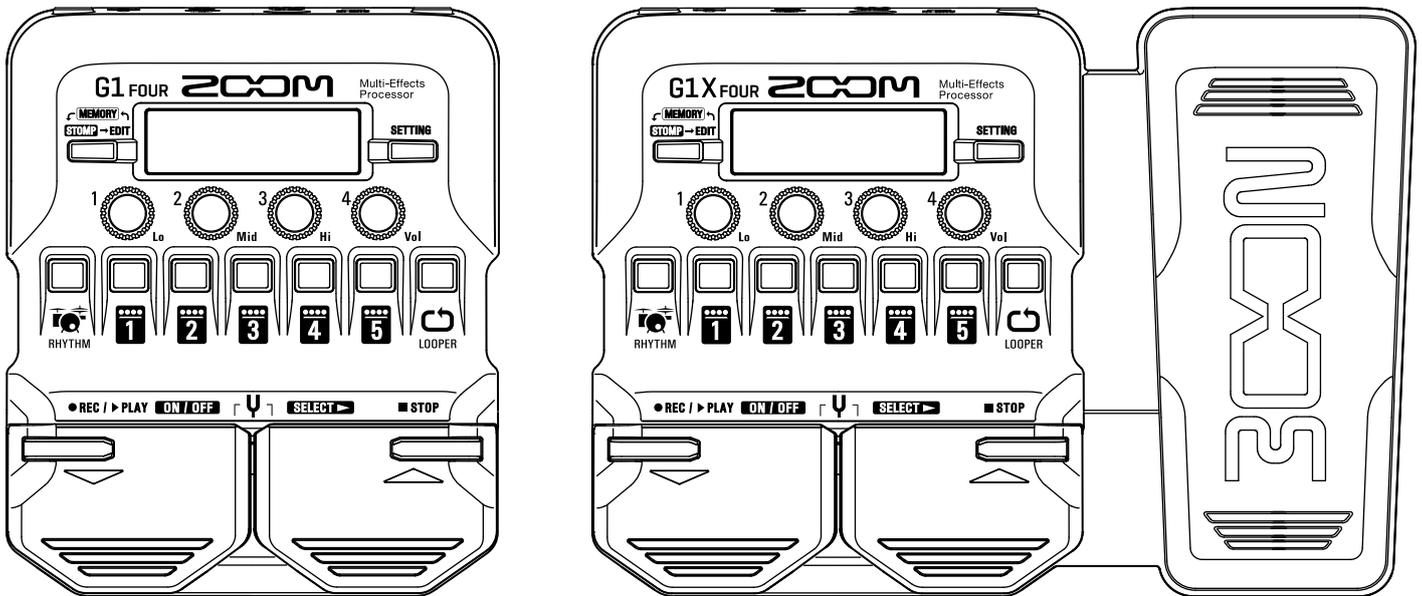


# G1 FOUR / G1X FOUR

## Multi-Effects Processor



## Operation Manual

You must read the Usage and Safety Precautions before use.

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# Introduction

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This Multi-Effects Processor starts with numerous effects that can be combined for use together. Effect combinations and parameter settings can be saved as patches to be used whenever you like. By simply switching between preset patches, you can achieve dramatic changes in sound.

This processor includes a wide variety of effects, including distortion, chorus and reverb effects. Understanding the features of each effect is important for designing your own sounds. By turning off the effects in a preset one at a time, you should be able to learn their individual roles. If understanding how a sound is being changed is difficult, try turning off all but one of the effects and adjusting its parameters as you play. The order of the effects also impacts the sound. Experimenting with the effect order could bring you closer to your desired sound.

This Multi-Effects Processor allows you to easily enjoy a variety of sounds. We hope you will enjoy using it for many years.

## Main features of the G1<sub>FOUR</sub>/G1X<sub>FOUR</sub>

### Realistic amp and effect sounds

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The rich collection of effects from the latest G Series content includes boutique pedals and realistic amp and cabinet models that faithfully emulate the originals.

Using the free Guitar Lab effect management application on a computer (Mac/Windows), you can add effects that are distributed online as well as edit and back up patches, for example.

### Craft sounds intuitively with easy operations

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With 5 buttons and 4 knobs, you can create sounds intuitively like working with a compact effect or stompbox.

### Rhythm patterns and looper

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The looper can record up to 30 seconds and be synchronized with rhythm patterns.

### Equalization (EQ) can be quickly adjusted to suit performance conditions

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In MEMORY and STOMP modes, 3 EQ (Lo/Mid/Hi) knobs and a volume (Vol) knob can be used to adjust the output. These enable you to make quick adjustments whether at home, in a rehearsal studio, on stage or elsewhere.

### Long operation on batteries

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Continuous operation for about 18 hours is possible using 4 AA batteries (when the LCD backlight is off).

# Terms used in this manual

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## **Patch**

A “patch” stores effect ON/OFF states and parameter setting values. Effects are saved and recalled in units of patches. Five effects can be added to one patch, and the **G1<sub>FOUR</sub>/G1X<sub>FOUR</sub>** can store up to 50 patches.

## **Bank**

One group of 10 patches is a “bank”. Patches can be quickly recalled by switching banks. The **G1<sub>FOUR</sub>/G1X<sub>FOUR</sub>** has 5 banks.

## **Effect type**

The available effect types include various guitar effects and amp/cabinet simulation models. Effects can be selected from these types to be added to patches.

## **MEMORY mode**

This mode allows you to select patches with the footswitches.

## **STOMP mode**

Use this mode to turn effects in a patch ON/OFF with the footswitches.

## **EDIT mode**

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

## **PRESELECT**

This function allows you to switch to a patch at any location while continuing to use the tone of the currently selected patch.

## **BANK HOLD**

This function allows patch switching to be limited to the current bank.

## **AUTO SAVE**

This function automatically saves changes to patch and effect settings.

## **ECO mode**

This function will automatically turn the power off 10 hours after the last operation.

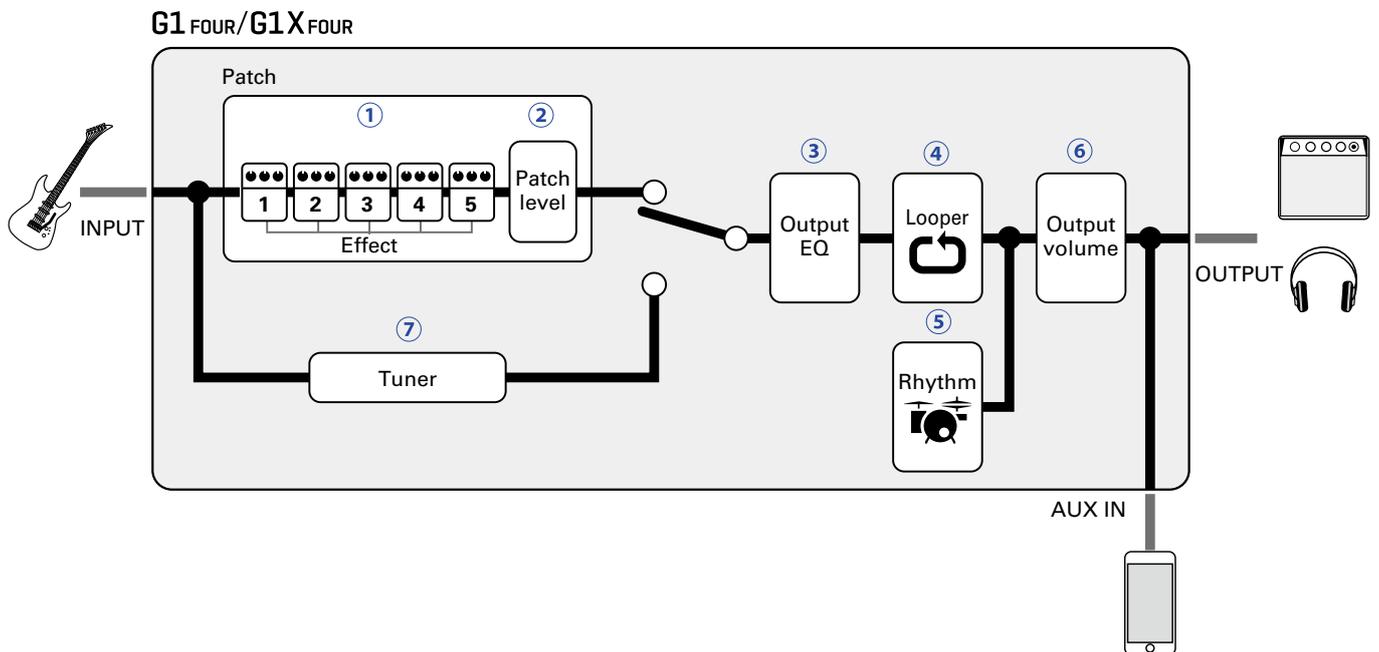
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# G1 FOUR/G1X FOUR structure

## ■ Signal flow



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

(→ [“Using patches \(MEMORY mode\)” on page 12](#))

② The patch level is adjusted.

