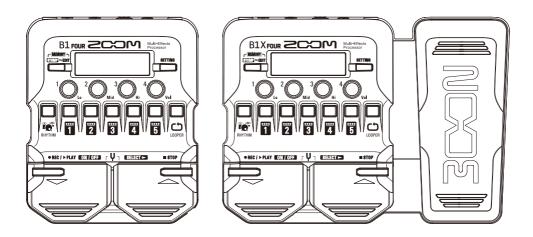
SCOM®

B1FOUR/B1XFOUR

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/b1four_b1xfour). 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.

© 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.

 $Windows^{\tiny{(B)}}$ is a trademark or registered trademark of $Microsoft^{\tiny{(B)}}$ Corporation.

Mac is a trademark or registered trademark of Apple Inc.

Loading batteries

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

AA batteries.

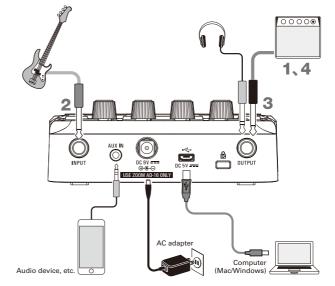
NOTE

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 bass amp.
- 2. Connect a bass to the INPUT jack.
- Connect a bass amp or headphones to the OUTPUT jack.
- 4. Raise the bass 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 $B1_{FOUR}/B1X_{FOUR}$ is preloaded with 50 patch memories. Select patch memories to use in MEMORY mode.

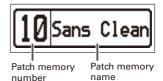
Patch memories

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 $B1 \ensuremath{\textit{FOUR}}\xspace/B1X \ensuremath{\textit{FOUR}}\xspace$ starts up.



Switching patch memories



This switches to the higher-numbered patch memory.

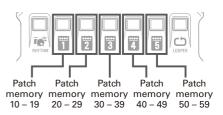
• Press 🔁.

This switches to the lower-numbered patch memory.

Switching banks

• Press 1 – 5.

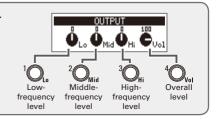
The LED for the selected bank lights.



Adjusting the overall audio character and output level

In MEMORY mode, turn $1 O_{L_0} - 4 O_{V_0}$ to ad-

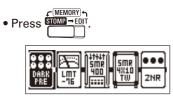
just the overall audio character and output level of the $B1 \ensuremath{\textit{FOUR}}\xspace/B1X \ensuremath{\textit{FOUR}}\xspace.$



Turning effects ON/OFF (STOMP mode)

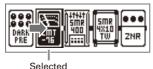
In STOMP mode, you can use the footswitches to turn ON/OFF each of the effects used in the patch memory.

1. Activate STOMP mode.



- 2. Select an effect.
 - Press

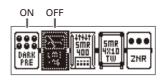
The selection moves to the right.



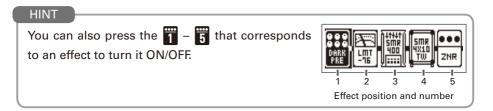
3. Turn the effect ON/OFF.



This turns the selected effect ON/OFF.



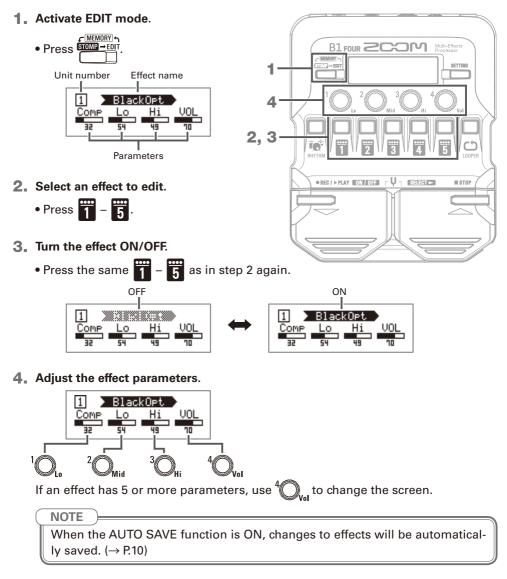




Editing effects (EDIT mode)

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.



• Effect

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

• Category

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

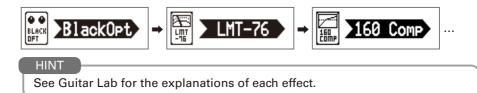
Selecting effects

• Press

This switches to the next effect.



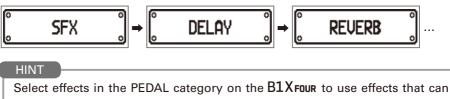
This switches to the previous effect.



Selecting effect categories



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

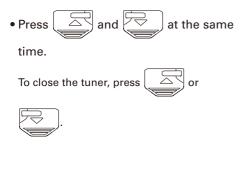


be controlled by the expression pedal.

Using the tuner

Use this to tune the connected bass.

