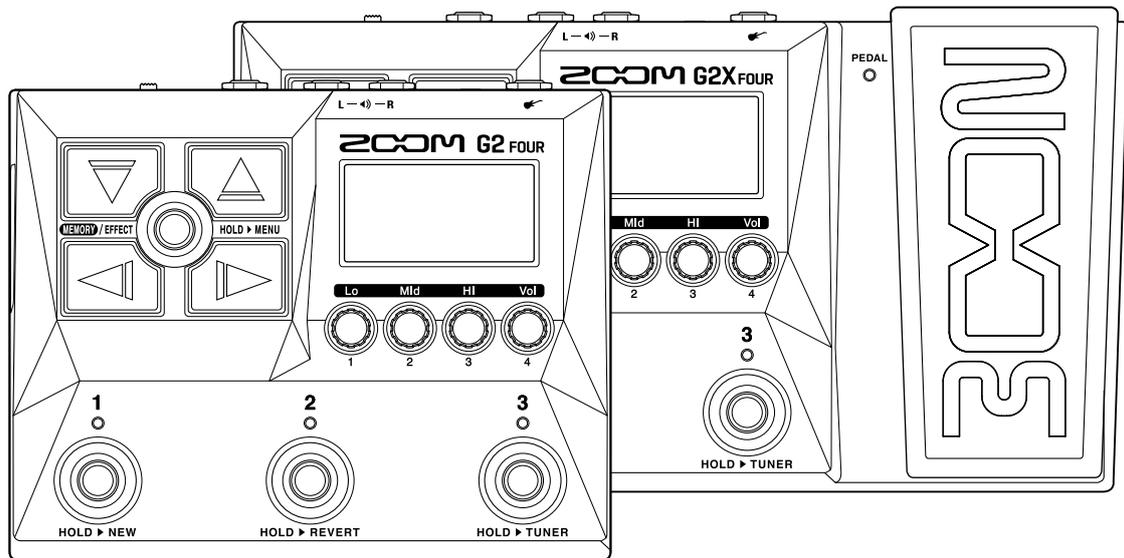


G2 FOUR / G2X FOUR

EFFECTS & AMP EMULATOR



Operation Manual

You must read the Usage and Safety Precautions before use.

©2023 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. All trademarks and registered trademarks in this document are for identification purposes only and are not intended to infringe on the copyrights of their respective owners.

Proper display is not possible on grayscale devices.

Notes about this Operation Manual

You might need this manual in the future. Always keep it in a place where you can access it easily. The contents of this document and the specifications of the product could be changed without notice.

- Windows® is a trademark or registered trademark of Microsoft® Corporation.
- iPhone, iPad, iPadOS and Mac are trademarks of Apple Inc.
- App Store is a service mark of Apple Inc.
- iOS is a trademark or registered trademark of Cisco Systems, Inc. (USA).
- Android and Google Play are trademarks of Google LLC.
- The illustrations and display screens in this document could differ from the actual product.

Terms used in this manual

Patch memory

Patch memories store effects and amps used, effect on/off states and parameter setting values, allowing easy recall. Effects are saved and recalled in units of patch memories. A single patch memory can include up to 6 effects plus 1 pedal effect. Up to 300 patch memories can be saved.

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 patch memories.

Category

Effects are grouped by type into categories.

Auto save

This function automatically saves changes to patch memory and effect settings.

ECO mode

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

Looper

Mono phrases that are up to 80 seconds long can be recorded and played back repeatedly. This can be synchronized with rhythm patterns.

Preselect

This function allows continued use of the current patch memory sound while switching to another patch memory at a distant number.

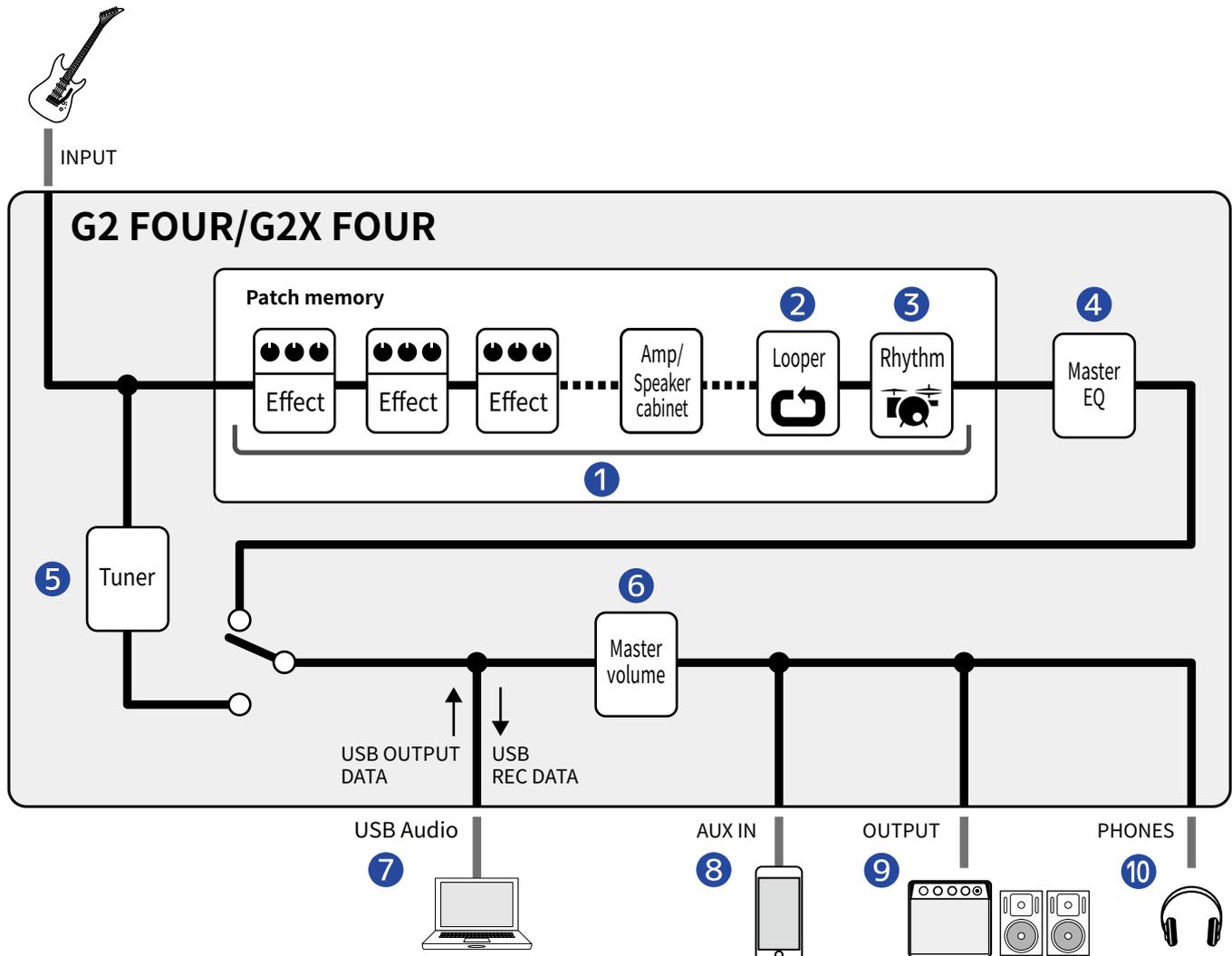
Contents

Notes about this Operation Manual.....	2
Terms used in this manual.....	3
G2 FOUR/G2X FOUR structure.....	6
Signal flow.....	6
Memory overview (patch memories).....	8
Functions of parts.....	9
Top.....	9
Back.....	10
Side.....	11
Screens that appear on the display.....	12
Memory Screen.....	12
Effect Screen.....	13
Library Screen.....	14
MENU Screen.....	15
Making connections.....	18
Turning the power on/off.....	20
Turning the power on.....	20
Turning the power off.....	21
Adjusting the overall tonal character and output level.....	22
Switching patch memories while playing (Memory Screen).....	23
Using the PRESELECT function.....	25
Turning the PRESELECT function on/off.....	25
Selecting patch memories when the PRESELECT function is on.....	27
Editing effects (Effect Screen).....	29
Opening the Effect Screen.....	29
Turning effects on/off.....	31
Replacing effects.....	33
Adjusting effect parameters.....	36
Changing the order of effects.....	38
Adjusting the tempo.....	40
Managing patch memories.....	42
Changing patch memory names.....	42
Copying and saving patch memories.....	44
Deleting patch memories.....	46
Creating patch memories.....	48
Reverting patch memory changes.....	49
Using the tuner.....	51
Activating the tuner.....	51
Changing tuner settings.....	52
Using a pedal.....	56

Setting pedal effects.....	56
Calibrating the pedal (G2X FOUR only).....	58
Using rhythms.....	60
Setting the rhythm effect.....	60
Starting/stopping rhythm playback.....	62
Rhythm patterns.....	63
Using the looper while playing.....	64
Setting the looper effect.....	64
Looper operations.....	71
Using audio interface functions.....	76
Installing drivers.....	76
Connecting with a computer, smartphone or tablet.....	77
Operating the G2 FOUR/G2X FOUR from a smartphone/tablet.....	78
Making unit settings.....	79
Selecting the type of connected equipment.....	79
Setting the AUTO SAVE function.....	80
Setting the ECO mode.....	81
Changing the start-up setting.....	82
Adjusting the display contrast.....	83
Managing the firmware.....	84
Checking the firmware versions.....	84
Updating.....	84
Restoring factory default settings.....	85
Appendix.....	86
Troubleshooting.....	86
Specifications.....	87

G2 FOUR/G2X FOUR structure

Signal flow



1 Patch memory

The input guitar sound passes through effects, followed by amp and speaker cabinet models, in order. (→ [Adjusting effect parameters](#))

2 Looper

Recorded loops can be played back. (→ [Using the looper while playing](#))

3 Rhythm

Drum sounds can be played back using internal rhythm patterns. (→ [Using rhythms](#))

4 Master EQ

This adjusts the overall tonal character. This setting is retained even when the patch memory is changed. (→ [Adjusting the overall tonal character and output level](#))

5 Tuner

Use this to tune the connected guitar. (→ [Using the tuner](#))

6 Master volume

This adjusts the overall volume. This setting is retained even when the patch memory is changed. (→ [Adjusting the overall tonal character and output level](#))

7 USB AUDIO

Data can be exchanged with computers and smartphones using the audio interface function. (→ [Using audio interface functions](#))

8 AUX IN

Audio can be played back from a smartphone, portable audio player or other device.

9 OUTPUT

An amp or powered monitors can be connected.

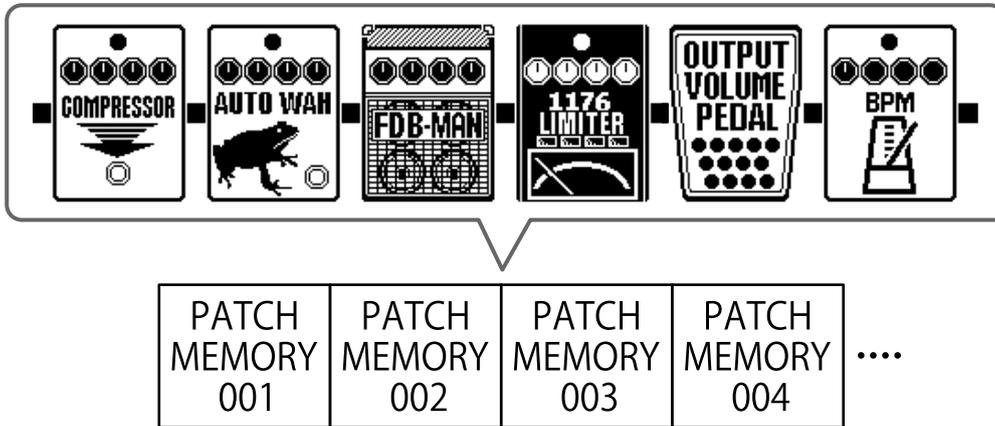
10 PHONES

Headphones can also be connected.