(→ [“Using patches \(MEMORY mode\)” on page 12](#))

③ The overall sound is adjusted. This setting is retained even when the patch is changed.

(→ [“Adjusting the overall audio character and output level” on page 11](#))

④ Recorded phrases can be played back in a loop.

(→ [“Using the looper” on page 47](#))

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

(→ [“Using rhythms” on page 43](#))

⑥ The overall level is adjusted.

(→ [“Adjusting the overall audio character and output level” on page 11](#))

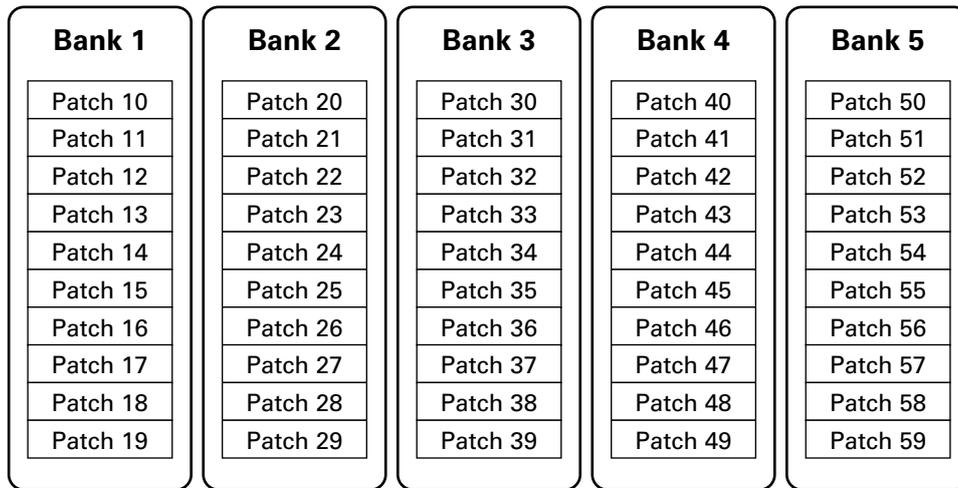
⑦ This function enables tuning the connected guitar.

(→ [“Using the tuner” on page 39](#))

## ■ Memory overview (patches/banks)

The **G1 FOUR/G1X FOUR** can save up to 50 patches.

Patches are managed in banks of 10.



## ■ Operation modes

The **G1 FOUR/G1X FOUR** has three operation modes that can be used as needed while performing.

### • MEMORY mode

Use to select patches for performance.

(→ [“Using patches \(MEMORY mode\)”](#) on page 12)

### • STOMP mode

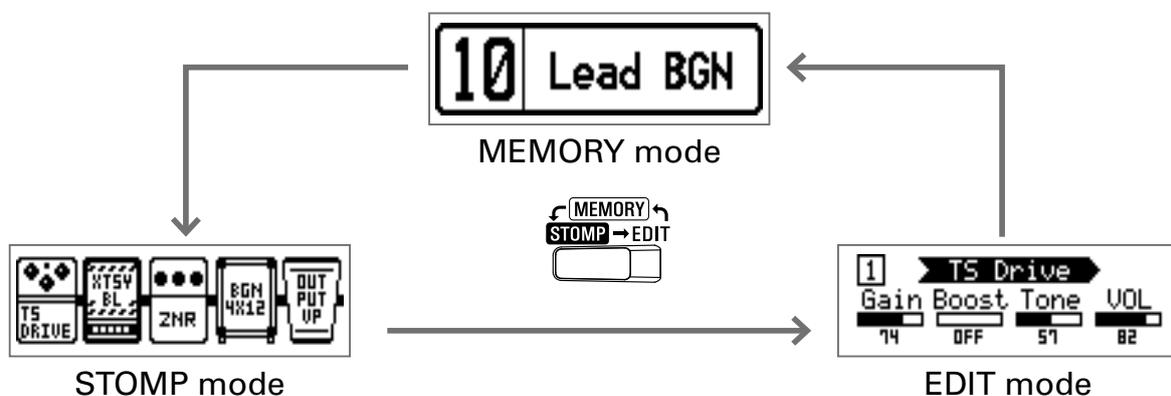
Use this to turn effects in a patch ON/OFF with the footswitches.

(→ [“Turning effects ON/OFF with footswitches \(STOMP mode\)”](#) on page 16)

### • EDIT mode

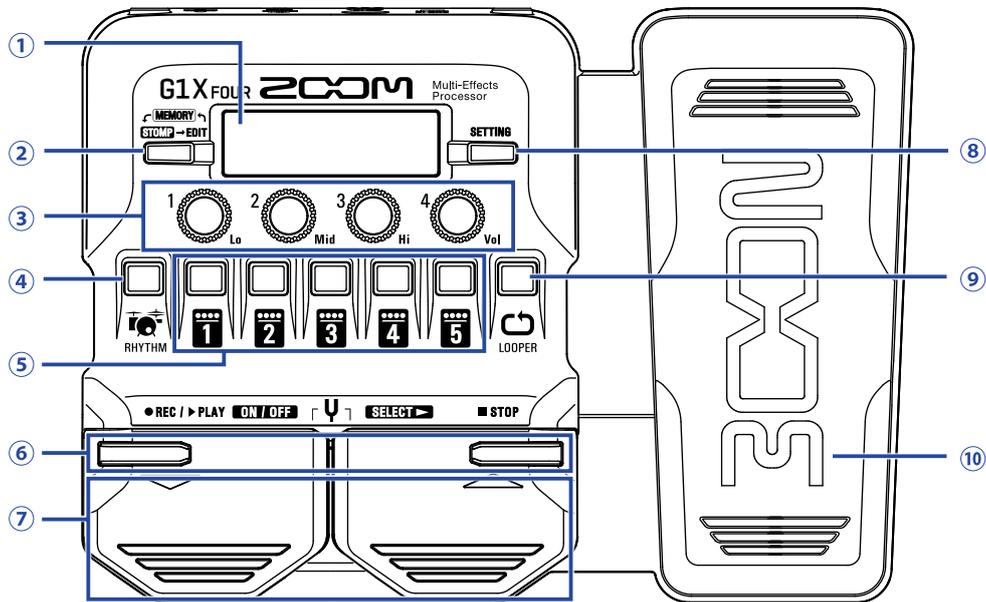
Use this to change the effects used in a patch and to edit effect parameters.

(→ [“Editing effects \(EDIT mode\)”](#) on page 18)



# Names of parts

## ■ Front Panel



### ① Display

This shows information, including the names of the selected patch and its effects and their parameter values.

### ② Mode switch

Press this to cycle through the MEMORY, STOMP and EDIT modes.

### ③ Parameter knobs

Use these to adjust effect parameters and to make various settings.

### ④ RHYTHM button

Press to activate the rhythm.

### ⑤ Effect/bank buttons

In MEMORY mode, these change banks.

In STOMP mode, these turn effects ON/OFF.

In EDIT mode, these select effects and turn them ON/OFF.

### ⑥ ▼/▲ buttons

Use these to switch effects in EDIT mode. These have the same functions as the ▼/▲ footswitches.

### ⑦ ▼/▲ footswitches

In MEMORY mode, use these to switch patches. In STOMP mode, use these to select effects and turn them ON/OFF, for example.

### ⑧ SETTING button

This opens the SETTING screen.

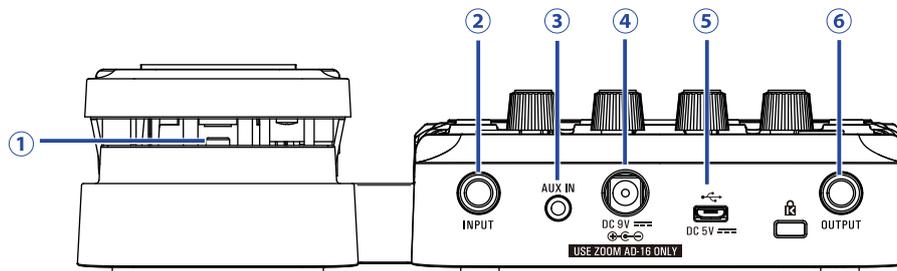
### ⑨ LOOPER button

Press to activate the looper.