1 Activate the tuner.



2. Tune the bass.

• 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.

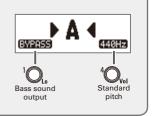
When the pitch is accurate, the LED at the center of the meter will light green and the LEDs to the left and right will light red.





Setting the tuner

- Turn ¹O_L and ⁴O_{Vol} to set whether the bass sound is output while tuning (BYPASS/MUTE) and the standard pitch.
- Press SETTING 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.

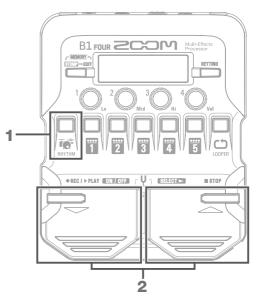
To return to the previous mode, press



2. Start rhythm playback.

• Press

To stop rhythm playback, press [



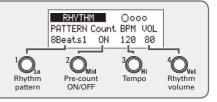
Rhythm patterns

No.	Name	Time Sig.	No.	Name	Time Sig.	No.	Name	Time Sig.
1	GUIDE	4/4	18	Emo	4/4	35	NewWave	4/4
2	8Beats1	4/4	19	TomTomBt	4/4	36	OneDrop	4/4
3	8Beats2	4/4	20	Funk1	4/4	37	Steppers	4/4
4	8Beats3	4/4	21	Funk2	4/4	38	Rockers	4/4
5	16Beats1	4/4	22	FunkRock	4/4	39	Ska	4/4
6	16Beats2	4/4	23	JazzFunk	4/4	40	2nd Line	4/4
7	16Beats3	4/4	24	R&B1	4/4	41	Country	4/4
8	Rock1	4/4	25	R&B2	4/4	42	Shuffle1	4/4
9	Rock2	4/4	26	70s Soul	4/4	43	Shuffle2	4/4
10	Rock3	4/4	27	90s Soul	4/4	44	Blues1	4/4
11	ROCKABLY	4/4	28	Motown	4/4	45	Blues2	4/4
12	R'n'R	4/4	29	HipHop	4/4	46	Jazz1	4/4
13	HardRock	4/4	30	Disco	4/4	47	Jazz2	4/4
14	HeavyMtl	4/4	31	Рор	4/4	48	Fusion	4/4
15	MtlCore	4/4	32	PopRock	4/4	49	Swing1	4/4
16	Punk	4/4	33	IndiePop	4/4	50	Swing2	4/4
17	FastPunk	4/4	34	EuroPop	4/4	51	Bossa1	4/4

No.	Name	Time 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	

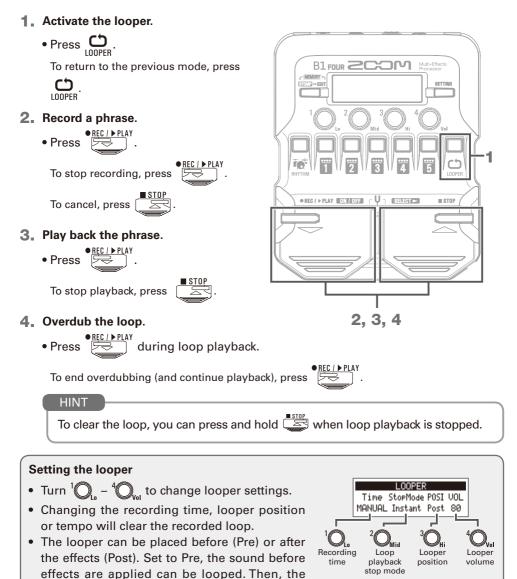
Setting the rhythm

Turn ${}^{1}\bigcirc_{L_{0}} - {}^{4}\bigcirc_{V_{0}}$ 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.



9

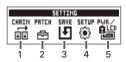
sound can be changed by switching patch

memories and editing the effects.

Setting list

Press to open the SETTING screen.

Press \mathbf{T} – \mathbf{F} 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



 \mathbf{T} – \mathbf{T} 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 📅 – 5 to select the patch memory number. Then, press 😓 and 🖾 at the same time. To swap a patch memory, turn 10_{10} 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 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	Adjust the display contrast.

HINT

See the Operation Manual for detailed information about each setting.

Specifications

.....

Maximum nu simultaneous		5		
User patch memories		50		
Sampling fre	quency	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		
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) Headphones 10 kΩ or more output impedance)				
Input S/N		120 dB		
Noise floor (r	esidual 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 dimensions		B1 four B1X four	156 mm (D) × 130 mm (W) × 42 mm (H) 156 mm (D) × 216 mm (W) × 52 mm (H)	
Weight		B1 FOUR	340 g (excluding batteries) 610 g (excluding batteries)	

. . .

Note: 0 dBu = 0.775 V



ZOOM CORPORATION

4-4-3 Kanda-surugadai, Chiyoda-ku, Tokyo 101-0062 Japan www.zoom.co.jp