Memory overview (patch memories)

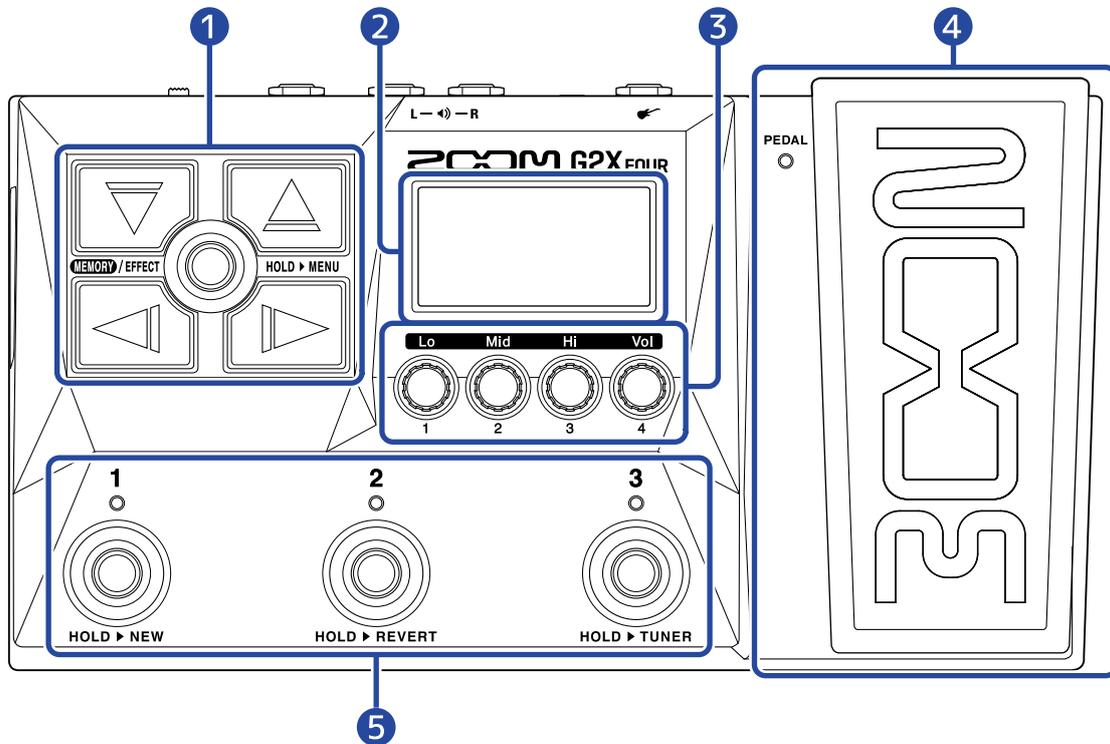
Patch memories

These store the effects used, their order, on/off states and parameter settings. Effects can be saved and recalled in patch memory units. 300 patch memories can be stored.



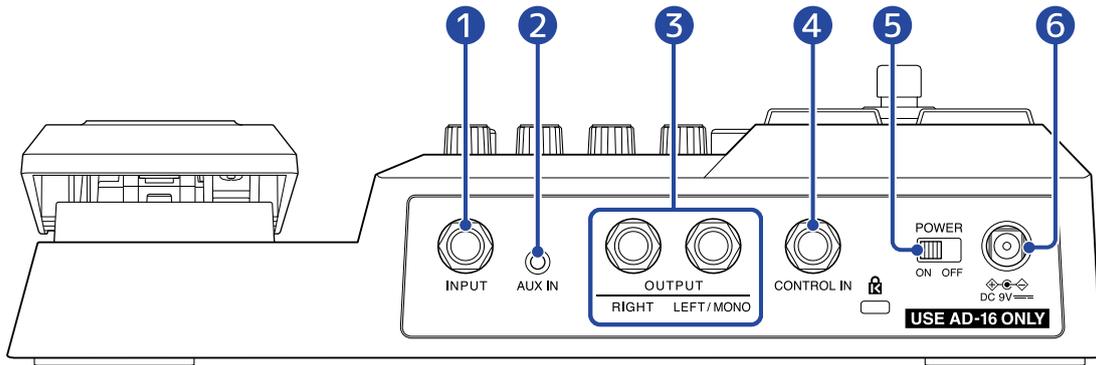
Functions of parts

Top



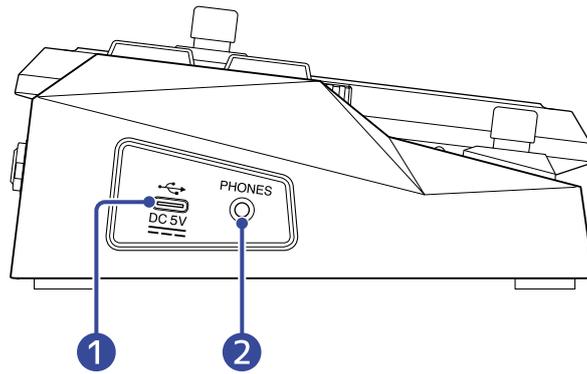
- 1 Direction buttons**
Use these to select patch memories and effects, for example. They can be operated by foot.
- 2 Display**
This shows information, including the names of the selected patch memory and its effects along with their parameter values.
- 3 Parameter knobs**
Use these to adjust effect parameters and make various settings.
- 4 Expression pedal/indicator (G2X FOUR only)**
Adjust the depth of pedal effects. (→ [Setting pedal effects](#))
Press the front of the pedal to turn the pedal effect on/off. (When on, the indicator lights.)
- 5 Footswitches/indicators**
Use these to select patch memories and turn effects on/off.
When the [Effect Screen](#) is open, the indicators show whether effects are on or off.

Back



- 1 INPUT jack**
Connect a guitar here.
- 2 AUX IN jack**
Connect a portable music player or similar device here.
- 3 OUTPUT jacks**
Connect a guitar amp or powered monitors here.
- 4 CONTROL IN jack (G2 FOUR only)**
Connect an expression pedal (ZOOM FP02M) here, and use it to adjust a pedal effect.
- 5 POWER switch**
This turns the power on/off.
- 6 DC 9V AC adapter connector**
Connect the dedicated AC adapter (ZOOM AD-16) here.

Side



1 USB (Type-C) port

Connected to a computer, smartphone or tablet, this can be used as an audio interface.

By using Handy Guitar Lab, you can manage patch memories and edit and add effects, for example, from a smartphone or tablet.

This supports operation on USB bus power.

2 PHONES output jack

Connect headphones here.

HINT:

Handy Guitar Lab for G2 FOUR can be downloaded from the App Store and Google Play.

Screens that appear on the display

The G2 FOUR/G2X FOUR is operated with buttons and knobs while viewing the display. This section explains the screens shown on the display.

Memory Screen

This opens when the power is turned on.

This shows patch memories, allowing them to be selected for performing and editing.



1 Patch memory numbers

Footswitches  -  can be used to select the patch memories that are shown currently.

Use  /  to select a patch memory one lower or higher. Use  and  to select a patch memory 10 places away.

The selected patch memory is highlighted.

2 Patch memory name

This shows the name of the selected patch memory.

Opening the Memory Screen

- When the [MENU Screen](#) or [Effect Screen](#) is open: Press .
- When the [Library Screen](#) is open: Confirm the selected effect to open the [Effect Screen](#), and press .

Effect Screen

Patch memories can be edited.



1 Effects

This shows the effects in the selected patch memory.

Use  and  to select effects. The selected effect will appear slightly raised.

2 Name of current patch memory

3 Effects that are being shown

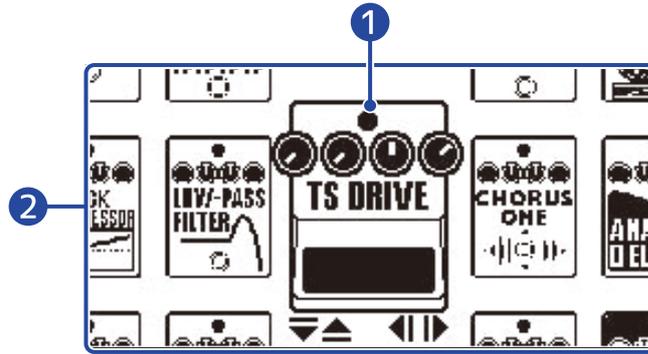
Up to 3 effects can be shown on the display. The black circles indicate the positions of the effects that are being shown.

Opening the Effect Screen

- When the [Memory Screen](#) or [MENU Screen](#) is open: Press **MEMORY/EFFECT** .
- When the [Library Screen](#) is open: Press **MEMORY/EFFECT**  to confirm the selected effect.

Library Screen

Effects in patch memories can be changed.



1 Selected effect

The selected effect is shown larger and in the center.

2 Effect list

Effects in the same category are lined up vertically. Use  and  to select effects in the same category.

Use  and  to select effects in different categories.

Opening the Library Screen

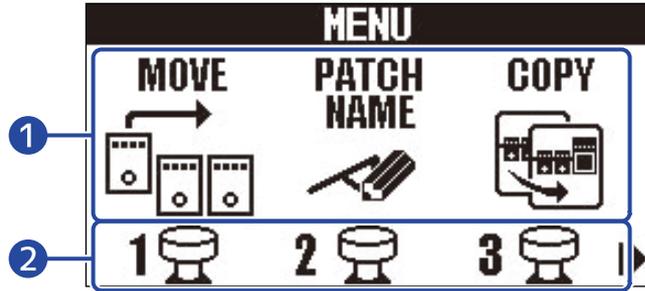
Select the effect to be changed on the [Effect Screen](#), and press  or .

Exiting the Library Screen

Press   to confirm the selected effect and open the [Effect Screen](#).

MENU Screen

Various G2 FOUR/G2X FOUR settings can be made on this screen.



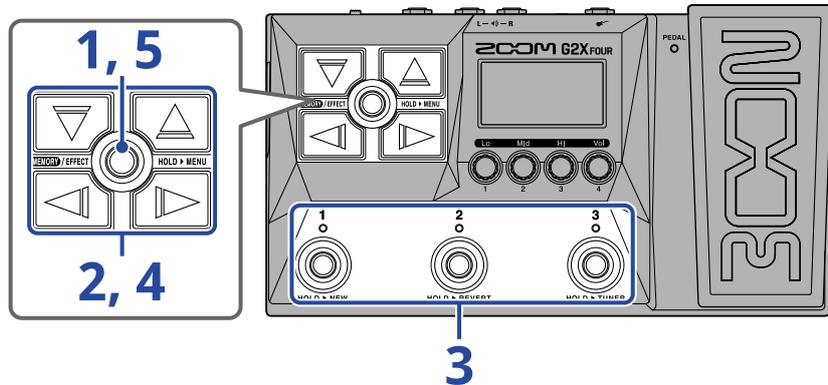
1 Setting items

Use  and  to select the setting items shown with icons.

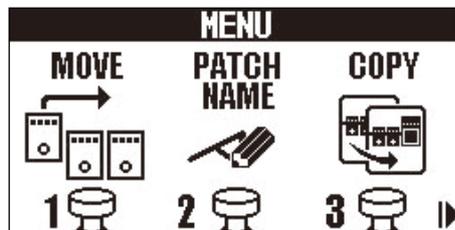
2 Footswitches

Press footswitches  -  that correspond to the icons shown on the screen to open their settings screens.

Using the MENU Screen



1. Press and hold  to open the MENU Screen.



2. Use  and  to show the icon for the desired setting item.

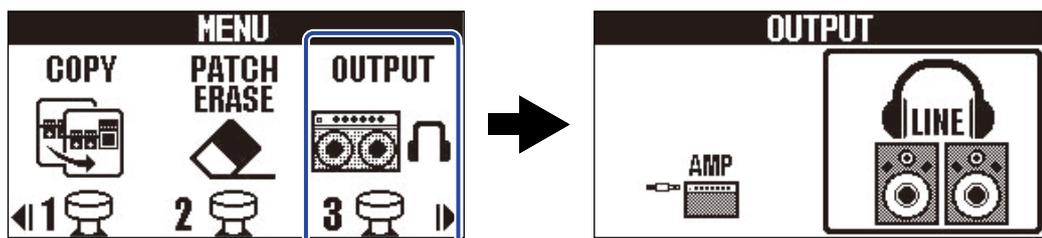
See the reference links for details about each setting.