### ⑩ Expression pedal (G1X<sub>FOUR</sub> only)

When an effect in the PEDAL category is selected, this adjusts the amount of that effect. (→ [“Setting pedal effects”](#) on page 53)

## ■ Rear Panel



### ① Pedal switch (G1X<sub>FOUR</sub> only)

When an effect in the PEDAL category is in use, this turns that effect ON/OFF.

### ② Input jack

Connect a guitar here.

### ③ AUX IN jack

Connect an audio device or other external sound source here.

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#### HINT

Signals input through the AUX IN jack will be sent to the OUTPUT jack directly without passing through the built-in effects.

---

### ④ AC adapter connector

Connect the dedicated AC adapter (ZOOM AD-16) here.

### ⑤ USB port

Connect a computer or other external device here. By using Guitar Lab, you can manage patches and edit and add effects, for example from a computer.

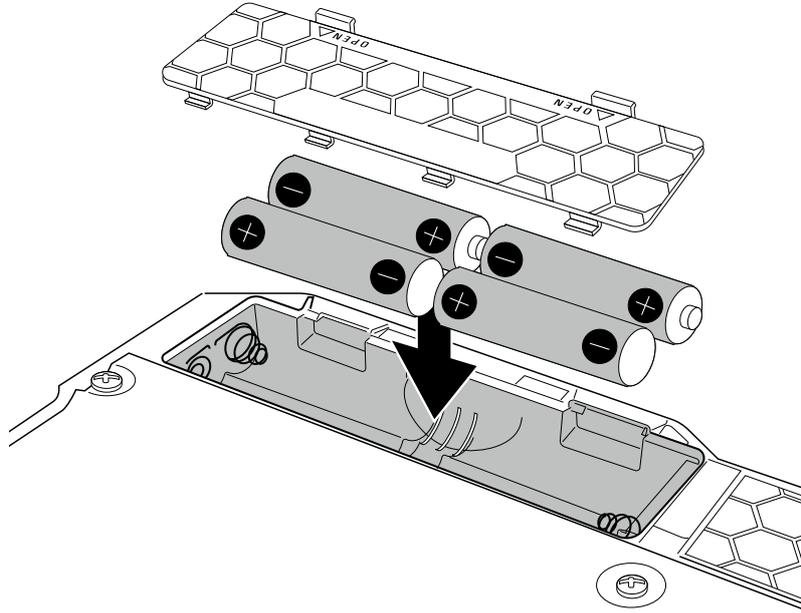
You can also connect a mobile battery, for example, to provide power.

### ⑥ OUTPUT jack

Connect a guitar amp or headphones here.

# Loading batteries

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



2. Close the battery compartment cover.

## NOTE

Set the type of battery used correctly so that the amount of remaining battery charge can be shown accurately. (→ [“Setting the type of batteries used” on page 35](#))

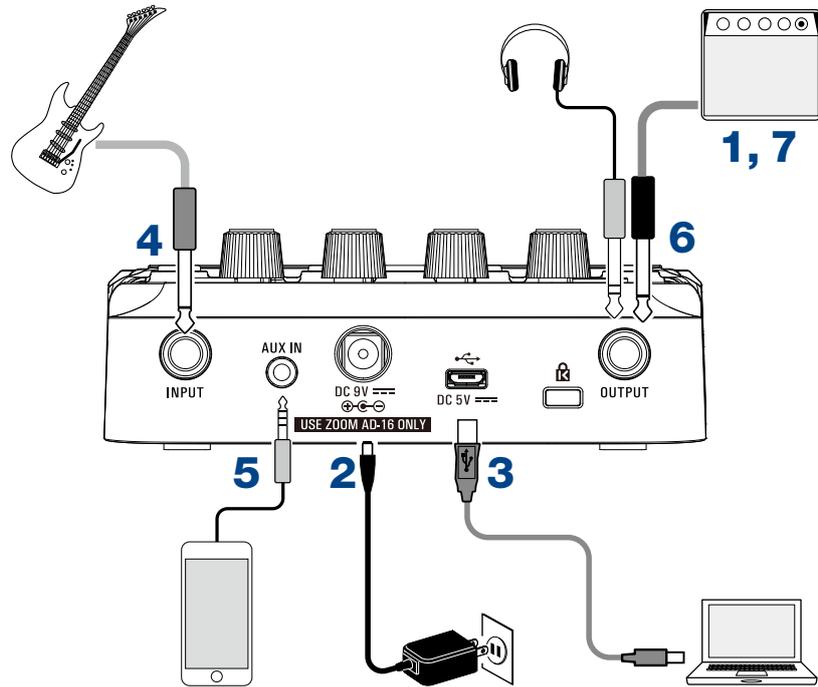
## HINT

- 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.

## ECO mode overview

- 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. (→ [“Setting the ECO mode” on page 36](#))

# Connecting



1. Minimize the volume of the guitar amp.
2. To use AC power supply, connect to the dedicated AC adapter (ZOOM AD-16) to the AC adapter jack and an outlet.  
This turns the **G1 FOUR/G1X FOUR** power ON.
3. To use a computer, connect a USB cable (not included) to the USB port and the computer.  
When using USB bus power to operate the **G1 FOUR/G1X FOUR**, connecting this cable will turn it ON.

## Guitar Lab

By using Guitar Lab, you can manage patches and edit and add effects, for example from a computer. Download Guitar Lab from the ZOOM website (<https://www.zoom.co.jp>).

4. Connect a guitar to the INPUT jack.  
When using battery power to operate the **G1 FOUR/G1X FOUR**, connecting to this will turn it ON.
5. To use external input, connect a portable audio player or other device to the AUX IN jack.

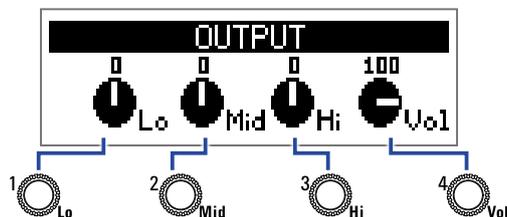
## HINT

Signals input through the AUX IN jack will be sent to the OUTPUT jack directly without passing through the built-in effects.

6. Connect a guitar amp or headphones to the OUTPUT jack.
7. Raise the guitar amp volume.

# Adjusting the overall audio character and output level

1. In MEMORY or STOMP mode, turn  $1 \text{ Lo}$  –  $4 \text{ Vol}$ .



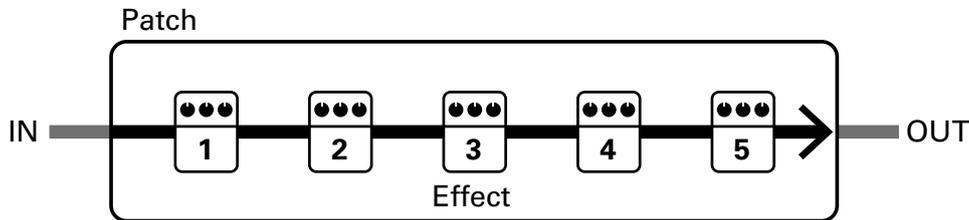
Function	Operation
Adjust the level of low frequencies	Turn $1 \text{ Lo}$
Adjust the level of middle frequencies	Turn $2 \text{ Mid}$
Adjust the level of high frequencies	Turn $3 \text{ Hi}$
Adjust the overall level	Turn $4 \text{ Vol}$

## HINT

These adjustments are retained even when the patch is changed.

# Using patches (MEMORY mode)

The **G1 FOUR/G1X FOUR** manages effects in patches. A patch can have up to five effects and save their ON/OFF states and parameter settings.



Up to 50 patches can be created. Groups of 10 patches are organized into banks, so effects can be quickly recalled by switching banks.

Select patches to use in MEMORY mode.

## Switching to MEMORY mode.

### HINT

MEMORY mode is shown when the **G1 FOUR/G1X FOUR** starts up.

1. When using STOMP or EDIT mode, press .

Pressing  repeatedly, cycles through the MEMORY, STOMP and EDIT modes in order.

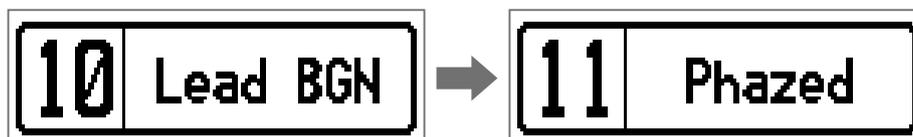


# Selecting patches and banks

## Switching patches

1. Press  or .

This changes the patch.



