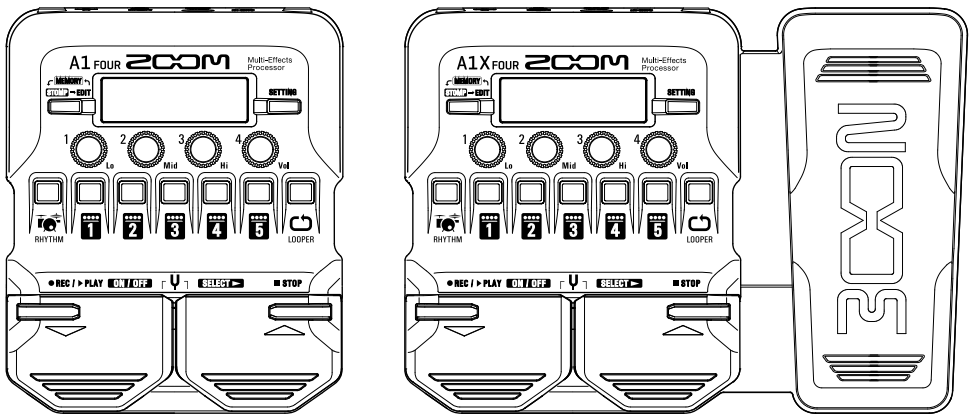


# A1 FOUR/A1X FOUR

## 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/a1four\\_a1xfour](http://www.zoom.jp/docs/a1four_a1xfour)).

This page has files in PDF and ePub formats.

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

The ePub format can be read with electronic document readers and is designed for reading on smartphones and tablets.

© 2019 ZOOM CORPORATION

Copying or reprinting this manual in part or in whole without permission is prohibited.

Product names, registered trademarks and company names in this document are the property of their respective companies.

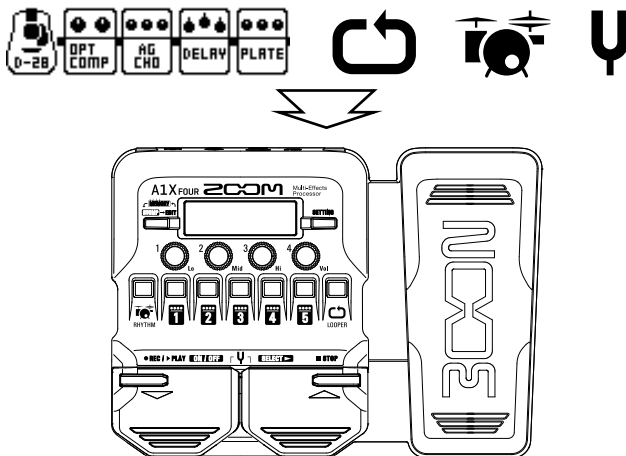
You might need this manual in the future. Always keep it in a place where you can access it easily.

The contents of this manual and the specifications of the product could be changed without notice.

Windows® is a trademark or registered trademark of Microsoft® Corporation. Mac is a trademark or registered trademark of Apple Inc.

# A1<sub>FOUR</sub>/A1X<sub>FOUR</sub> overview

The A1<sub>FOUR</sub>/A1X<sub>FOUR</sub> has numerous effects that change the sound of an instrument. Up to five can be used at the same time. Other features include a looper that can playback already recorded phrases, a rhythm machine and a tuner. In addition, by using the MAA-1, the effects can also be applied to the sounds of instruments that are normally captured with a mic.



## ■ Operation modes

The A1<sub>FOUR</sub>/A1X<sub>FOUR</sub> has three operation modes that can be used as needed while performing.

### • MEMORY mode

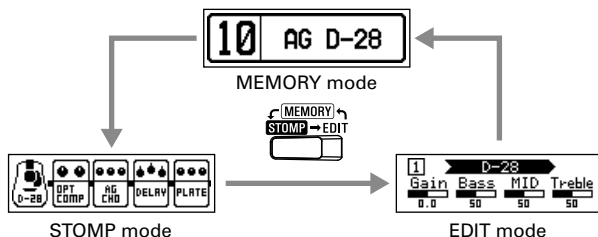
Use this mode to select patch memories with the footswitches.