 <p>MOVE Change the effect order. (→ Changing the order of effects)</p>	 <p>PATCH NAME Change the patch memory name. (→ Changing patch memory names)</p>
 <p>COPY Save and copy patch memories. (→ Copying and saving patch memories)</p>	 <p>PATCH ERASE Delete patch memories. (→ Deleting patch memories)</p>
 <p>OUTPUT Select the type of equipment connected to the G2 FOUR/G2X FOUR output. (→ Selecting the type of connected equipment)</p>	 <p>AUTO SAVE Turn the automatic saving function on/off. (→ Setting the AUTO SAVE function)</p>
 <p>PRE-SELECT Turn the pre-selection function on/off. (→ Using the PRESELECT function)</p>	 <p>ECO Turn the ECO mode on/off. (→ Setting the ECO mode)</p>
 <p>START-UP Turn on/off showing of the output setting at start-up. (→ Changing the start-up setting)</p>	 <p>LCD Adjust the display contrast. (→ Adjusting the display contrast)</p>
 <p>ALL INIT Restore factory default settings. (→ Restoring factory default settings)</p>	 <p>PEDAL Adjust the sensitivity of the built-in expression pedal. (G2X FOUR only) (→ Calibrating the pedal (G2X FOUR only))</p>
 <p>VERSION Check the firmware versions. (→ Checking the firmware versions)</p>	

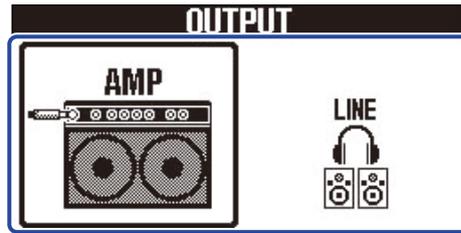
3. Press a  -  footswitch that corresponds to an icon.

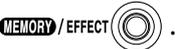
This opens the selected settings screen.

For example, press  when OUTPUT is selected.



4. Use , ,  and  to select a setting.

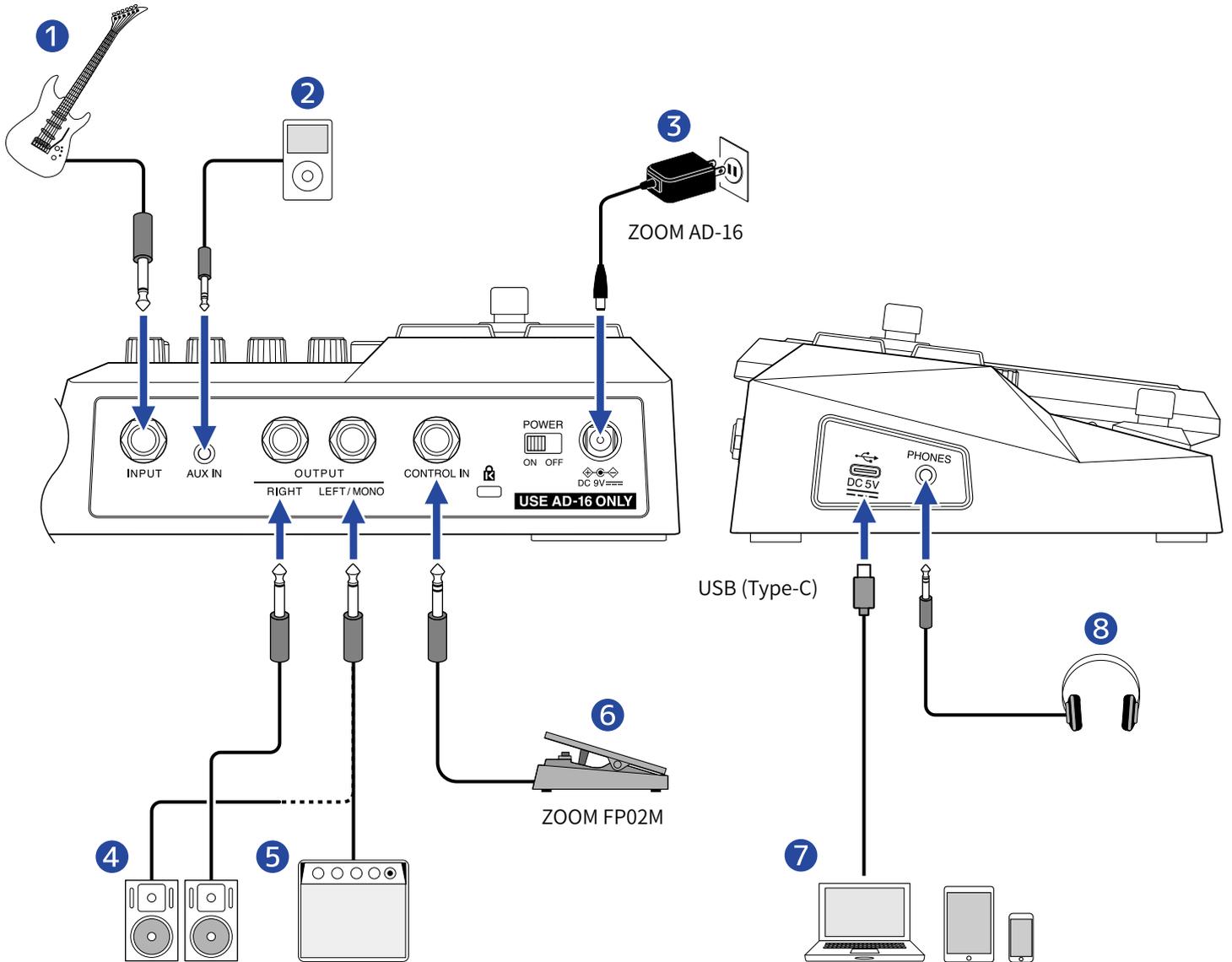


5. Press .

This confirms the setting and returns to the [Memory Screen](#) or [Effect Screen](#).



Making connections



- 1 Guitar
- 2 Portable music player, etc.
Adjust the volume on the connected device.
- 3 AC adapter (ZOOM AD-16)
- 4 Powered monitors
- 5 Guitar amp
- 6 Expression pedal (ZOOM FP02M) (G2 FOUR only)
A pedal can be used to control effects.
- 7 Computer (Mac/Windows), smartphone or tablet
Connect with a USB cable (Type-C).

The G2 FOUR/G2X FOUR can be used as an audio interface and with Handy Guitar Lab.

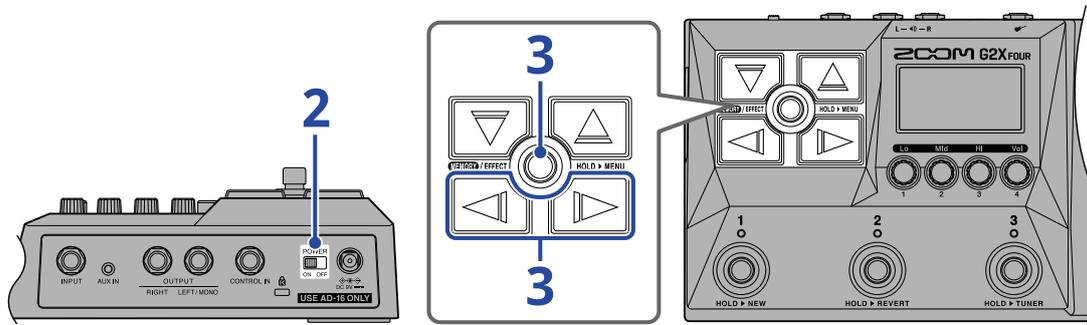
8 Headphones

HINT:

The Handy Guitar Lab for G2 FOUR app (iOS/iPadOS/Android) can be used to manage patch memories and to edit and add effects. Handy Guitar Lab for G2 FOUR can be downloaded from the App Store and Google Play.

Turning the power on/off

Turning the power on



1. Minimize the volume of the amp or powered monitors.

NOTE:

To prevent noise and malfunction, connect powered monitors or a guitar amp before turning the power on.

2. Set  to ON.

This turns on the G2 FOUR/G2X FOUR and opens the Output Setting Screen.

3. Use  and  to select the type of output, and press .



Setting	Explanation
AMP	Sound suitable for a guitar amp will be output.
LINE	Sound suitable for headphones and monitor speakers will be output.

Notes about the start-up output setting:

- By default, the Output Setting Screen is set to open at start-up ("YES" setting), so the type of output can be selected at start-up every time.
- Showing the Output Setting Screen at start-up can also be disabled ("NO" setting). (→ [Changing the start-up setting](#))

4. Raise the volume of the amp or powered monitors.

ECO mode overview:

- By default, ECO mode is set to ON, so the power will automatically turn off if no use occurs for 10 hours.
- ECO mode can also be turned OFF. (→ [Setting the ECO mode](#))

Turning the power off

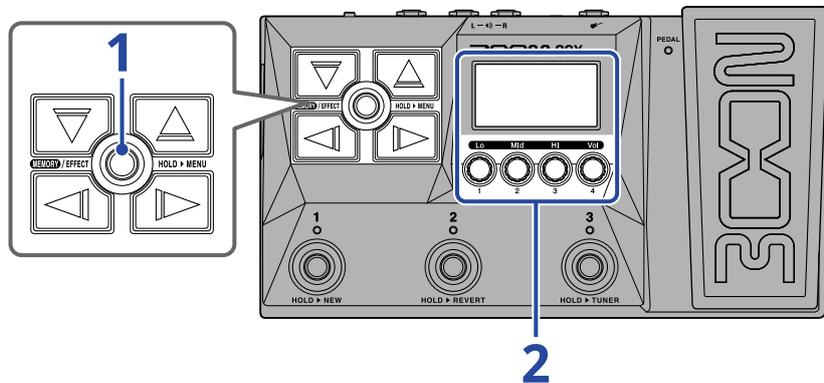
1. Minimize the volume of the amp or powered monitors.

2. Set  to OFF.

The display will turn off.

Adjusting the overall tonal character and output level

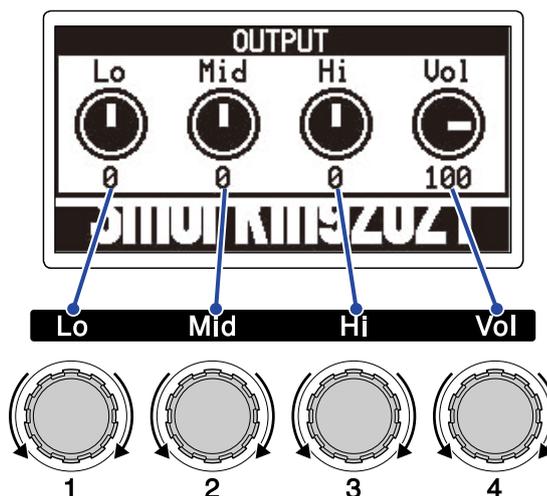
The volume and tonal character of sound output from the G2 FOUR/G2X FOUR can be adjusted.



1. Press **MEMORY/EFFECT**  to open the [Memory Screen](#).



2. Turn  to adjust the tonal character and volume of the output sound.

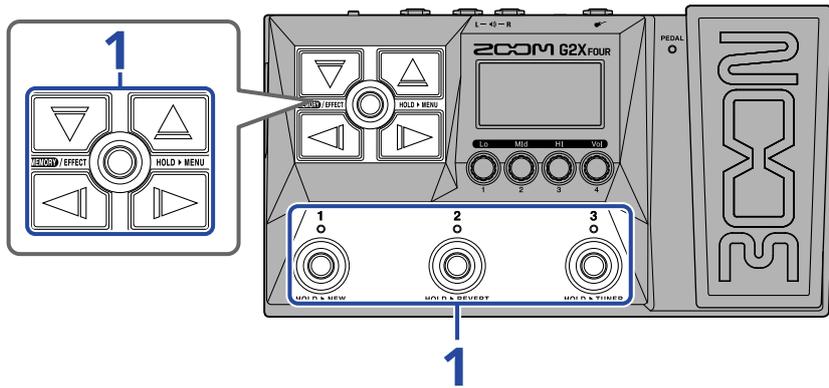


Adjust the low, mid and high range as well as the volume.