Function	Operation
Switch to lower-numbered patch	Press 
Switch to higher-numbered patch	Press 

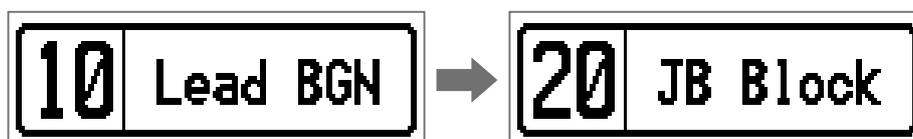
### HINT

- By continuing to press  or , you can continuously switch patches.
- By using the PRESELECT function, you can switch to a patch at any location while continuing to use the tone of the currently selected patch. (→ [“Setting the PRESELECT function” on page 31](#))
- When using the BANK HOLD function, switching is limited to patches in the same bank. (→ [“Setting the BANK HOLD function” on page 34](#))

## Switching banks

1. Press  – .

This changes the bank. The LED for the selected bank lights.



Function	Operation
Switch to patch numbers 10 – 19	Press 
Switch to patch numbers 20 – 29	Press 
Switch to patch numbers 30 – 39	Press 
Switch to patch numbers 40 – 49	Press 
Switch to patch numbers 50 – 59	Press 

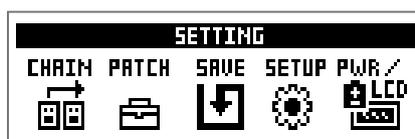
## Changing individual patch settings

1. Select the patch with settings you want to change.



2. Press .

This opens the SETTING screen.



3. Press .

This opens the patch setting screen.

The patch level and name can be changed. (→ [“Changing patch levels”](#) on page 14, [“Changing patch names”](#) on page 15)



## Changing patch levels

1. Turn .

This changes the patch level.



### HINT

- Press  to end patch setting and return to the original screen.
- In addition to settings for individual patches, the overall volume and EQ of the **G1<sub>FOUR</sub>/G1X<sub>FOUR</sub>** can also be changed. (→ [“Adjusting the overall audio character and output level”](#) on page 11)

# Changing patch names

---

1. Turn <sup>2</sup>O<sub>Mid</sub>.

This moves the cursor.



2. Turn <sup>1</sup>O<sub>Lo</sub>.

This changes the character at the cursor position.



---

## HINT

- Press <sup>SETTING</sup> to end patch setting and return to the original screen.
  - The characters and symbols that can be used are as follows.  
A-Z, a-z, 0-9, ! # \$ % & ' ( ) +, -, . ; = @ [ ] ^ \_ ` { } ~ (space)
  - Turn <sup>3</sup>O<sub>Hi</sub> to change the character type.
-

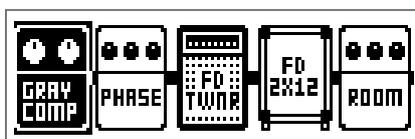
# Turning effects ON/OFF with footswitches (STOMP mode)

In STOMP mode, you can turn effects ON/OFF with footswitches.

## Activating STOMP mode

1. When using MEMORY or EDIT mode, press .

Pressing  repeatedly, cycles through the MEMORY, STOMP and EDIT modes in order.

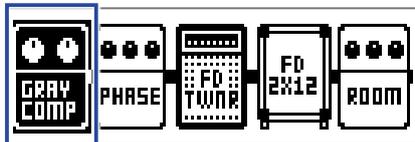


# Turning effects ON/OFF with footswitches

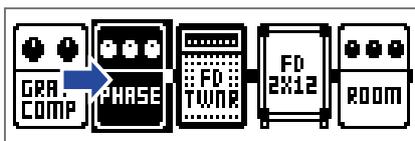
1. Press .

Select the effect to control.

The selected effect is shown with light and dark inverted.

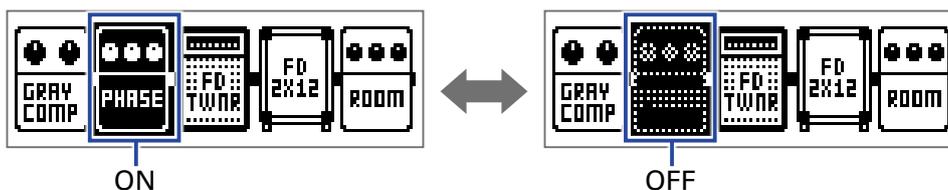


Press  repeatedly to move the selection to the right.

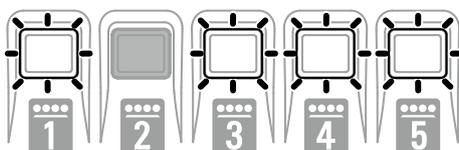
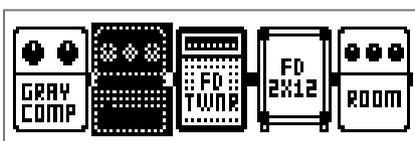


2. Press .

This turns the effect ON/OFF.

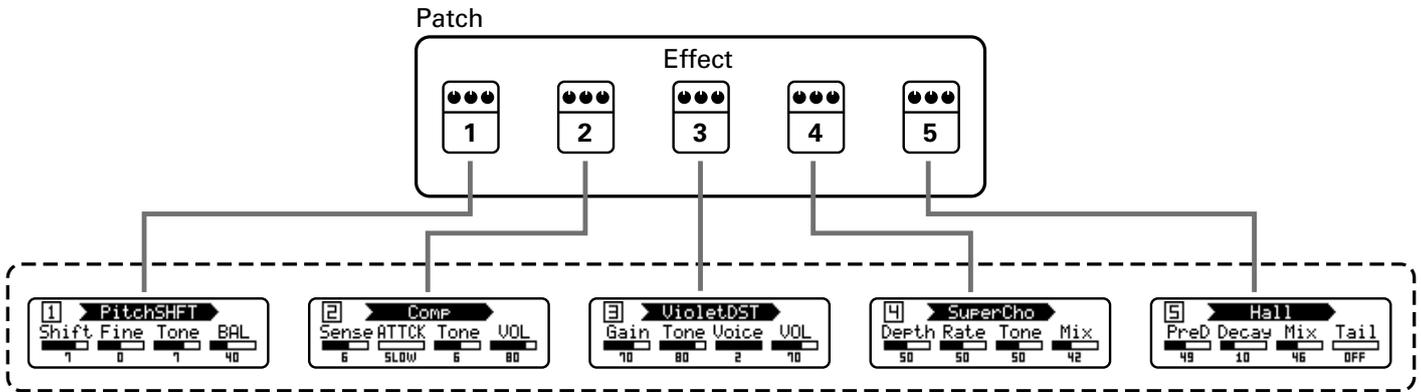


To turn an effect ON/OFF by hand, press the  -  button that corresponds to the effect position.



# Editing effects (EDIT mode)

In EDIT mode, you can change the effects used in a patch and adjust their parameters.



EDIT mode screen

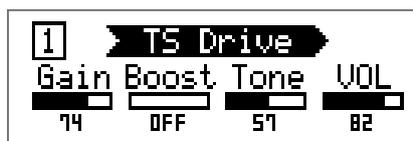
## Activating EDIT mode

1. Select a patch in MEMORY mode.



2. Press .

Pressing  repeatedly, cycles through the MEMORY, STOMP and EDIT modes in order.

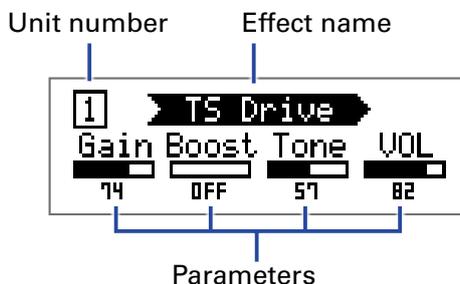


## Selecting effects

1. Press **1** – **5** for the effect you want to edit.

This switches the effect.

The LED for the selected effect lights.



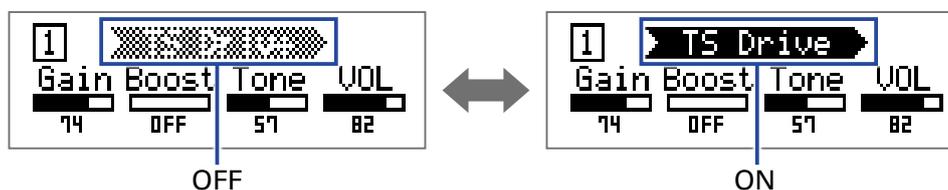
### HINT

The effect unit number is its position in the patch order.

## Turning effects ON/OFF

1. Press **1** – **5** for the selected effect again.

Pressing **1** – **5** toggles it ON/OFF.



