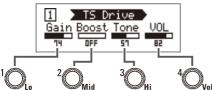




- 2. Select an effect to edit.
  - Press 1 5.
- 3. Turn the effect ON/OFF.
  - Press the same 7 5 as in step 2 again.



4. Adjust the effect parameters.



If an effect has 5 or more parameters, use  ${}^4\bigcirc_{v_{nl}}$  to change the screen.

NOTE

When the AUTO SAVE function is ON, changes to effects will be automatically saved. ( $\rightarrow$  P.10)

#### Effect

Effects include all types of guitar effects and amp/cabinet simulation models.

#### Category

Effects are grouped into categories by type. When selecting effects, you can switch by category.

#### ■ Selecting effects

• Press

This switches to the next effect.

• Press

This switches to the previous effect.



#### HINT

See Guitar Lab for the explanations of each effect.

#### ■ Selecting effect categories

• While pressing , press .

After the category name appears, the effect will change to the first effect in the category.



#### HINT

Select effects in the PEDAL category on the **G1X**<sub>FOUR</sub> to use effects that can be controlled by the expression pedal.

# Using the tuner

Use this to tune the connected guitar.

#### 1. Activate the tuner.

• Press and at the same time.

To close the tuner, press

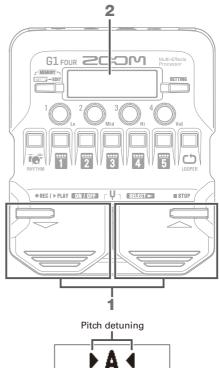


### 2. Tune the guitar.

• Play the open string that you want to tune and adjust its pitch.

The nearest note name/string number and pitch detuning will be shown on the screen and by the LEDs.

When the pitch is accurate, the LED at the center of the meter will light green and the LEDs to the left and right will light red.

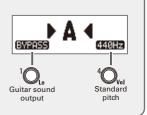






#### Setting the tuner

- Turn 1 and 4 to set whether the guitar sound is output while tuning (BYPASS/MUTE) and the standard pitch.
- Press FITING to open the TUNER SETTING screen where you can set the tuner type and drop tunings.



# **Using rhythms**

You can play along with built-in rhythms.

#### 1. Activate the rhythm function.

• Press RHYTHM

To return to the previous mode, press

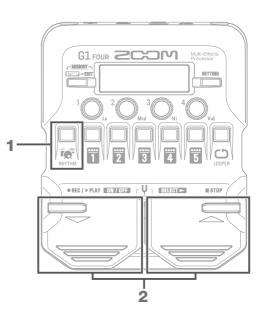


#### 2. Start rhythm playback.

• Press PLAY.

To stop rhythm playback, press STOP





#### Rhythm patterns

No.	Name	Time Sig.
1	GUIDE	4/4
2	8Beats1	4/4
3	8Beats2	4/4
4	8Beats3	4/4
5	16Beats1	4/4
6	16Beats2	4/4
7	16Beats3	4/4
8	Rock1	4/4
9	Rock2	4/4
10	Rock3	4/4
11	ROCKABLY	4/4
12	R'n'R	4/4
13	HardRock	4/4
14	HeavyMtl	4/4
15	MtlCore	4/4
16	Punk	4/4
17	FastPunk	4/4

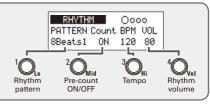
No.	Name	Time
INO.	Ivairie	Sig.
18	Emo	4/4
19	TomTomBt	4/4
20	Funk1	4/4
21	Funk2	4/4
22	FunkRock	4/4
23	JazzFunk	4/4
24	R&B1	4/4
25	R&B2	4/4
26	70s Soul	4/4
27	90s Soul	4/4
28	Motown	4/4
29	HipHop	4/4
30	Disco	4/4
31	Pop	4/4
32	PopRock	4/4
33	IndiePop	4/4
34	EuroPop	4/4

No.	Name	Time
INO.	Ivaille	Sig.
35	NewWave	4/4
36	OneDrop	4/4
37	Steppers	4/4
38	Rockers	4/4
39	Ska	4/4
40	2nd Line	4/4
41	Country	4/4
42	Shuffle1	4/4
43	Shuffle2	4/4
44	Blues1	4/4
45	Blues2	4/4
46	Jazz1	4/4
47	Jazz2	4/4
48	Fusion	4/4
49	Swing1	4/4
50	Swing2	4/4
51	Bossa1	4/4

No.	Name	111116
IVO.	ivame	Sig.
52	Bossa2	4/4
53	Samba1	4/4
54	Samba2	4/4
55	Breaks1	4/4
56	Breaks2	4/4
57	Breaks3	4/4
58	12/8 Grv	12/8
59	Waltz	3/4
60	JzWaltz1	3/4
61	JzWaltz2	3/4
62	CtWaltz1	3/4
63	CtWaltz2	3/4
64	5/4 Grv	5/4
65	Metro3	3/4
66	Metro4	4/4
67	Metro5	5/4
68	Metro	

#### Setting the rhythm

Turn  ${}^{1}\bigcirc_{L_{0}}$  –  ${}^{4}\bigcirc_{V_{0}I}$  to change the rhythm settings.