### • STOMP mode

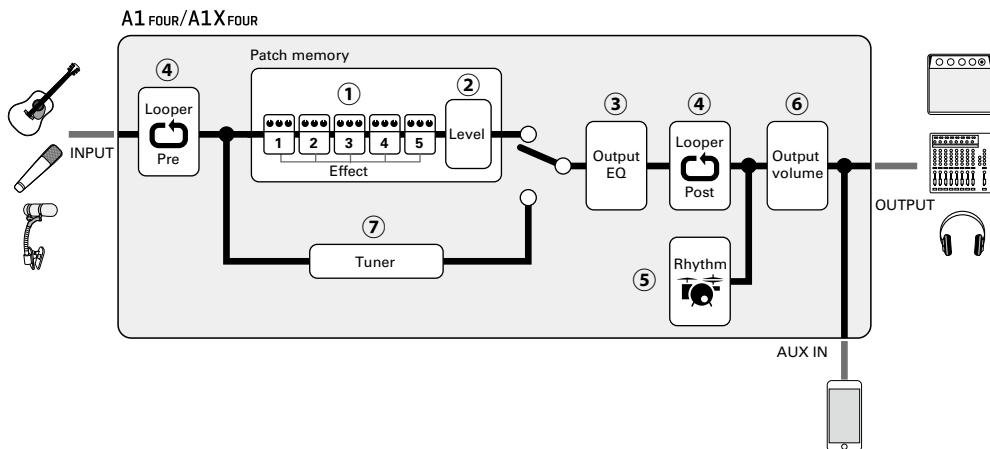
Use this mode to turn effects in a patch memory on and off with the footswitches.

### • EDIT mode

In this mode, edit the types and parameters and effects used in a patch memory.



## ■ Signal flow



**① The input instrument sound passes through effects 1 – 5 in order.**

Up to five effects can be selected and ordered as desired.

**② The patch memory level is adjusted.**

The level can be adjusted separately for each patch memory.

**③ The overall sound is adjusted.**

Adjust the tone of the **A1 FOUR/A1X FOUR**. This setting is retained even when the patch memory is changed.

**④ Recorded phrases can be played back in a loop.**

You can record playing and create mono loop phrases that are up to 30 seconds long. Can be set to before (Pre) or after (Post) the effects and EQ.

**⑤ Drum sounds can be played back using built-in rhythm patterns.**

You can play along with built-in rhythms.

**⑥ Adjust the overall level.**

Adjust the **A1 FOUR/A1X FOUR** volume. This setting is retained even when the patch memory is changed.

**⑦ Tune the connected instrument.**

Use either the guitar tuner or the chromatic tuner.

# Installing 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.

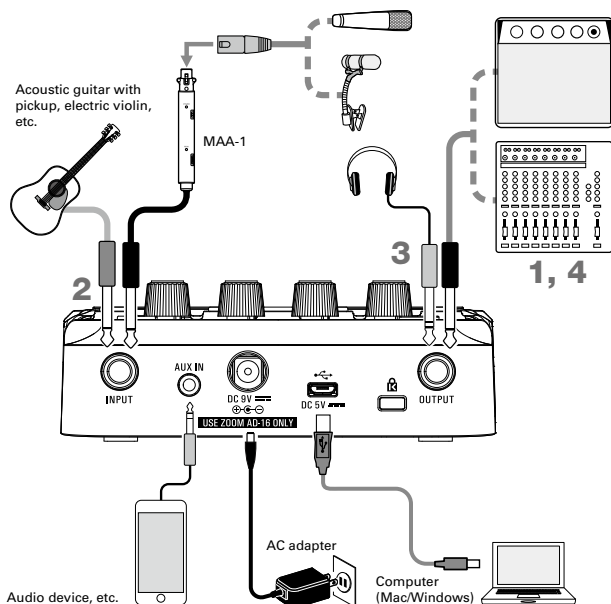
ECO mode can also be set to "OFF" on the SETTING screen.

# Making connections

1. Minimize the volume of the output device.
2. Connect an instrument to the INPUT jack.  
Use the MAA-1 to connect a mic.
3. Connect a PA system or headphones to the OUTPUT jack.
4. Raise the output device volume.

## NOTE

If distortion occurs, lower the level of the connected instrument.



## 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.

## ■ Connecting a mic

Using the MAA-1, the **A1<sub>FOUR</sub>**/**A1X<sub>FOUR</sub>** can be enjoyed with instruments that do not have pickups, including harmonicas, violins, trumpets, saxophones and other string and brass instruments.