# Changing effect types

## Selecting effect types

1. Press  or .



Function	Operation
Change to the previous effect type	Press 
Change to the next effect type	Press 

## Selecting effect categories

1. While pressing , press .

The category name appears on the display.

Press  again to show the next category name.



After the category name has been shown for a moment, the effect will change to the first effect in the category.



### HINT

- While pressing , press  to show the previous category name.
- See Guitar Lab for the explanations of each effect.

### NOTE

Using the **G1<sub>FOUR</sub>**/**G1X<sub>FOUR</sub>**, you can combine 5 effects as you like. If the processing capability limit is exceeded, a "PROCESS OVERFLOW" warning will appear and effects will be bypassed. Change one of the effects to end this condition.

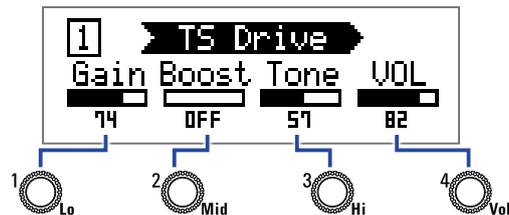


### HINT

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

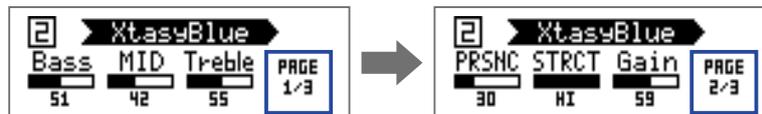
# Adjusting effect parameters

1. Turn <sup>1</sup>Lo – <sup>4</sup>Vol.



The parameters assigned to each knob depend on the effect. Refer to the names shown on the display.

If an effect has 5 or more parameters, use <sup>4</sup>Vol to change the screen.



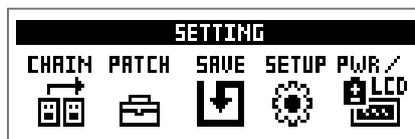
## HINT

- When AUTO SAVE is set to ON, parameter changes will be saved automatically. (→ [“Setting the AUTO SAVE function” on page 28](#))
- When AUTO SAVE is set to OFF, a parameter saving screen will appear when you try to change patches.
- The AUTO SAVE function is on by default.

# Changing the effect order

1. Press **SETTING**.

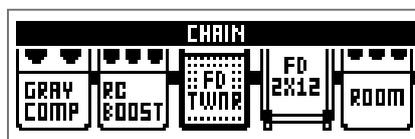
This opens the SETTING screen.



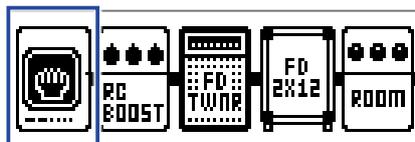
2. Press **1**.

This opens the CHAIN screen.

The effects used in the selected patch are shown as icons.

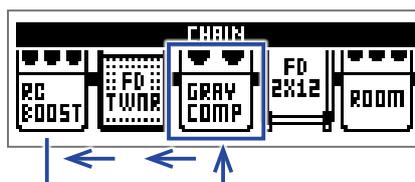


3. Press the **1** - **5** button for the effect you want to move.



4. Press the **1** - **5** button for the destination position.

The effect will be moved to the selected destination.



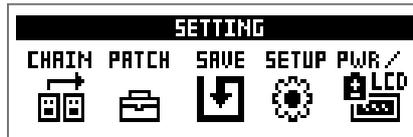
# Managing patches

## Saving patches

Patch changes can be saved to the same patch, overwriting it. They can also be saved to a patch with a different number.

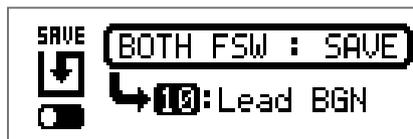
1. Press .

This opens the SETTING screen.



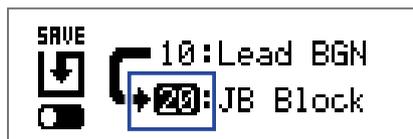
2. Press .

This opens the SAVE screen.



3. Use ,  and  - .

Select the destination patch number.



Function	Operation
Select previous patch	Press 
Select next patch	Press 
Select patch numbers 10 – 19	Press 
Select patch numbers 20 – 29	Press 
Select patch numbers 30 – 39	Press 
Select patch numbers 40 – 49	Press 
Select patch numbers 50 – 59	Press 

4. Press  and  at the same time.

This saves the patch, overwriting the content.



# Swapping patches

The contents of the patch can be switched with a patch at a different number.

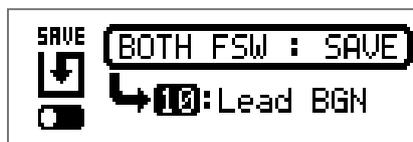
1. Press .

This opens the SETTING screen.



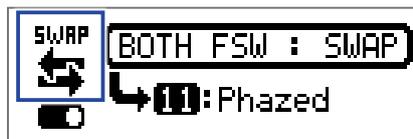
2. Press .

This opens the SAVE screen.



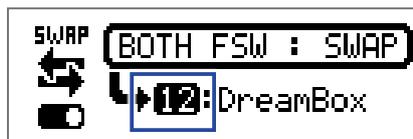
3. Turn .

The icon on the display changes from SAVE to SWAP.



4. Use ,  and  - .

Select the number of the patch to swap.



Function	Operation
Select previous patch	Press 
Select next patch	Press 
Select patch numbers 10 – 19	Press 
Select patch numbers 20 – 29	Press 
Select patch numbers 30 – 39	Press 
Select patch numbers 40 – 49	Press 
Select patch numbers 50 – 59	Press 

5. Press  and  at the same time.

This swaps the patches.



**NOTE**

A patch that has been edited must be saved before it can be swapped.  
Save the patch before trying to swap it. (→ ["Saving patches" on page 23](#))

# Adjusting the master tempo

The master tempo is the tempo shared by effects, rhythms and the looper.

1. Press .

This opens the SETTING screen.



2. Press .

This opens the SETUP screen.



3. Turn .



---

## HINT

- This can be set from 40 to 250.
  - BPM (Beats Per Minute) is the number of beats (quarter notes) in one minute and is a unit used to show how fast a musical tempo is. For example, 60 BPM is a tempo of 60 beats per minute.
-

# Setting the AUTO SAVE function

This function can be used automatically save changes to patch and effect settings when they are made.

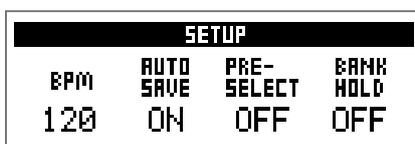
1. Press .

This opens the SETTING screen.



2. Press .

This opens the SETUP screen.



3. Turn .



Setting	Explanation
ON	Automatic saving is enabled.
OFF	Automatic saving is disabled.

## ■ When AUTO SAVE is ON

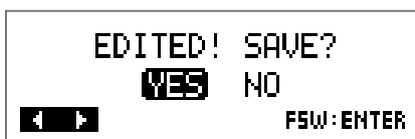
Patch and effect setting changes will be saved automatically.

## ■ When AUTO SAVE is OFF

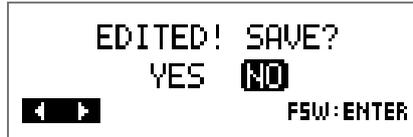
Patch changes can be saved with the following procedure.

1. After editing a patch, switch to a different patch.

A message confirming that you want to save the changes will appear on the display.



2. Turn .



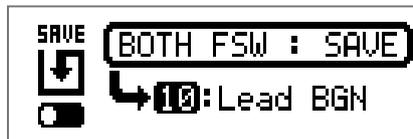
Setting	Explanation
YES	Changes will be saved.
NO	Changes will not be saved.

**NOTE**

If you select "NO", the other patch will open without saving the changed patch settings.

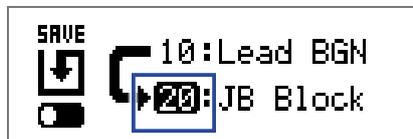
3. Press  or .

This opens a screen for selecting the patch number to use for saving.



4. Use ,  and  - .

Select the destination patch number.



Function	Operation
Switch to lower-numbered patch	Press 
Switch to higher-numbered patch	Press 
Switch to patch numbers 10 – 19	Press 
Switch to patch numbers 20 – 29	Press 
Switch to patch numbers 30 – 39	Press 
Switch to patch numbers 40 – 49	Press 
Switch to patch numbers 50 – 59	Press 

5. Press  and  at the same time.

The edited patch is saved.