After finishing adjustments, the previous screen will reopen after a moment.

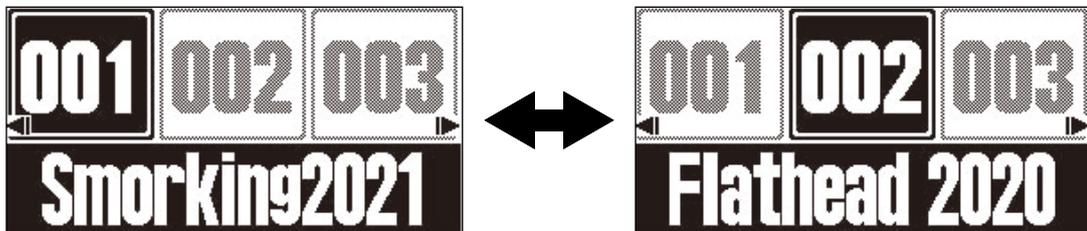
Switching patch memories while playing (Memory Screen)

The G2 FOUR/G2X FOUR manages effects in patch memories. Up to 6 effects plus 1 pedal effect can be added to a patch memory, and their on/off states and parameter settings can be saved in it. On the [Memory Screen](#), the patch memory being used can be switched while playing.

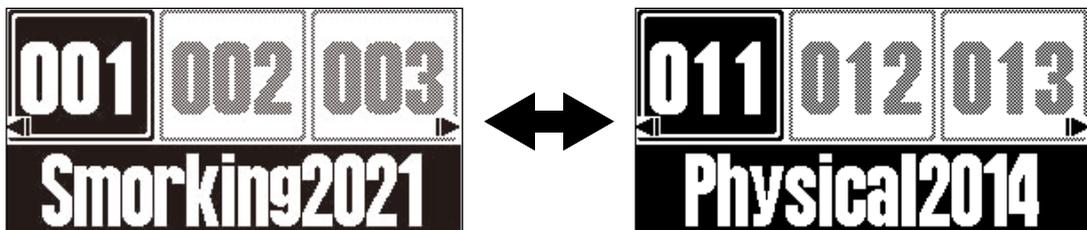


1. On the [Memory Screen](#), use , ,  and  along with footswitches  -  to select patch memories.

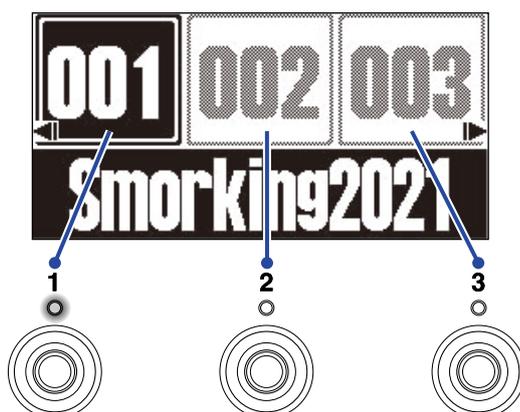
• Use  /  to select a patch memory one lower or higher.



•  /  can be used to select a patch memory 10 places away.



- The patch memories shown on the [Memory Screen](#) can be selected directly by pressing footswitches



The indicator for the selected patch memory lights.

HINT:

- Up to 300 patch memories can be created.
 - The PRESELECT function can be used when the [Memory Screen](#) is open. This allows the next patch memory to be selected in advance and then switched to with one press. This is useful for switching to patch memories that are not near the current one when performing live. (→ [Using the PRESELECT function](#))
-

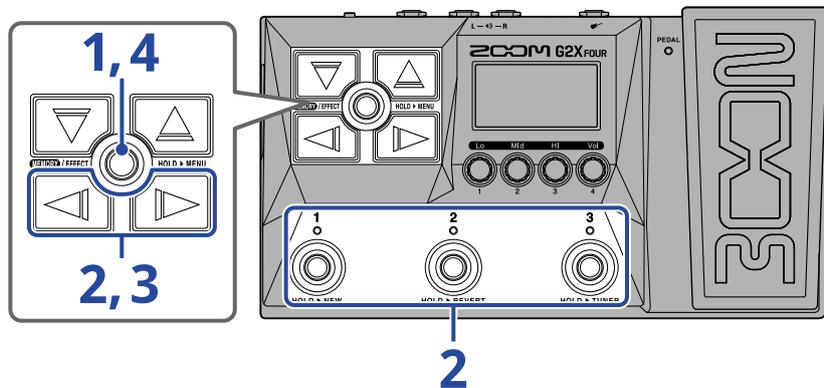
Using the PRESELECT function

The PRESELECT function can be used when the [Memory Screen](#) is open.

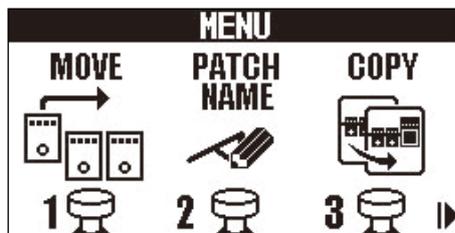
When the PRESELECT function is ON, using  /  /  /  will put the patch memory change into standby until footswitch  -  is pressed to confirm the change.

This makes it possible to switch directly to a patch memory that is not near the current one during live performance.

Turning the PRESELECT function on/off

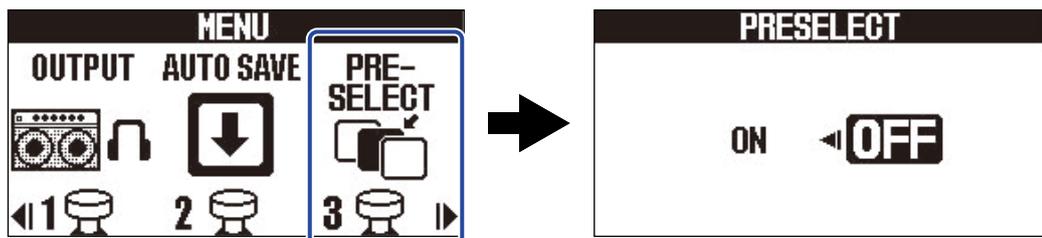


1. Press and hold  to open the [MENU Screen](#).



2. Use  /  to select PRE-SELECT, and press the corresponding footswitch ( in this example).

This opens the Preselect Screen.



3. Press  /  to turn it on/off.

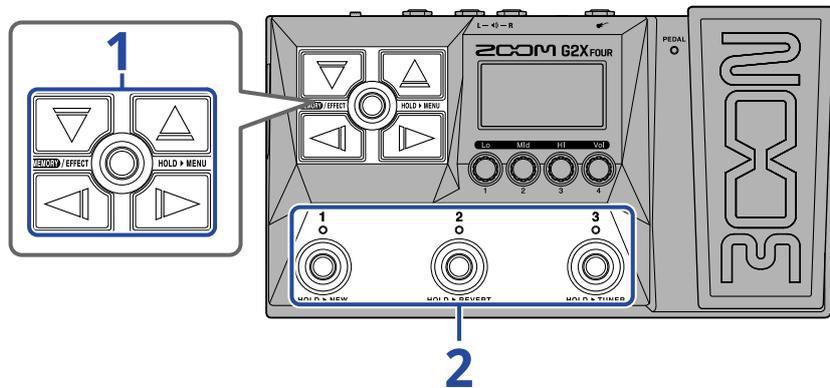


Setting	Explanation
ON	This turns on the PRESELECT function.
OFF	This turns off the PRESELECT function.

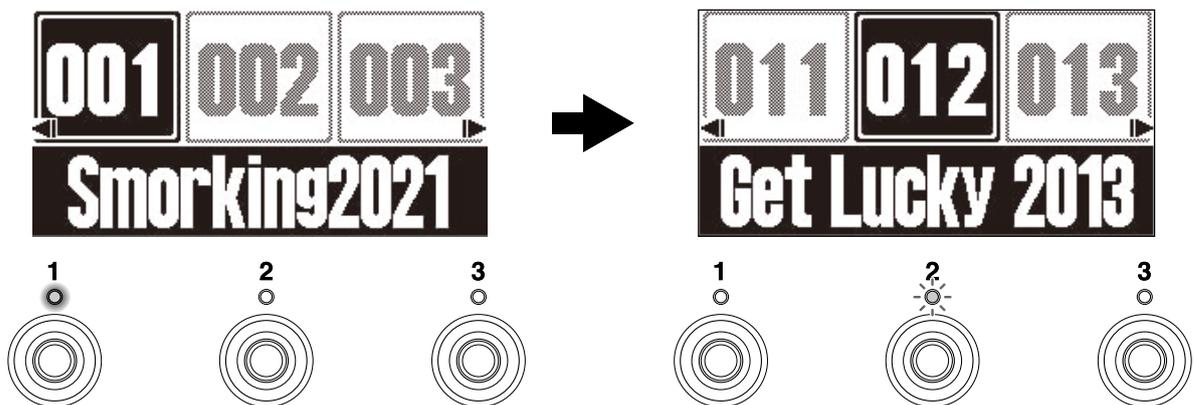
4. Press .

This confirms the setting and returns to the [Memory Screen](#) or [Effect Screen](#).

Selecting patch memories when the PRESELECT function is on



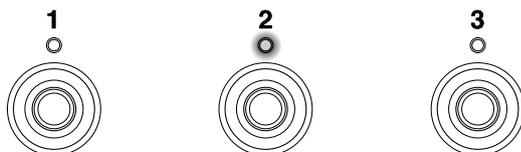
1. On the [Memory Screen](#), press , ,  and  to select the patch memory to use next.
Example: Patch memory 012 selected when playing patch memory 001



The indicator blinks for the footswitch that corresponds to the patch memory selected for use next ( in this case).

2. Press the footswitch ( - ) with the blinking indicator to confirm the selection.

The patch memory will switch when  -  is pressed, and the indicator for the corresponding footswitch will light (not blinking).



Editing effects (Effect Screen)

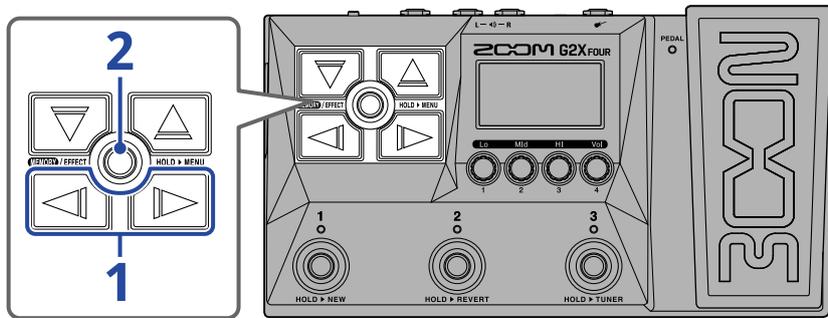
Use the [Effect Screen](#) to work with effects, including, changing them and adjusting their parameters. Patch memories can be edited.

Saving changes:

- When the AUTO SAVE function is ON, changes to patch memories will be automatically saved. (This function is ON by default.) (→ [Setting the AUTO SAVE function](#))
- Patch memories will not be saved automatically if the AUTO SAVE function is OFF. When the content of a patch memory has been changed, **EDITED** will appear at the top right of the display, showing that it is different from the saved settings. Save it as necessary. (→ [Copying and saving patch memories](#))



Opening the Effect Screen



1. On the [Memory Screen](#), use  and  to select the patch memory with the effect to be edited (→ [Switching patch memories while playing \(Memory Screen\)](#)).



2. Press **MEMORY/EFFECT** .

This opens the [Effect Screen](#) for the selected patch memory.