**1. Open the battery compartment cover on the back of the MAA-1 and insert 2 AA batteries.**

**2. Connect the mic to the MAA-1.**

**3. Connect the MAA-1 to the **A1<sub>FOUR</sub>**/**A1X<sub>FOUR</sub>** INPUT jack.**


**4. Turn the MAA-1 power on.**


- Set  to the ON position.


POWER  will light red.

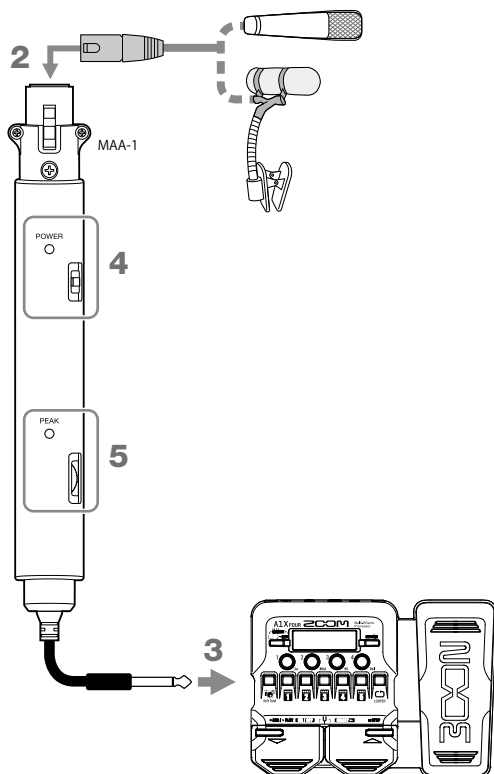
When connecting a condenser mic or other device that requires phantom power, set it to the +48V position.

**5. Adjust the MAA-1 input level.**


- Turn .

Adjust so that  lights green.

If the input level is too high,  will light red.



### NOTE

When connecting devices that are not compatible with phantom power, do not set  to +48V. Doing so could damage the device.

# Selecting patch memories (MEMORY mode)

The A1<sub>FOUR</sub>/A1X<sub>FOUR</sub> is preloaded with 50 patch memories.  
Select patch memories to use in MEMORY mode.

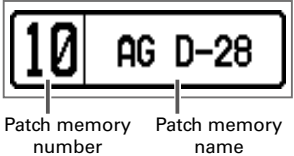
- **Patch memories**

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 A1<sub>FOUR</sub>/A1X<sub>FOUR</sub> starts up.



## ■ Switching patch memories

- Press .

This switches to the higher-numbered patch memory.

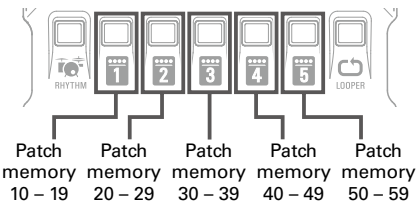
- Press .

This switches to the lower-numbered patch memory.

## ■ Switching banks

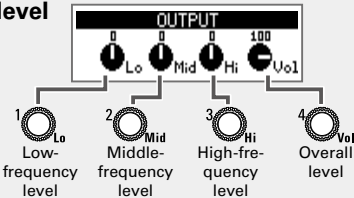
- Press  - .

The LED for the selected bank lights.



## Adjusting the overall audio character and output level

In MEMORY mode, turn <sup>1</sup>Lo - <sup>4</sup>Vol to adjust the overall audio character and output level of the A1<sub>FOUR</sub>/A1X<sub>FOUR</sub>.

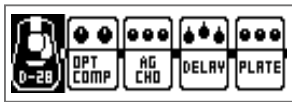


# Turning effects on and off (STOMP mode)

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.

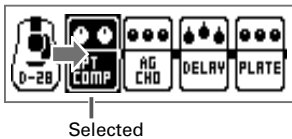
- Press .



## 2. Select an effect.

- Press .