---

#### HINT

An edited patch can also be saved on the SETTING screen. (→ [“Saving patches” on page 23](#))

---

# Setting the PRESELECT function

This function can be used to switch to a patch at any location while continuing to use the tone of the currently selected patch.

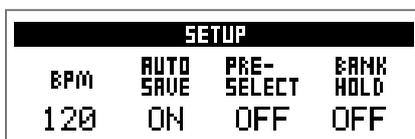
1. Press .

This opens the SETTING screen.



2. Press .

This opens the SETUP screen.



3. Turn .

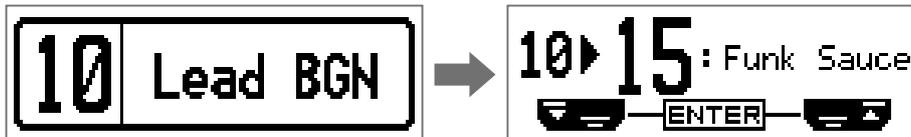


Setting	Explanation
ON	Use the PRESELECT function.
OFF	Do not use the PRESELECT function.

## ■ When PRESELECT is ON

1. In MEMORY mode, use ,  and  - .

This opens a screen for selecting the number of the preselect destination patch.



Function	Operation
Switch to lower-numbered patch	Press 
Switch to higher-numbered patch	Press 
Switch to patch numbers 10 – 19	Press 
Switch to patch numbers 20 – 29	Press 
Switch to patch numbers 30 – 39	Press 
Switch to patch numbers 40 – 49	Press 
Switch to patch numbers 50 – 59	Press 

2. Press  and  at the same time.

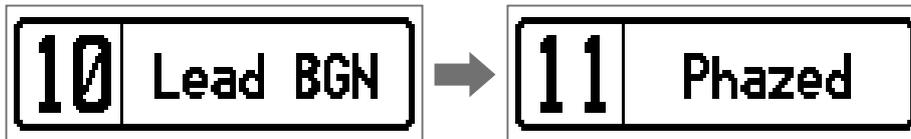
This switches to the selected patch.



## ■ When PRESELECT is OFF

1. In MEMORY mode, use ,  and  – .

This changes the patch.



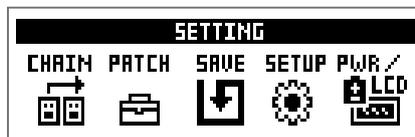
Function	Operation
Switch to lower-numbered patch	Press 
Switch to higher-numbered patch	Press 
Switch to patch numbers 10 – 19	Press 
Switch to patch numbers 20 – 29	Press 
Switch to patch numbers 30 – 39	Press 
Switch to patch numbers 40 – 49	Press 
Switch to patch numbers 50 – 59	Press 

# Setting the BANK HOLD function

This function can be used to limit to the same bank when switching patches.

1. Press .

This opens the SETTING screen.



2. Press .

This opens the SETUP screen.



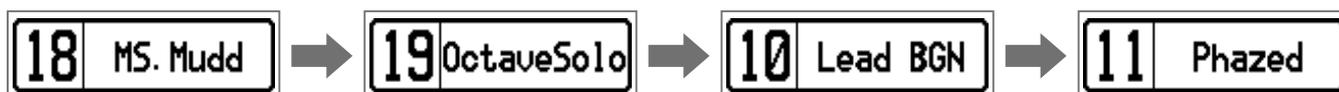
3. Turn .



## ■ When BANK HOLD is ON

Switching down from the lowest patch in a bank will open the highest patch in the same bank. Switching up from the highest patch in a bank will open the lowest patch in the same bank.

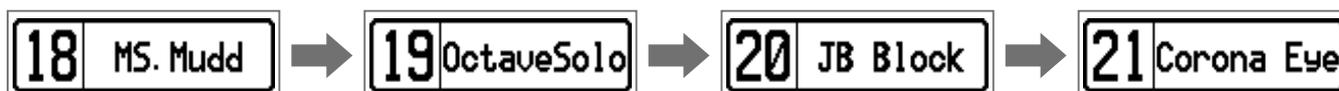
Example: current patch in Bank 1



## ■ When BANK HOLD is OFF

Switching down from the lowest patch in a bank and up from the highest patch in a bank will open a patch in the next bank.

Example: current patch in Bank 1



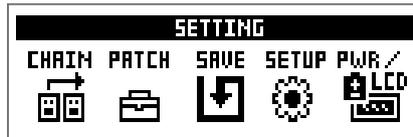
# Making power and display settings

## Setting the type of batteries used

Set the type of battery used correctly so that the amount of remaining battery charge can be shown accurately.

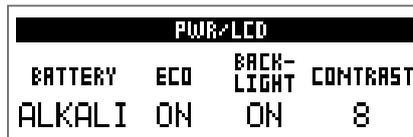
1. Press .

This opens the SETTING screen.

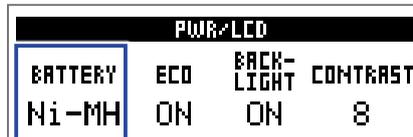


2. Press .

This opens the PWR/LCD screen.



3. Turn .



Setting	Explanation
ALKALI	Alkaline batteries
Ni-MH	Nickel-metal hydride batteries

# Setting the ECO mode

This function can be used to turn the power off automatically if unused for 10 hours.

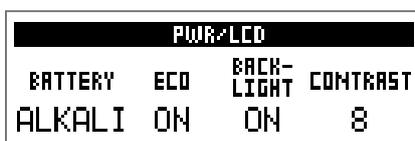
1. Press .

This opens the SETTING screen.

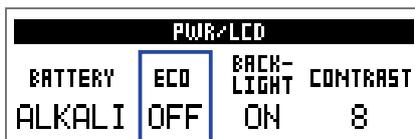


2. Press .

This opens the PWR/LCD screen.



3. Turn .

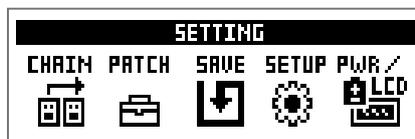


Setting	Explanation
ON	The power will automatically turn off if unused for 10 hours.
OFF	This disables ECO mode.

# Setting the backlight time

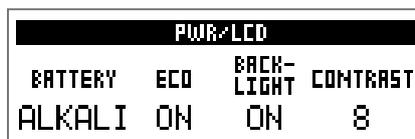
1. Press .

This opens the SETTING screen.

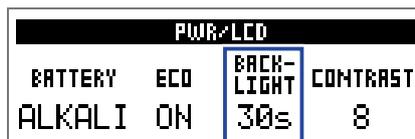


2. Press .

This opens the PWR/LCD screen.



3. Turn .



Setting	Explanation
OFF	The backlight stays off.
ON	The backlight stays on.
15s	The backlight turns off 15 seconds after the last operation.
30s	The backlight turns off 30 seconds after the last operation.

# Adjusting the display contrast

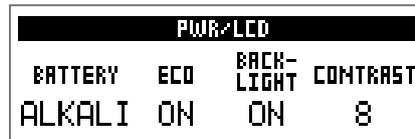
1. Press .

This opens the SETTING screen.

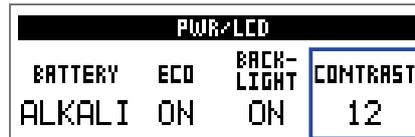


2. Press .

This opens the PWR/LCD screen.



3. Turn .



---

## HINT

This can be set from 1 to 13.

---

# Using the tuner

Use this to tune the connected guitar.

## Activating the tuner

1. When using MEMORY, STOMP or EDIT mode, press  and  at the same time. This activates the tuner.



### HINT

Pressing anything other than  will close the tuner and return to the original screen.

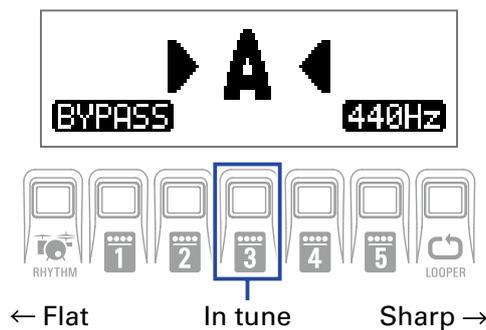
## Tuning a guitar

1. Play the open string that you want to tune and adjust its pitch. The display will differ according to the selected tuner type. (→ [“Changing tuner settings” on page 41](#))

### ■ CHROMATIC tuner

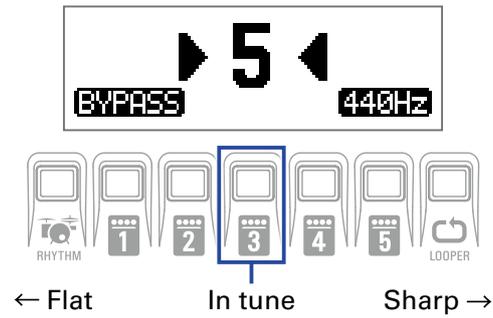
The nearest note name and pitch detuning will be shown on the display and by the LEDs.