# Using the looper

You can record your playing and create mono loop phrases that are up to 30 seconds long.

#### 1. Activate the looper.

• Press Copper.

To return to the previous mode, press

#### 2. Record a phrase.

• Press • REC / ▶ PLAY

To stop recording, press REC / PLAY .

To cancel, press

#### 3. Play back the phrase.

• Press • REC / > PLAY

To stop playback, press



### 4. Overdub the loop.

• Press Press during loop playback.

To end overdubbing (and continue playback), press ⊕REC (►PLAY



G1 FOUR ZCOM

• REC / ► PLAY ON / OFF U SELECT >

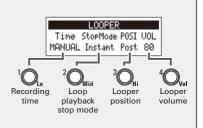
2.3.4

#### HINT

To clear the loop, you can press and hold when loop playback is stopped.

#### Setting the looper

- Turn 1010 to change looper settings.
- Changing the recording time, looper position or tempo will clear the recorded loop.
- The looper can be placed before (Pre) or after the effects (Post). Set to Pre, the sound before effects are applied can be looped. Then, the sound can be changed by switching patch memories and editing the effects.



# **Setting list**

Press to open the SETTING screen.

Press 7 - 5 to open the following settings, which correspond

to the icons.

#### 1. CHAIN (reorder effects)

Effects in the current patch memory are shown in a list, and can be reordered by pressing

7 - F for the starting location and destination.

#### 2. PATCH (edit patch memory names and adjust volume)

Item	Explanation	
CHAR	Change the character at the cursor position in the patch memory name.	
<b>← →</b>	Move the cursor position in the patch memory name.	
SKIP	Change the type of character at the cursor position in the patch memory name.	
VALUE	Adjust the patch memory volume.	

#### 3. SAVE (save and swap patch memories)

To save a patch memory by overwriting another patch memory, use 🔁 , 🔼 and 📅 –



to select the patch memory number. Then, press and at the same time.

To swap a patch memory, turn  ${}^{1}\bigcirc_{L_{0}}$  to select SWAP when conducting the procedure above.

#### 4. SETUP (set operation functions)

Item	Explanation	
BPM	Set the tempo used for the effects, rhythms and looper.	
AUTO SAVE	This function can automatically save effect parameter changes when they are made. When OFF, a save confirmation screen will open whenever you switch patch memories.	
PRESELECT	Use this function to select a non-adjacent patch memory and switch to it directly. Use and to select the patch memory, and press at the same time.	
BANK HOLD	Limit to patch memories in the same bank when using and to switch patch	
	memories.	

#### 5. PWR/LCD (make power and the display settings)

Item	Explanation	
BATTERY	Set the type of battery used so the amount of remaining battery charge can be accurately shown.	
ECO	The power can automatically turn off if no use occurs for 10 hours.	
BACKLIGHT	Set how long the display backlight stays illuminated.	
CONTRAST	T Adjust the display contrast.	

#### HIN1

See the Operation Manual for detailed information about each setting.

# **Specifications**

Maximum n		5
simultaneou	is effects	
User patch r	nemories	50
Sampling fre	equency	44.1 kHz
A/D convers	ion	24-bit 128 × oversampling
D/A convers	ion	24-bit 128 × oversampling
Signal proce	essing	32-bit
Display		128 × 32 dot-matrix LCD
Inputs	INPUT	Standard mono phone jack Rated input level: -20 dBu Input impedance (line): 470 kΩ
	AUX IN	Stereo mini jack Rated input level: -10 dBu Input impedance (line): 1 kΩ
Output	OUTPUT	Standard stereo phone jack (combined line/headphone) Maximum output level: Line +2 dBu (10 kΩ or more output impedance) Headphones 17 mW + 17 mW (32 Ω load)
Input S/N		120 dB
Noise floor (	residual noise)	-97 dBu
Power		AC adapter (9 V DC 500 mA, center negative) (ZOOM AD-16) 4 AA batteries (about 18 hours continuous operation time when using alkaline batteries with the LCD backlight off)
USB		USB MIDI, USB Micro-B • Power can also be supplied through the USB port. • When using a cable designed only for power, other USB functions cannot be used.
External dim	nensions	<b>G1</b> FOUR 156 mm (D) × 130 mm (W) × 42 mm (H) <b>G1X</b> FOUR 156 mm (D) × 216 mm (W) × 52 mm (H)
Weight		G1 FOUR 340 g (excluding batteries) G1X FOUR 610 g (excluding batteries)

Note: 0 dBu = 0.775 V



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