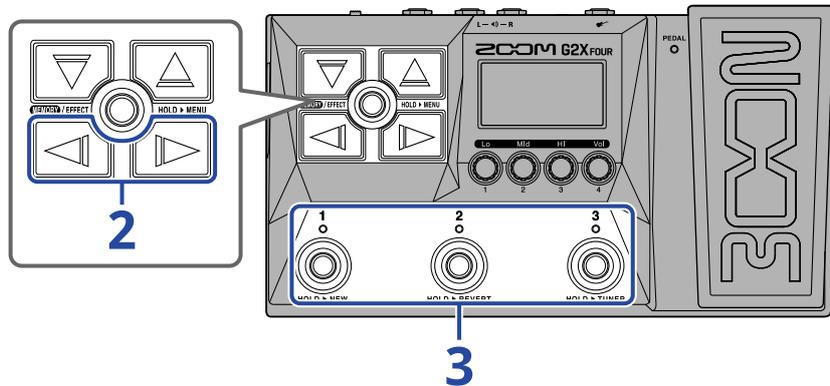


HINT:

Press **MEMORY/EFFECT**  to return to the [Memory Screen](#).

Turning effects on/off

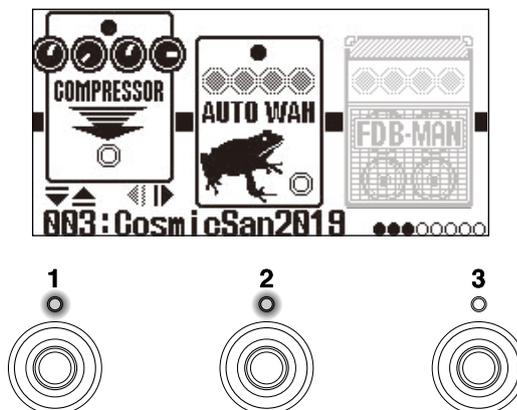
On the [Effect Screen](#), the effects and amp used in the patch memory are shown on the display and can be turned on and off using the footswitches.



1. Open the [Effect Screen](#) for the patch memory with the effect to be turned on/off (→ [Opening the Effect Screen](#)).
2. Use  and  to show the effect to be turned on/off on the display. Three effects are shown on the display. The footswitches can be used to turn on/off the effects shown on the display.



3. Press footswitches  -  to turn effects on/off.



The indicators light when effects are on.

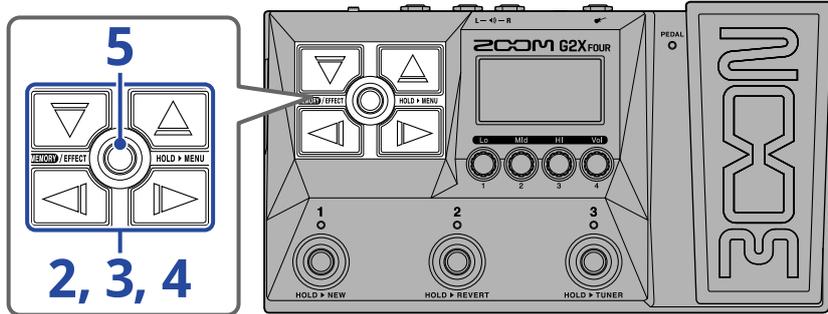
When an effect is off, its indicator will be unlit and its icon will appear dimmed on the display.

HINT:

Some effects assign special functions to footswitches. (This includes effects that turn on only while the footswitch is being pressed, for example.) Special functions can be selected on the Effect Editing Screen. (→ [Footswitch special functions](#))

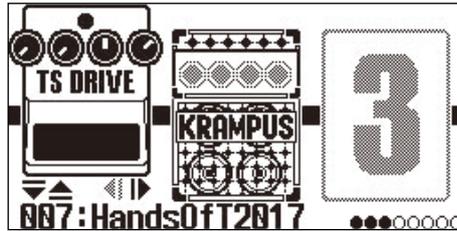
Replacing effects

Effects in a patch memory can be replaced with other effects as desired.



1. Open the [Effect Screen](#) for the patch memory with the effect to be replaced (→ [Opening the Effect Screen](#)).

2. Use  and  to select the effect to be replaced.

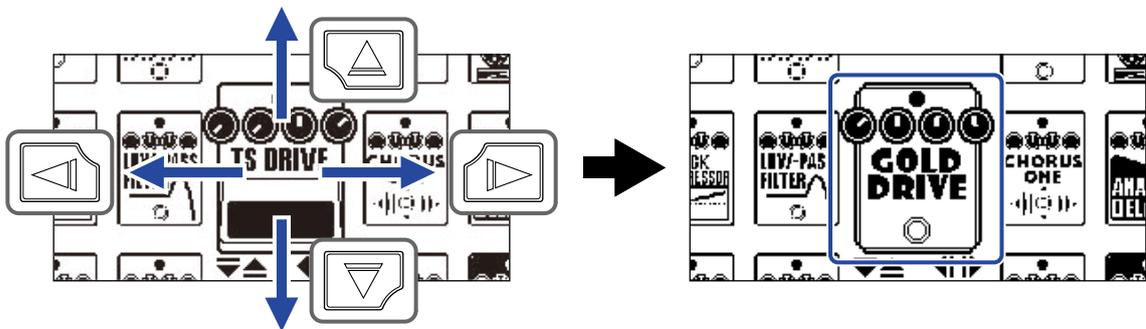


3. Press  or .

This opens a list of effects (the [Library Screen](#)). On the Library Screen, the sound of the selected effect can be checked by itself.

4. Use , ,  and  to select an effect.

-  /  : Select the higher or lower effect in the same category.
-  /  : Select the category to the left or right.

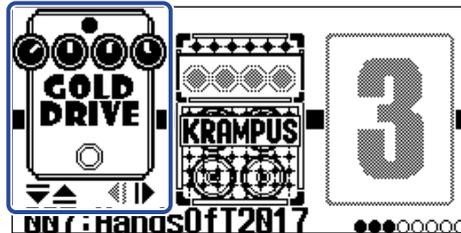


HINT:

Turning  will open the Effect Editing Screen where parameters for the selected effect can be adjusted.
(→ [Adjusting effect parameters](#))

5. Press .

The selected effect or amp will replace the previous one and the [Effect Screen](#) will reopen.

**NOTE:**

- If an effect in a patch memory has been deleted from Handy Guitar Lab, the deleted effect will appear as



and be disabled.

- A patch memory can only contain one effect from each of these categories: amp, pedal, rhythm and looper.
- When the Library Screen is open, sound is output using only the selected effect. To check the sound of the entire patch memory, open the [Memory Screen](#) or the [Effect Screen](#).

HINT:

See Handy Guitar Lab for explanations of each effect.

Adding effects

When a number icon like  is shown, no effect has been assigned to that position. To add an effect, select a number icon in step 2. Then, select an effect starting in step 3.

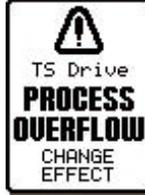
The position of an added effect can be changed by following the instructions in "[Changing the order of effects](#)".

Deleting effects

Select the effect to be deleted in step 2. Then, select a number icon like  in step 4.

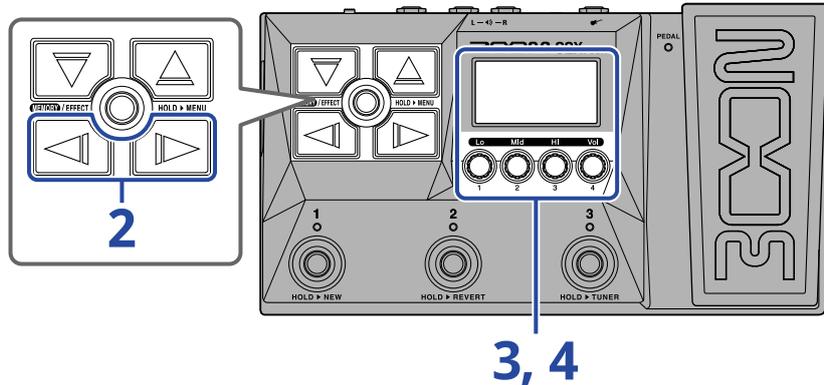
Note about the number of effects in patch memories

The G2 FOUR/G2X FOUR can be used to freely combine 6 effects plus 1 pedal effect. If the processing capability limit is exceeded, however, a “PROCESS OVERFLOW” warning will appear and effects will be bypassed. Change one of the effects to end this condition.



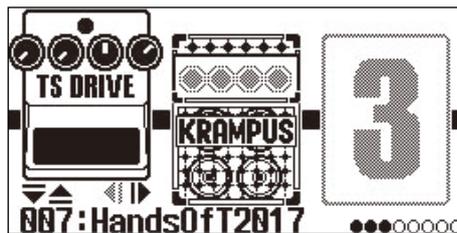
Adjusting effect parameters

The individual effects used in patch memories can be adjusted.



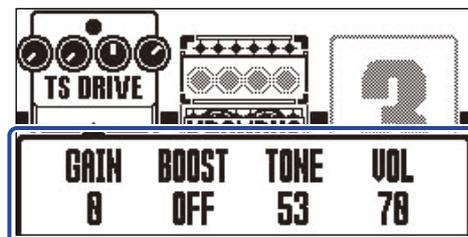
1. Open the [Effect Screen](#) for the patch memory that has the effect with parameters to be adjusted (→ [Opening the Effect Screen](#)).

2. Use  and  to select the effect with parameters to be adjusted.

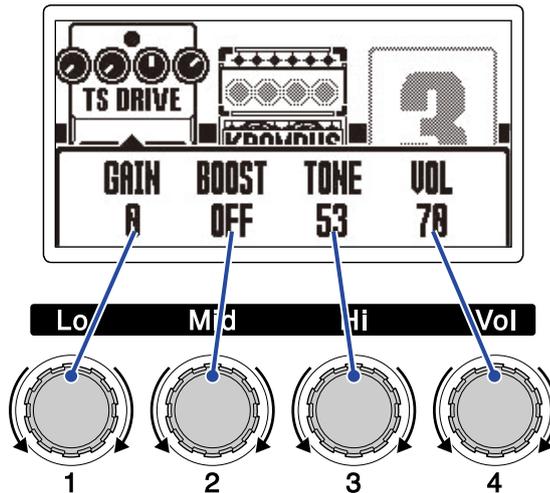


3. Turn 

This opens the Parameter Adjustment Screen for the selected effect.



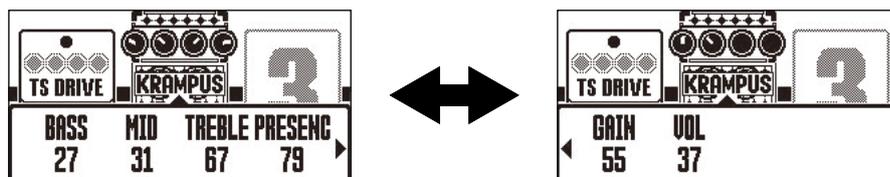
4. Turn  to adjust the effect parameters.



After finishing adjustments, the previous screen will reopen after a moment.

Amps and some other effects have more parameters, so their setting screens have two pages.

Press  and  to show the parameter to be adjusted.

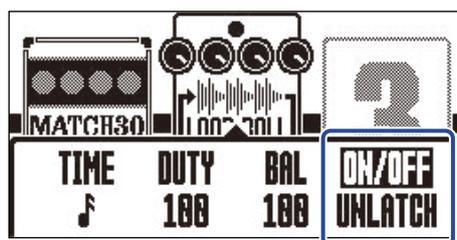


HINT:

- Time, rate and other effect parameters can be set to musical notes to sync them to the tempo. (→ [Adjusting the tempo](#))
- See Handy Guitar Lab for explanations of each effect.
- To change, add or delete an effect, see "[Replacing effects](#)".

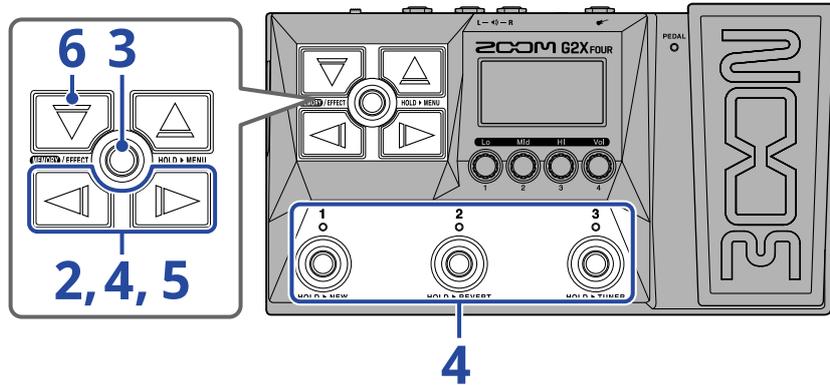
Footswitch special functions

Some effects assign special functions to footswitches, including turning the effect on only while the footswitch is being pressed. Parameters that select special functions appear on the display as light letters on a dark background.