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.



## ■ Other tuners

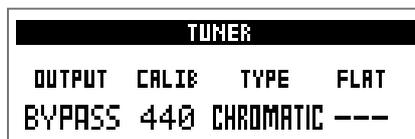
The nearest string number and pitch detuning will be shown on the display and by the LEDs. When the pitch is accurate, the LED at the center of the meter will light green and the LEDs to the left and right will light red.



# Changing tuner settings

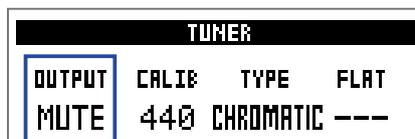
1. Press  when the TUNER screen is open.

This opens the TUNER setting.



## ■ Setting the output method

1. Turn .



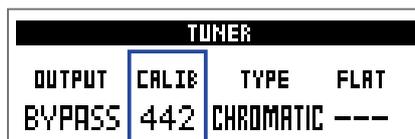
Setting	Explanation
BYPASS	Effects are bypassed and the guitar sound is output.
MUTE	The guitar sound is not output.

### HINT

You can also turn  on the TUNER screen to change this setting.

## ■ Adjusting the standard pitch

1. Turn .



### HINT

- This sets middle A between 435 and 445 Hz.

- You can also turn  on the Tuner Screen to change this setting.

## ■ Setting the tuner type

1. Turn <sup>3</sup> .

TUNER			
OUTPUT	CALIB	TYPE	FLAT
BYPASS	440	GUITAR	b×0

Setting	Explanation
CHROMATIC	The pitch detuning is shown according to the nearest note (in semitones).
Other tuner types	The nearest string number is shown according to the selected type, and the amount of detuning from its pitch is shown. The following tuner types can be selected.

Display	Explanation	String number/note						
		7	6	5	4	3	2	1
GUITAR	Standard guitar tuning with a 7th string	B	E	A	D	G	B	E
OPEN A	Open A tuning (open strings play A chord)	–	E	A	E	A	C#	E
OPEN D	Open D tuning (open strings play D chord)	–	D	A	D	F#	A	D
OPEN E	Open E tuning (open strings play E chord)	–	E	B	E	G#	B	E
OPEN G	Open G tuning (open strings play G chord)	–	D	G	D	G	B	D
DADGAD	Alternate tuning often used for tapping and other techniques	–	D	A	D	G	A	D

## ■ Using flat tunings

1. Turn <sup>4</sup> .

All strings can be tuned flat from an ordinary tuning by one (b×1), 2 (b×2) or 3 (b×3) semitones.

TUNER			
OUTPUT	CALIB	TYPE	FLAT
BYPASS	440	GUITAR	b×3

### NOTE

Flat tuning cannot be used when the tuner type is “CHROMATIC”.

# Using rhythms

---

You can play along with built-in rhythms.

## Activating the rhythm function

1. When using MEMORY, STOMP or EDIT mode, press  RHYTHM.

This opens the RHYTHM screen.

RHYTHM			
PATTERN	Count	BPM	VOL
GUIDE	ON	120	80

---

### HINT

- Press  to return to the original mode.
  - During rhythm playback, press  to continue rhythm playback and return to the original mode.
  - The looper can be used during rhythm playback. When the RHYTHM screen is open, press  to switch to the LOOPER screen. (→ [“Using the looper” on page 47](#))
-

# Setting the rhythm

## ■ Selecting rhythm patterns

1. Turn <sup>1</sup> .

This selects the rhythm pattern. (→ [“Rhythm patterns” on page 46](#))

RHYTHM			
PATTERN	Count	BPM	VOL
8Beats3	ON	120	80

## ■ Setting the precount

1. Turn <sup>2</sup> .

This sets the precount.

This plays a count sound before looper recording starts.

RHYTHM			
PATTERN	Count	BPM	VOL
8Beats3	OFF	120	80

Setting	Explanation
OFF	A precount is not played.
ON	A precount is played.

## ■ Adjusting the tempo

1. Turn <sup>3</sup> .

RHYTHM			
PATTERN	Count	BPM	VOL
8Beats3	OFF	124	80

### HINT

- This can be set from 40 to 250.
- The tempo set here will be shared by the effects and the looper.

## ■ Adjusting the volume

1. Turn <sup>4</sup> .

RHYTHM			
PATTERN	Count	BPM	VOL
8Beats3	OFF	124	84

### HINT

This can be set from 0 to 100.

# Starting/stopping rhythm playback

1. Press .

This starts rhythm playback.



2. Press .

This stops rhythm playback.

---

## HINT

During rhythm playback, you can switch MEMORY, STOMP and EDIT modes. To stop rhythm playback,

press  to open the RHYTHM screen, and then press .

---

# 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
18	Emo	4/4
19	TomTomBt	4/4
20	Funk1	4/4
21	Funk2	4/4
22	FunkRock	4/4
23	JazzFunk	4/4

No.	Name	Time Sig.
24	R&B1	4/4
25	R&B2	4/4
26	70's Soul	4/4
27	90's 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
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

No.	Name	Time Sig.
47	Jazz2	4/4
48	Fusion	4/4
49	Swing1	4/4
50	Swing2	4/4
51	Bossa1	4/4
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	

# Using the looper

---

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

## Activating the looper

1. When using MEMORY, STOMP or EDIT mode, press  LOOPER.

This opens the LOOPER screen.

LOOPER			
Time	StopMode	BPM	VOL
MANUAL	Instant	124	80

---

### HINT

Press  LOOPER to return to the original mode.

---

# Setting the looper

## ■ Setting of the loop recording time

1. Turn <sup>1</sup> .

LOOPER			
Time	StopMode	BPM	VOL
♪x2	Instant	124	80

Setting	Explanation
MANUAL	Recording will continue until stopped manually or the maximum recording time is reached.
♪x1-64	Set the value to 1 – 64 quarter notes. The actual recording time depends on the BPM setting. Recording time (seconds) = $60 \div \text{BPM} \times \text{quarter notes}$

### NOTE

- The looper recording time is between 1.5 and 30 seconds.
- Settings that will not fit in the recording time will be adjusted automatically.
- Changing the recording time will delete the recorded data.

## ■ Setting how looping stops

1. Turn <sup>2</sup> .

LOOPER			
Time	StopMode	BPM	VOL
♪x2	Finish	124	80

Setting	Explanation
Instant	Stops immediately after the stop operation.
Finish	The loop will stop after playing to its end.
Fade Out	The loop will stop after fading out.

## ■ Adjusting the tempo

1. Turn <sup>3</sup> .

LOOPER			
Time	StopMode	BPM	VOL
♪x2	Finish	128	80

### NOTE

Changing the tempo will delete the recorded data.

### HINT

- This can be set from 40 to 250.
- The tempo set here will be shared by the effects and the rhythm.

## ■ Adjusting the volume

1. Turn  Vol.

LOOPER			
Time	StopMode	BPM	VOL
↓x2	Finish	124	86

---

### HINT

This can be set from 0 to 100.

---

# Recording and playing loops

1. Press .

This starts loop recording.



2. Stop recording and start loop playback.

**If the recording time is set to "Manual"**

Pressing  again or allowing the maximum recording time to be reached will stop recording and start loop playback.

**If the recording time is set to "J x1-64"**

When the set recording time is reached, recording will stop and loop playback will start.



3. Press .

This stops loop playback.



## NOTE

- During rhythm playback, recording will start after the precount.
- Sound input through the AUX IN jack will not be recorded.

## HINT

- During rhythm playback, quantization is enabled so even if the recording ending time is not exact, the loop will automatically be adjusted so that loop playback stays in time.
- During loop playback, you can switch MEMORY, STOMP and EDIT modes.

## Overdubbing loops

Additional performances can be added to the recorded loop.

1. Press  during loop playback.

This starts overdubbing.

When the end of the loop is reached, loop playback will continue from the beginning, and overdubbing can be repeated.



2. Press  during overdubbing.

This stops overdubbing, but continues loop playback.