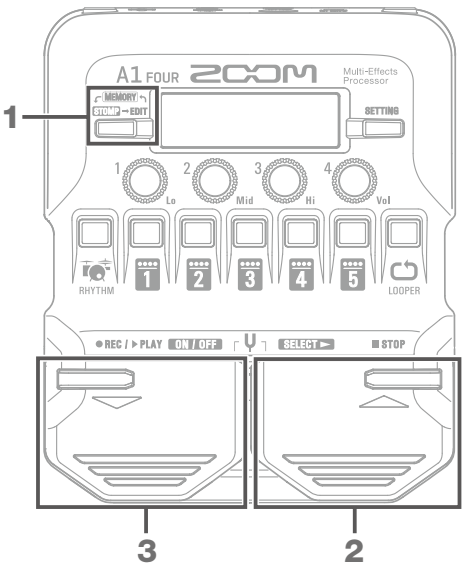
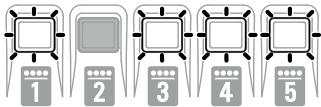
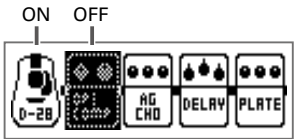
The selection moves to the right.





## 3. Turn the effect on/off.

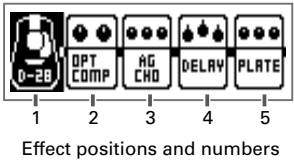
- Press .

This turns the selected effect on/off.



### HINT

You can also press the  -  that corresponds to an effect to turn it on/off.

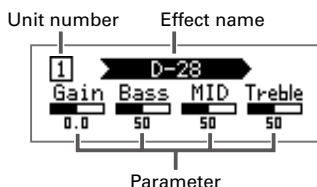


# Editing effects (EDIT mode)

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

## 1. Activate EDIT mode.



- Press .

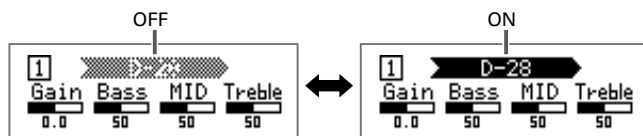


## 2. Select an effect to edit.

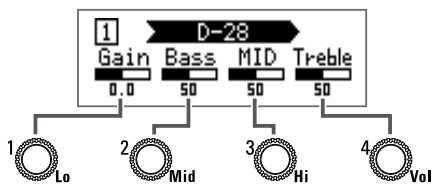
- Press  - .


## 3. Turn the effect on/off.

- Press the same  -  as in step 2 again.



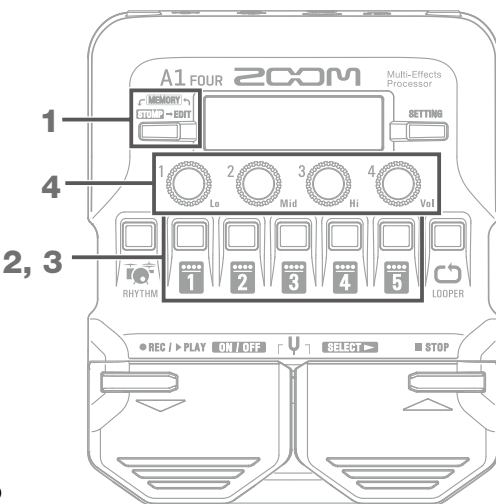
## 4. Adjust the effect parameters.



If an effect has 5 or more parameters, use  to change the screen.

### NOTE

When the AUTO SAVE function is ON, changes to effects will be automatically saved.





- **Effect type**

Effect types cover a variety of effects, including reverb, chorus and distortion.

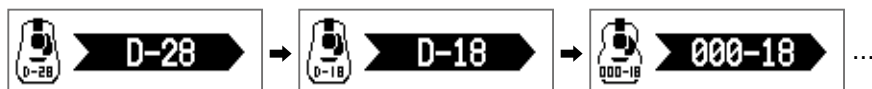
- **Category**

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

## ■ Selecting effect types

- Press  / .

This switches to the next/previous effect type.



### NOTE

In the following cases, "PROCESS OVERFLOW" will appear and the effect will be bypassed. Bypassing can be ended by deleting some effects or changing their types.

- When the processing power limit is exceeded
- When trying to use 3 or more effects that have 5 or more parameters



### HINT

See Guitar Lab for the explanations of each effect.

## ■ Selecting effect categories

- While pressing , press .

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





### HINT

Select effects in the PEDAL category on the A1X<sub>FOUR</sub> to use effects that can be controlled by the expression pedal.