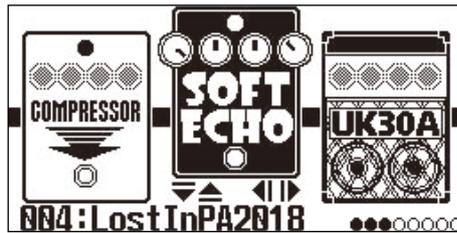
Changing the order of effects

Effects in a patch memory can be reordered as desired.

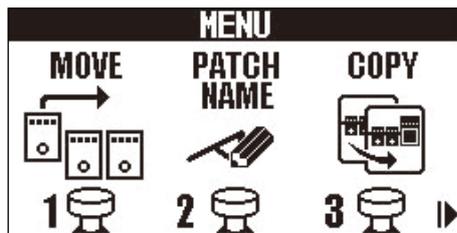


1. Open the [Effect Screen](#) for the patch memory with effects to be reordered (→ [Opening the Effect Screen](#)).

2. Use and to select an effect to reorder.

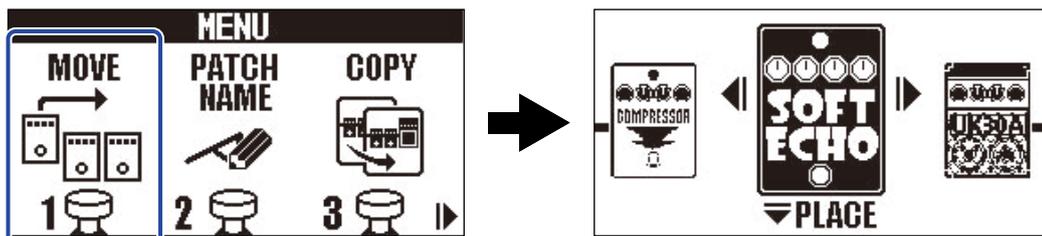


3. Press and hold to open the [MENU Screen](#).

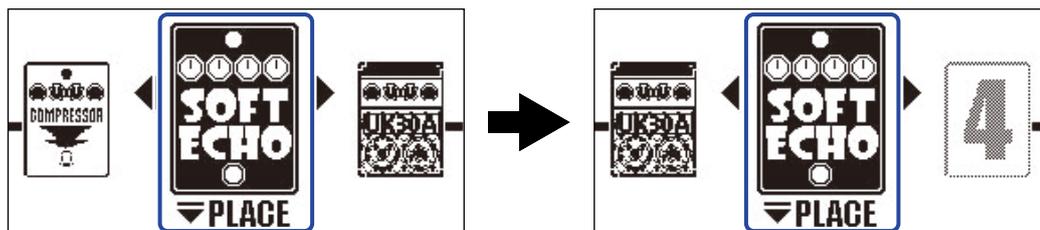


4. Use and to select MOVE, and press the corresponding footswitch (in this example).

This opens the Move Screen.



5. Use  and  to move the effect to the desired position.

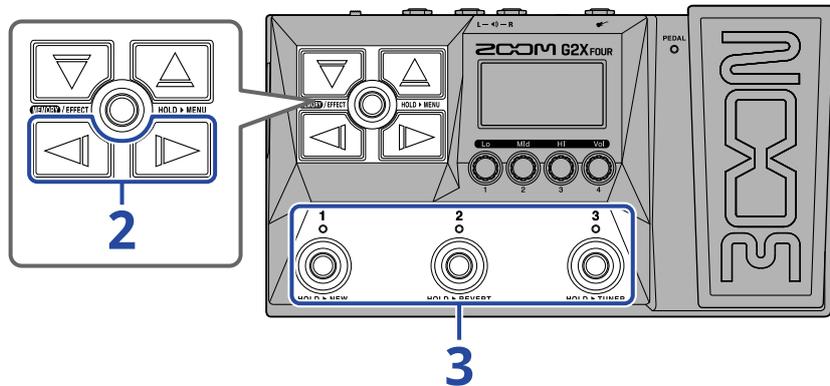


6. Press .

This confirms the reordering and reopens the [Effect Screen](#).

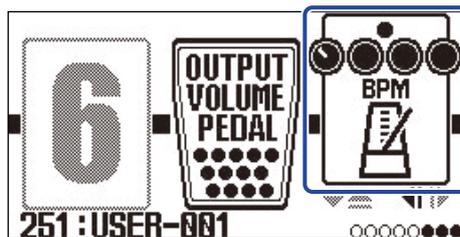
Adjusting the tempo

The tempo used by rhythms, the looper, delay effects and some modulation effects can be adjusted. Tempo is set separately for each patch memory.



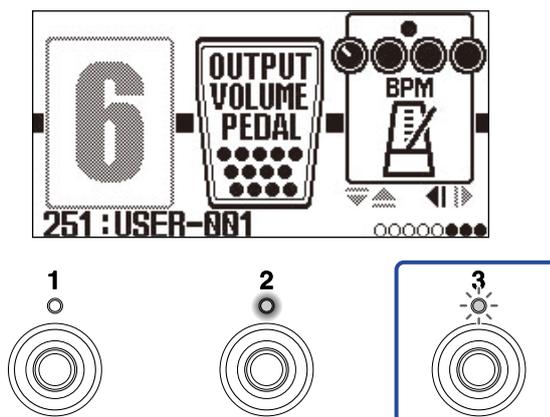
1. Open the [Effect Screen](#) for the patch memory with the tempo to be changed (→ [Opening the Effect Screen](#)).

2. Use  /  to select the BPM module.



3. Press the corresponding footswitch ( in this example).

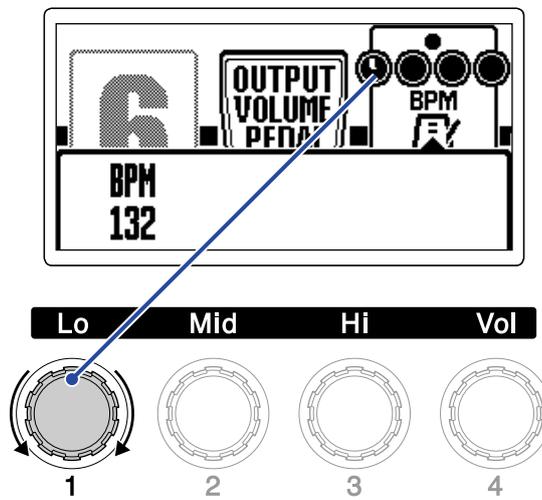
The tempo can also be set by tapping the footswitch repeatedly (tap tempo).



The indicator blinks at the set tempo interval.

HINT:

- The tempo can be set to 40–250 ♩ per minute (bpm).
- Turning  will open the Tempo Adjustment Screen where the tempo can be set.

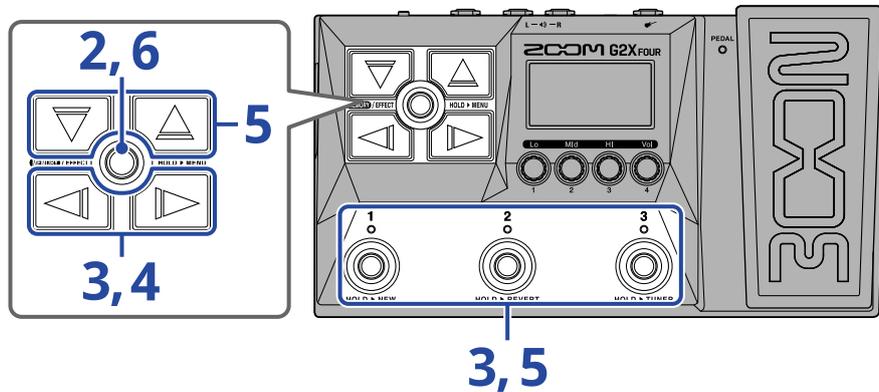


The set tempo is shown on the display.

After finishing the setting, the screen will return to its previous state after a moment.

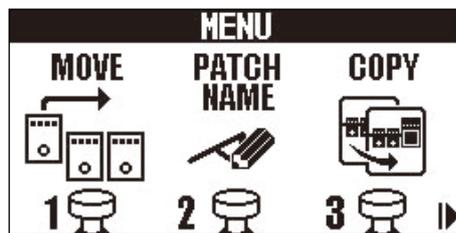
Managing patch memories

Changing patch memory names



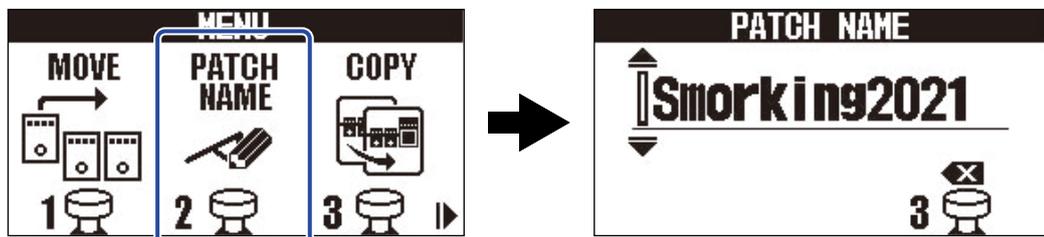
1. Show the patch memory with the name to be changed (→ [Switching patch memories while playing \(Memory Screen\)](#)).

2. Press and hold **MEMORY/EFFECT** () to open the [MENU Screen](#).



3. Use  /  to select PATCH NAME, and press the corresponding footswitch ( in this example).

This opens the PATCH NAME screen.



4. Use  and  to move the cursor.



5. Use  and  to insert a character.



- Press and hold  /  to change the character continuously.
- Press  to delete the character before the cursor.
- Press and hold  to delete all the characters.

6. Press .

This confirms the name and reopens the [Memory Screen](#).

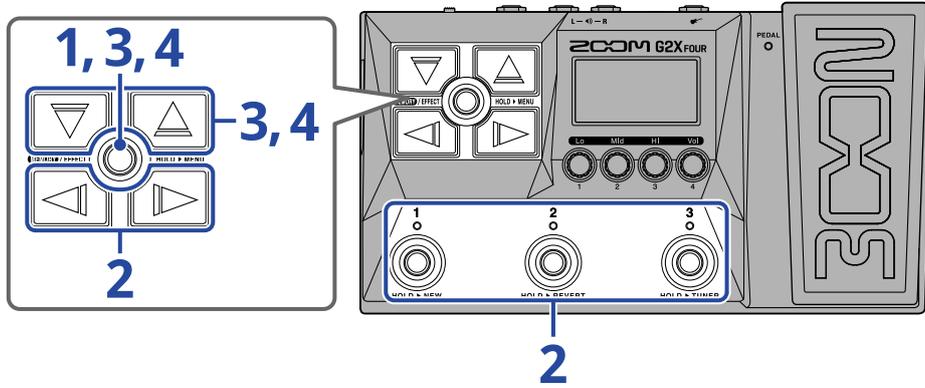
HINT:

The characters and symbols that can be used are as follows.

! % & ' + , - . = _ (space) A-Z, a-z, 0-9

Copying and saving patch memories

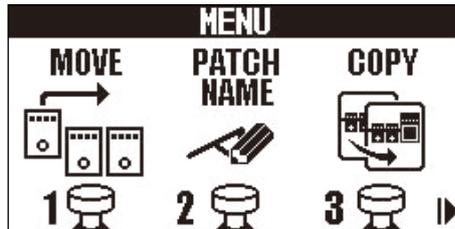
The AUTO SAVE function is on by default. When it is off, changes, including adjustments to effects and amps, as well as volume settings, will not be saved automatically. Save changes manually in this case. Patch memories can also be saved (copied) to other locations.