## Clearing the loop

1. When loop playback is stopped, press and hold  .  
This clears the recorded loop.

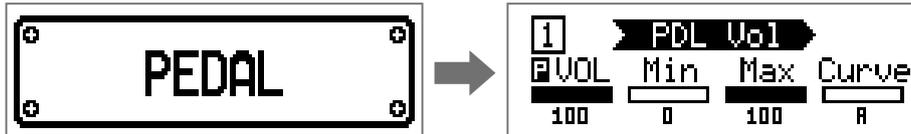


# Using the expression pedal (G1X<sub>FOUR</sub> only)

If an effect in the PEDAL category is selected when using a G1X<sub>FOUR</sub>, you can control the amount of the effect with the expression pedal.

## Setting pedal effects

1. In EDIT mode, select an effect from the PEDAL category.



### NOTE

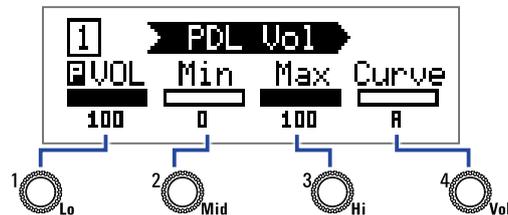
Only one effect in a patch can be selected from the PEDAL category.

### HINT

Selecting effects from categories (→ [“Selecting effect categories” on page 20](#))

2. Turn  $\textcircled{1}_{Lo}$  –  $\textcircled{4}_{Vol}$ .

Adjust the pedal effect. (→ [“Adjusting effect parameters” on page 21](#))



3. Use the expression pedal.

This changes the amount of the effect.

### HINT

Press the front-end of the expression pedal down to turn the pedal effect ON/OFF. This does not, however, save the ON/OFF setting.

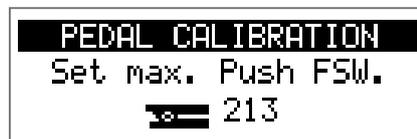
# Adjusting the pedal

## Adjusting the pedal sensitivity

1. While pressing <sup>SETTING</sup> , turn the **G1X<sub>FOUR</sub>** power on.  
This opens the PEDAL CALIBRATION screen.



2. Operate the pedal as shown on the display, and press  or  each time.



Calibration is finished when “Complete!” appears.

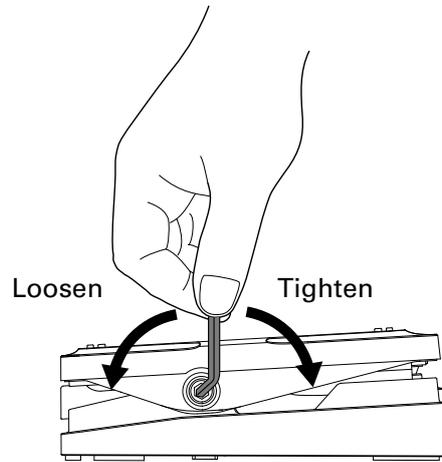
### NOTE

- Adjust the pedal sensitivity in the following cases.
  - Stepping on the pedal has little effect.
  - The volume and tone changes greatly even when the pedal is only pressed lightly.
- If “Error!” appears, start calibration again from the beginning.

## Adjusting the torque

---

1. Insert a 5 mm hex wrench into the torque adjustment screw on the side of the pedal.
2. Turn it clockwise to tighten the pedal and counterclockwise to loosen it.



### NOTE

Be careful because loosening the torque adjustment screw too much could cause it to become disconnected internally, making it impossible to keep the pedal in a fixed position.

# Managing the firmware

## Checking the firmware versions

1. While pressing  turn the **G1 FOUR/G1X FOUR** power on.  
This opens the firmware VERSION screen.

VERSION		
SYSTEM	PRESET	BOOT
1.00	1.00	1.00
FSW: START		

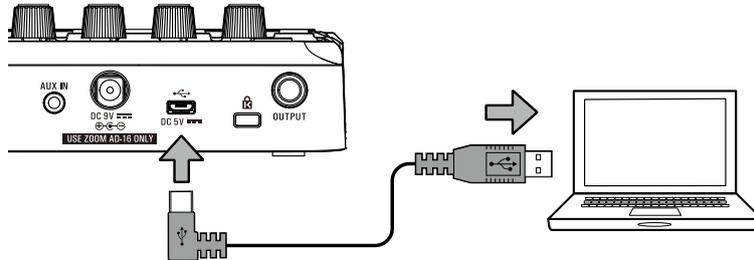
2. Press  or .

This restarts the **G1 FOUR/G1X FOUR** and reopens the usual screen.

# Updating the firmware

Check the ZOOM website (<https://www.zoom.co.jp/>), and download firmware for the **G1 FOUR/G1X FOUR**.

1. While pressing both  and , use a USB cable to connect the **G1 FOUR/G1X FOUR** and the computer.



This turns the **G1 FOUR/G1X FOUR** power on and opens the FIRMWARE UPDATE screen.



2. Launch the firmware update application on the computer.

This will start the update.

"Complete!" will appear when updating finishes.



## NOTE

- Do not disconnect the USB cable during a firmware update.
- In the unlikely event that a firmware update should fail while in progress, conduct the procedures from the beginning to update the firmware again.

## HINT

See the ZOOM website for details about using the application.

3. After updating completes, disconnect the USB cable and turn the power off.

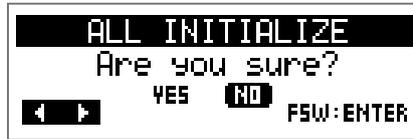
## HINT

Updating the firmware will not erase saved patches.

# Restoring factory default settings

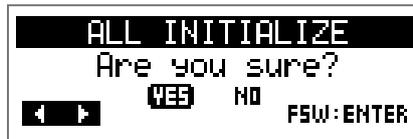
1. While pressing , turn the **G1**<sub>FOUR</sub>/**G1X**<sub>FOUR</sub> power on.

This opens an initialization confirmation screen.



2. Turn .

Select the operation.



Setting	Explanation
YES	Initialize settings, rewriting them with the factory defaults.
NO	Cancel the initialization and return to the usual screen.

3. Press  or .

This starts initialization.

When initialization finishes, "Complete!" appears, and then the usual screen reopens.



## NOTE

Initialization will overwrite all settings, including patches, to their factory defaults. Be certain before using this function.

# Troubleshooting

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## The unit will not power on

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- If using batteries, connect a cable to the INPUT jack.

## There is no sound or output is very quiet

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- Check the connections. (→ [“Connecting” on page 10](#))
- Adjust the levels of the effects. (→ [“Adjusting effect parameters” on page 21](#))
- Adjust the patch level. (→ [“Changing patch levels” on page 14](#))
- Adjust the output volume. (→ [“Adjusting the overall audio character and output level” on page 11](#))
- If you are using the expression pedal to adjust the volume, adjust the pedal position until the volume level is suitable.
- Confirm that the tuner output is not set to “MUTE”: (→ [“Changing tuner settings” on page 41](#))

## There is a lot of noise

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- Confirm that a shielded cable is not the cause.
- Use a genuine ZOOM AC adapter. (→ [“Connecting” on page 10](#))

## Effects are not working

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- If the effect processing power is being exceeded, “PROCESS OVERFLOW” will appear on the display. When “PROCESS OVERFLOW” appears for an effect, it will be bypassed. (→ [“Changing effect types” on page 20](#))

## Batteries lose their charge quickly

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- Confirm that you are not using manganese batteries. Alkaline batteries should provide about 18 hours of continuous operation.
- Confirm the battery setting.  
The setting must match the batteries being used in order to show the remaining battery charge accurately. (→ [“Setting the type of batteries used” on page 35](#))
- Due to battery characteristics, they are discharged more quickly when used in places with low temperatures.

## Expression pedal does not work well (G1X<sub>FOUR</sub> only)

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- Check the expression pedal settings. (→ [“Using the expression pedal \(G1X<sub>FOUR</sub> only\)” on page 53](#))
- Adjust the expression pedal. (→ [“Adjusting the pedal” on page 54](#))

# Specifications

Maximum number of simultaneous effects	5	
User patches	50	
Sampling frequency	44.1 kHz	
A/D conversion	24-bit 128x oversampling	
D/A conversion	24-bit 128x oversampling	
Signal processing	32-bit	
Display	128x32 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: 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	<b>G1</b> <sub>FOUR</sub> 156 mm (D) × 130 mm (W) × 42 mm (H) <b>G1X</b> <sub>FOUR</sub> 156 mm (D) × 216 mm (W) × 52 mm (H)	
Weight	<b>G1</b> <sub>FOUR</sub> 340 g (excluding batteries) <b>G1X</b> <sub>FOUR</sub> 610 g (excluding batteries)	

Note: 0 dBu = 0.775 V



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