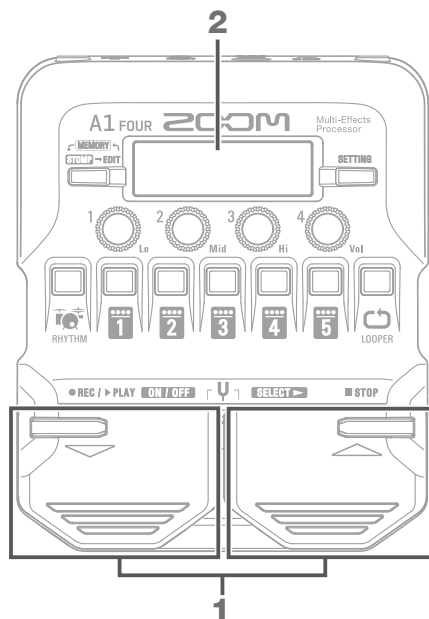
# Using the tuner

Use this to tune the connected instrument.

## 1. Activate the tuner.

- Press  and  at the same time.

To close the tuner, press  or .

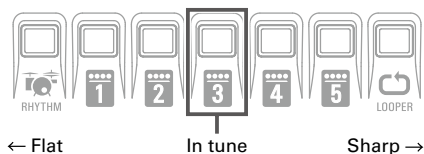
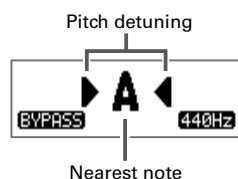


## 2. Tune the instrument.




- Play the sound that you want to tune and adjust its pitch.

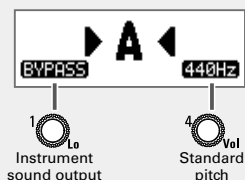
The nearest note name and pitch detuning will be shown on the display and by the LEDs.

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



# Preventing feedback

The anti-feedback function can be used by selecting Anti FB. This effect can detect and cut the frequency band that is feeding back to reduce it.

## 1. Activate EDIT mode.

- Press .


## 2. Select the effect that will be used to assign Anti FB.

- Press  - .



Assign Anti FB to the beginning of the effect chain to maximize its effectiveness.

## 3. Selecting the effect category.

- While pressing , press

 and select **FILTER**.

## 4. Select the effect type.

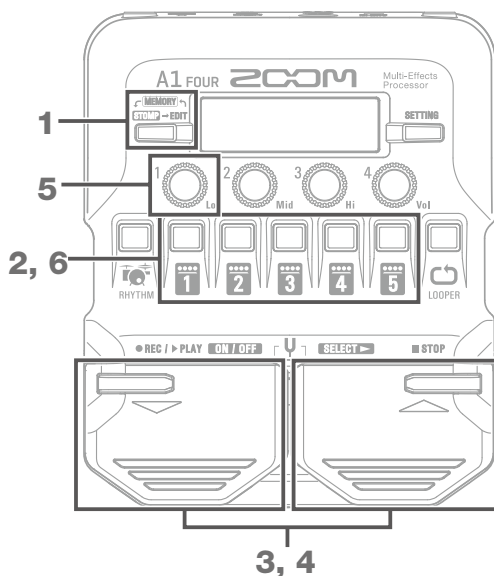
- Press  or , and select **Anti FB**.

## 5. Turn the effect on.

- Press  -  again.

Detection of the feedback frequency band will begin, and "Scanning" will appear on the display.

When the frequency band has been found, the message will disappear and the anti-feedback function will become active.



### HINT

The FREQ parameter can be set to a value other than AUTO to specify a frequency band.

# Using rhythms

You can play along with built-in rhythms.

## 1. Activate the rhythm function.


- Press  .

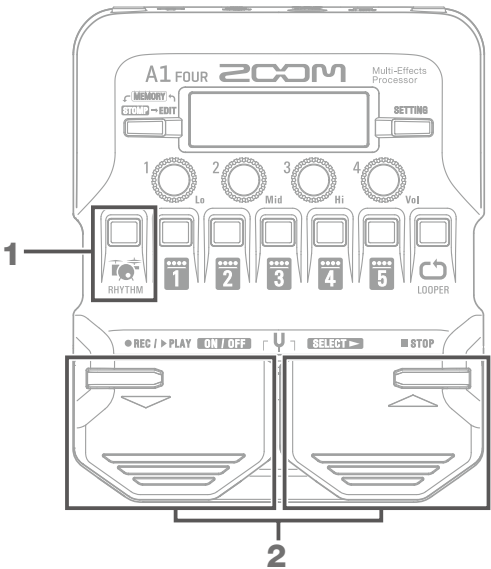
To return to the previous mode, press





## 2. Start rhythm playback.

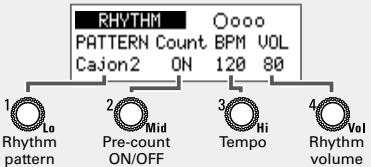
- Press  .