HINT:

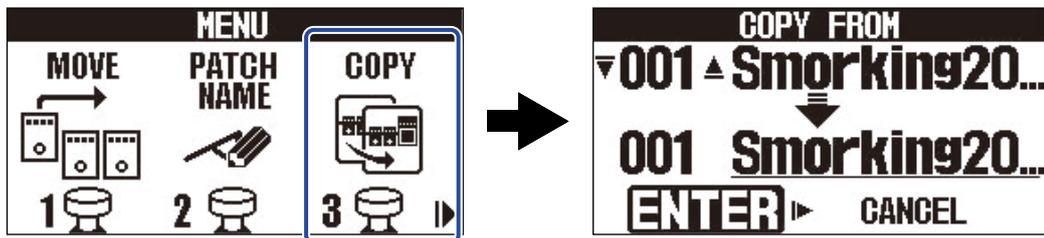
See "[Setting the AUTO SAVE function](#)" for details about the AUTO SAVE function.

1. Press and hold **MEMORY/EFFECT** (1) to open the **MENU Screen**.

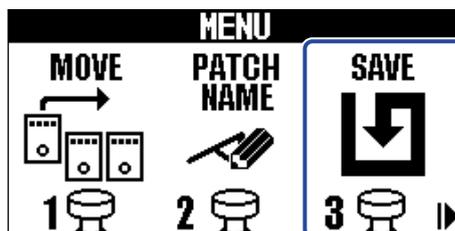


2. Use **LEFT** / **RIGHT** to select COPY, and press the corresponding footswitch (3 in this example).

This opens the Copy Screen.



"SAVE" will be shown instead of "COPY" when the AUTO SAVE function is OFF (→ [Setting the AUTO SAVE function](#)), so select "SAVE".

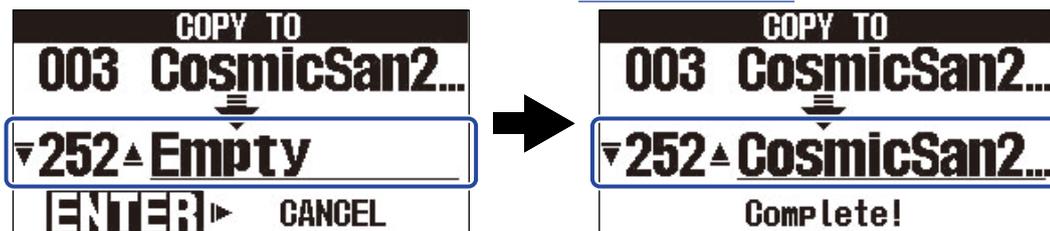


3. Use  and  to select the patch memory to copy, and press .



4. Use  and  to select the patch memory copy/save destination, and press .

This copies/saves the patch memory, and reopens the [Memory Screen](#).



Patch memories shown as “Empty” are currently unused.

HINT:

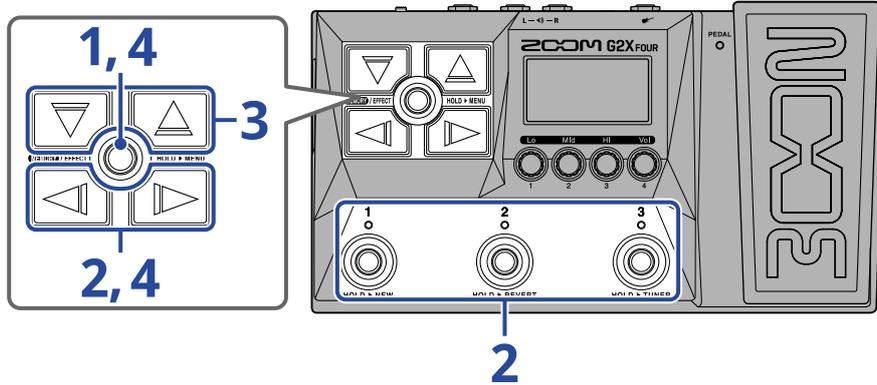
- In step 3 or 4, pressing  to select “CANCEL” and pressing  will cancel copying/saving and reopen the [Memory Screen](#).
- If the AUTO SAVE function is off, patch memories will not be saved automatically. When the AUTO SAVE function is OFF, if the content of a patch memory has been changed, **EDITED** will appear at the top right of the screen, showing that it is different from the saved settings. (→ [Setting the AUTO SAVE function](#))



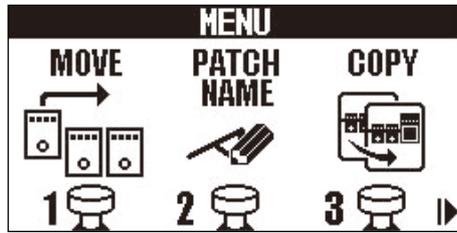
- When the AUTO SAVE function is OFF, “SAVE” will be shown instead of “COPY” in step 2. (→ [Setting the AUTO SAVE function](#))

Deleting patch memories

Unnecessary patch memories can be deleted.

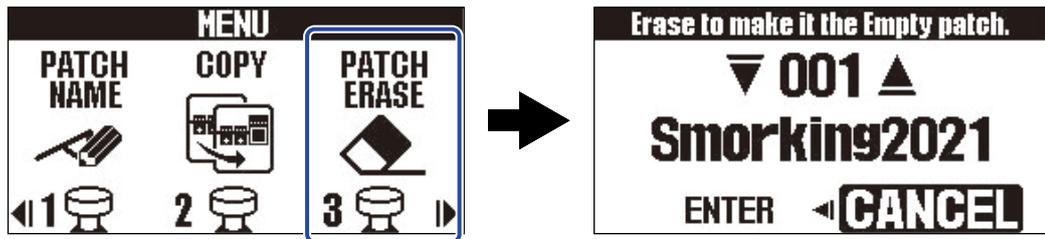


1. Press and hold **MEMORY/EFFECT** (1,4) to open the **MENU Screen**.



2. Use **LEFT** / **RIGHT** to select **PATCH ERASE**, and press the corresponding footswitch (3) in this example).

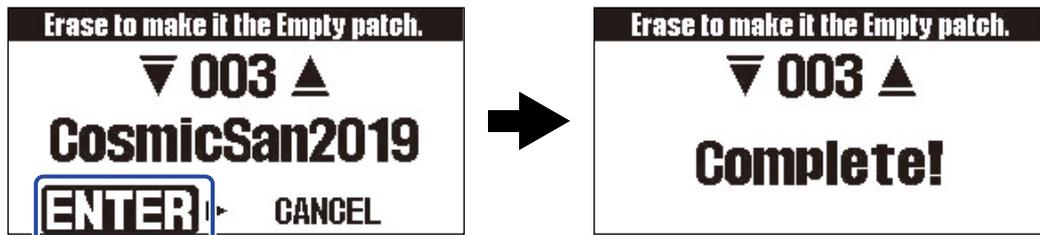
This opens the **PATCH ERASE** screen.



3. Use **DOWN** and **UP** to select the patch memory to be deleted.



4. Press  to select ENTER, and press  .



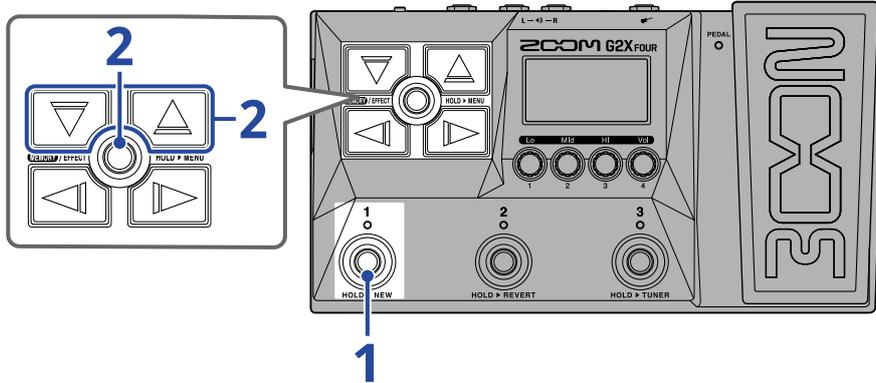
Deleted patch memories will have their contents cleared and be shown as "Empty".

HINT:

In step 4, pressing  to select "CANCEL" and pressing  will cancel deletion and reopen the [Memory Screen](#).

Creating patch memories

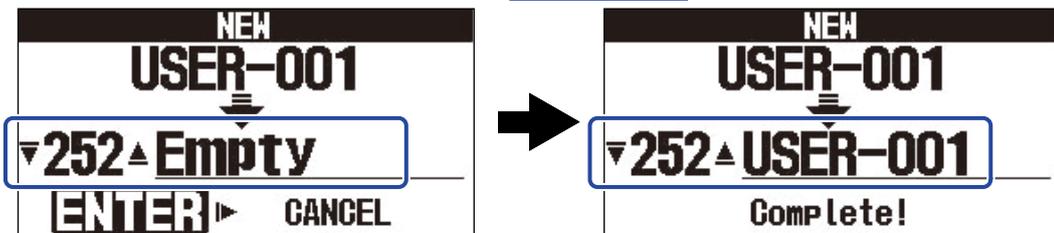
New patch memories can be created.



1. Press and hold footswitch .
This opens the New Screen.



2. Use  and  to select where the new patch memory will be saved, and press .
This creates a new patch memory and opens the [Effect Screen](#).



Assign effects by following the procedures in [“Replacing effects”](#) and edit the patch memory.

NOTE:

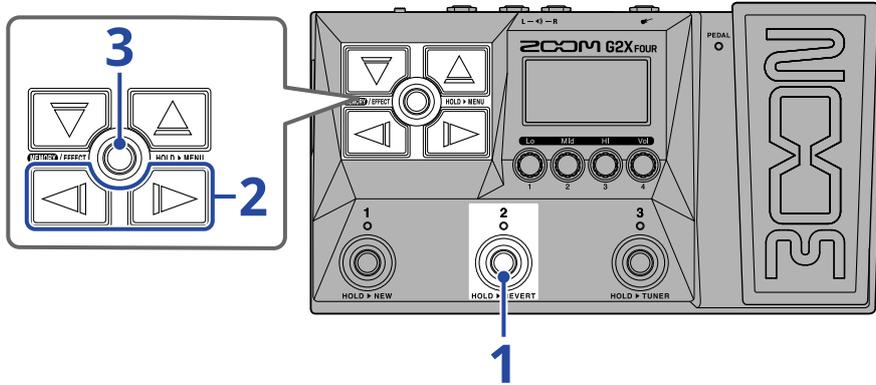
Up to 300 patch memories can be saved. The New Screen will not be shown if there are no empty patch memories. Delete unnecessary patch memories to enable use. (→ [Deleting patch memories](#))

HINT:

In step 2, pressing  to select “CANCEL” and pressing  will cancel creation and reopen the [Memory Screen](#).

Reverting patch memory changes

After changing a patch memory, it can be reset to the state it was in immediately after it was selected or to the factory default state.



1. Press and hold footswitch  .
This opens the Revert Screen.



2. Use  and  to select the desired state.



Setting	Explanation
PREVIOUS	This reverts the patch memory to its state immediately after selection.
FACTORY	This reverts the patch memory to its factory default state.

3. Press  .



This reverts the patch memory to the state selected in step 2 and reopens the [Memory Screen](#).

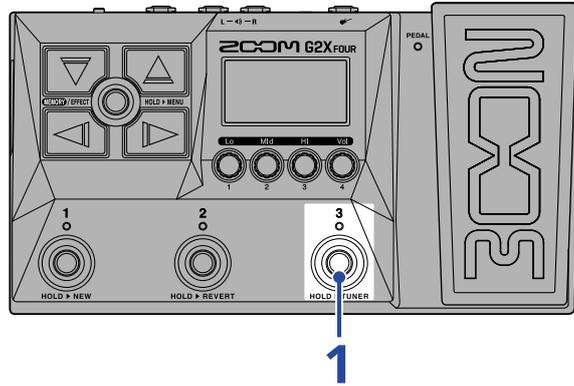
HINT:

In step 2, pressing  to select "CANCEL" and pressing  will cancel the operation and reopen the [Memory Screen](#).