To stop rhythm playback, press  .



### Setting the rhythm

Turn  -  to change the rhythm settings.



# Using the looper

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

## 1. Activate the looper.


- Press  .


To return to the previous mode, press



## 2. Record a phrase.


- Press  .

To stop recording, press  .


To cancel, press  .


## 3. Play back the phrase.

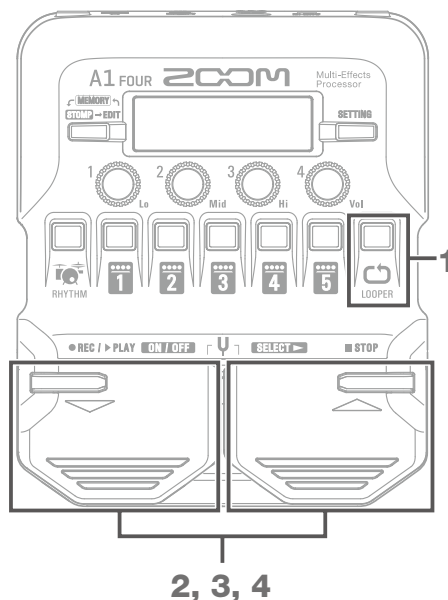
- Press  .

To stop playback, press  .

## 4. Overdub the loop.

- Press  during loop playback.



To end overdubbing (and continue playback), press  .



### HINT

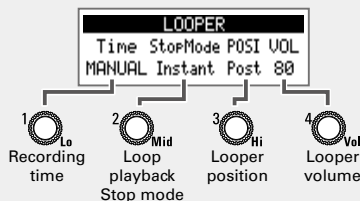
To clear the loop, press and hold  when loop playback is stopped.

## Setting the looper


- Turn  -  to change looper settings.

- Changing the recording time, looper position or tempo will clear the recorded loop.

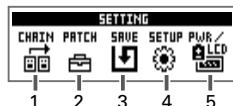
- The looper can be placed before (Pre) or after the effects (Post). Set to Pre, the sound before effects are applied can be looped. Then, the sound can be changed by switching patch memories and editing the effects.



# Setting list

Press **SETTING**  to open the SETTING screen.

Press **1** - **5** to open the following settings, which correspond to the icons.







## 1. CHAIN (effect reordering)


Effects in the current patch memory are shown in a list, and can be reordered by pressing **1** - **5** 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.
◀ ▶	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 **1** - **5** to select a patch memory number, and press  and  at the same time.

To swap a patch memory, turn  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  and  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	Adjust the display contrast.

### HINT

See the Operation Manual for detailed information about each setting.

# Specifications

## ■ A1<sub>FOUR</sub>/A1X<sub>FOUR</sub>

Maximum number of simultaneous effects	5	
Number of patch memories	50	
Sampling frequency	44.1 kHz	
A/D conversion	24-bit 128× oversampling	
D/A conversion	24-bit 128× oversampling	
Signal processing	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
Outputs	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 (9V DC 500mA, 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 dimensions	A1 FOUR	156 mm (D) × 130 mm (W) × 42 mm (H)
	A1X FOUR	156 mm (D) × 216 mm (W) × 52 mm (H)
Weight	A1 FOUR	340 g (excluding batteries)
	A1X FOUR	610 g (excluding batteries)

## ■ MAA-1

Input	XLR balanced input (2: hot) Input gain: +3 – +30 dB Input impedance: 10 kΩ Maximum input level: +4 dBu +48 V phantom power	
Output	Standard mono phone jack Nominal output level: -20 dBu Maximum output level: +7 dBu Output impedance: 1 kΩ	
Power	2 AA batteries Continuous operation time (when phantom current is 3 mA) About 15 hours (using alkaline batteries) About 15 hours (using nickel metal hydride batteries)	
External dimensions	177 mm (D) × 23 mm (W) × 25 mm (H)	
Weight	70 g (excluding batteries)	

Note:

• 0 dBu = 0.775 V

• Continuous operation times are from in-house testing methods. Actual times will vary greatly according to operating conditions.



**ZOOM CORPORATION**

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

[www.zoom.co.jp](http://www.zoom.co.jp)