Using the tuner

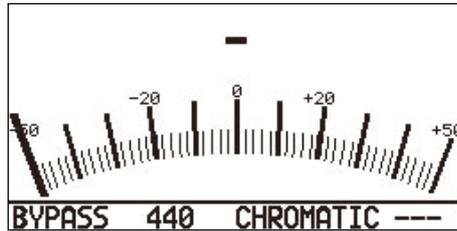
Activating the tuner

Enable the tuner to use the G2 FOUR/G2X FOUR to tune a guitar.

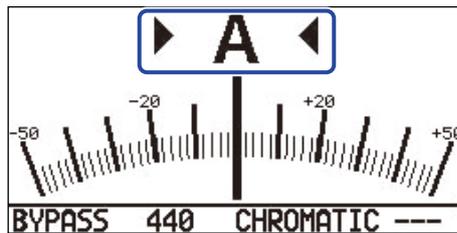


1. Press and hold .

This activates the tuner and opens the Tuner Screen on the display.



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



- The nearest note name and pitch detuning will be shown.
- The left and right indicators will be shown when the pitch is in tune.

Closing the tuner

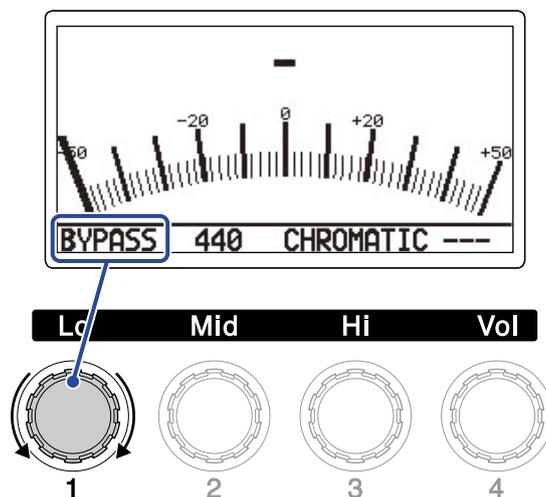
Press footswitch  -  when the tuner is in use to close it and reopen the previous screen.

Changing tuner settings

The standard pitch used by the tuner and the tuner type can be changed. Flat tuning is also possible.

Setting the output method

Turn  to set the output method.



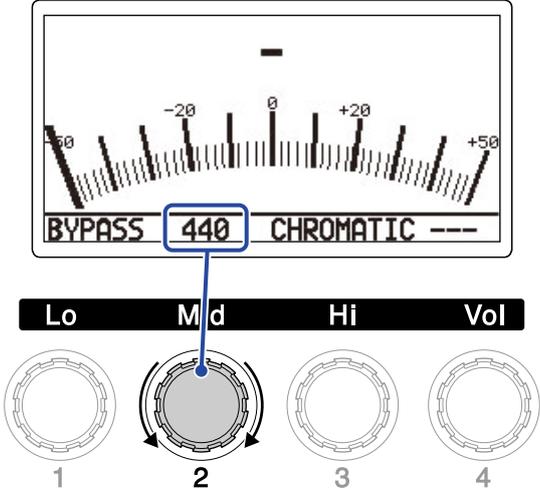
Setting	Explanation
BYPASS	Effects are bypassed and the guitar sound is output.
MUTE	The guitar sound is not output.

HINT:

Adjusting the EQ and volume of a guitar amp, for example, is easier if the G2 FOUR/G2X FOUR effects are bypassed.

Changing the standard pitch of the tuner

Turn  to change the standard pitch.

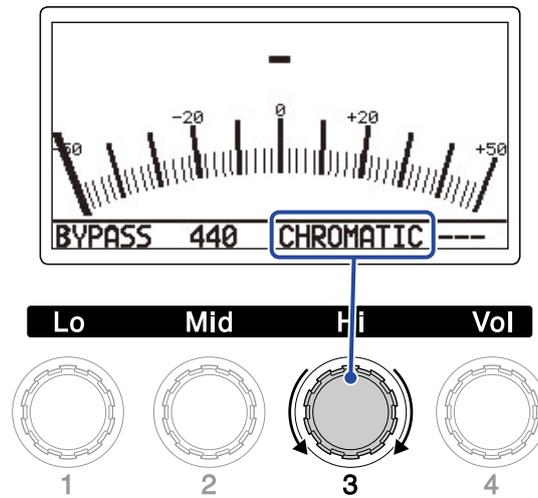


HINT:

The setting range is 430–450 Hz for middle A.

Selecting the tuner type

Turn  to select the tuner type.



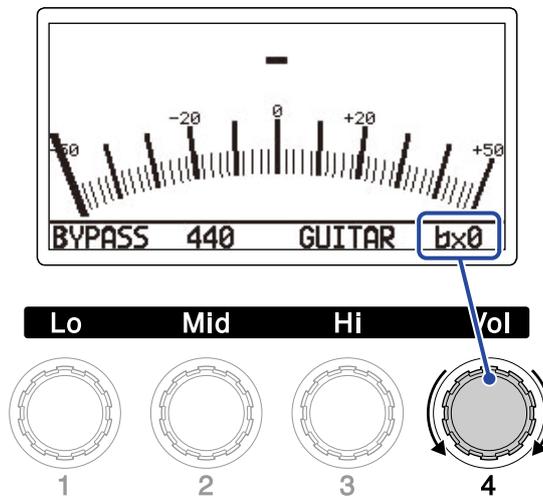
Setting	Explanation
CHROMATIC	The pitch detuning is shown according to the nearest note (in semitones).
Other tuner types	The nearest string number is shown according to the selected type, and the amount of detuning from its pitch is shown. The following tuner types can be selected.

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

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

Turn  to set flat tuning.



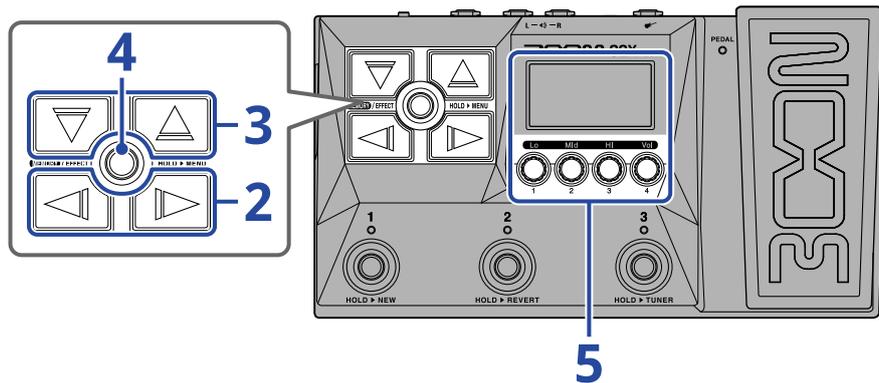
NOTE:

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

Using a pedal

A pedal effect selected in the patch memory can be applied by operating the built-in expression pedal (G2X FOUR only) or a connected expression pedal (ZOOM FP02M) (G2 FOUR only).

Setting pedal effects

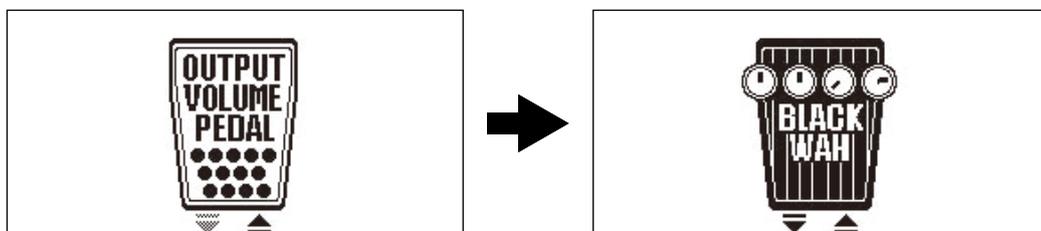


1. Open the [Effect Screen](#) for the patch memory with the pedal effect to be set (→ [Opening the Effect Screen](#)).

2. Use  and  to select the pedal effect.



3. Press  /  to open the [Library Screen](#), and use  and  to select the pedal effect.



When the [Library Screen](#) is open, the sound of the selected effect can be checked by itself.

4. Press **MEMORY/EFFECT** .

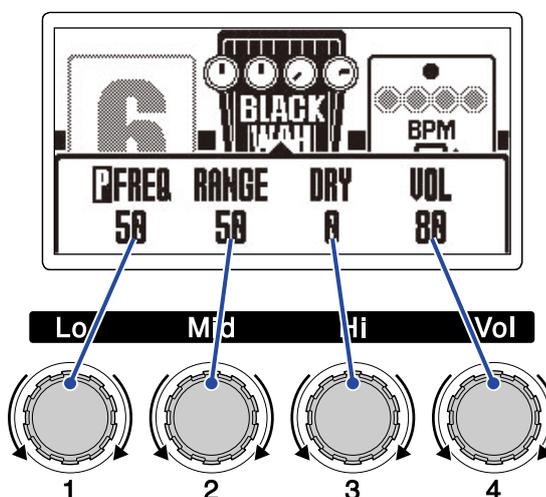
This changes the selected pedal effect and opens the [Effect Screen](#).



NOTE:

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

5. With the pedal effect selected, turn  to adjust its parameters.



The parameters that can be adjusted depend on the pedal effect.

6. Use the expression pedal.

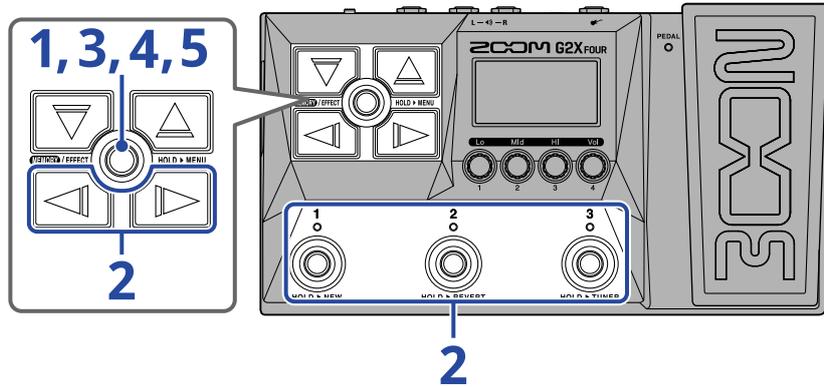
This changes the application of the effect.

The parameter with  added to it on the Effect Editing Screen in step 5 can be adjusted.

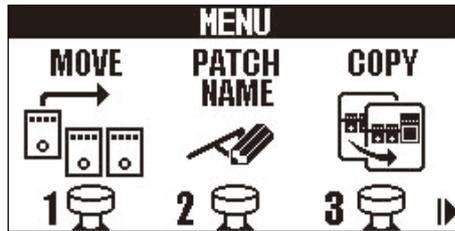


Calibrating the pedal (G2X FOUR only)

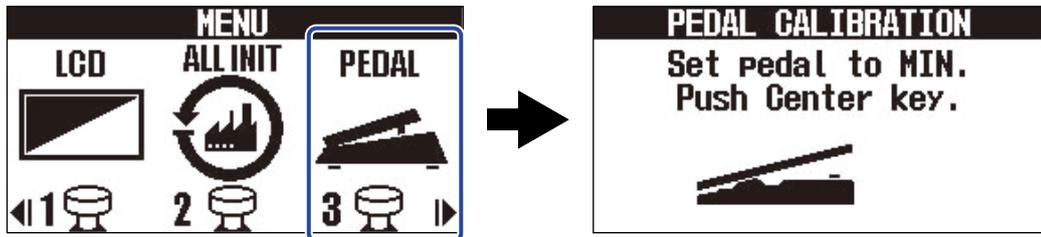
Calibrate the built-in expression pedal to adjust its sensitivity.



1. Press and hold **MEMORY/EFFECT** (⊙) to open the MENU Screen.



2. Use and to select PEDAL, and press the corresponding footswitch (⊙³ in this example). This opens the Pedal Calibration Screen.



3. When the pedal is in its unpressed state (the pedal is at its highest point), press **MEMORY/EFFECT** (⊙).



4. When the pedal is in its most pressed state, press **MEMORY/EFFECT** .



5. Press **MEMORY/EFFECT** .

This completes pedal calibration. The [Memory Screen](#) or [Effect Screen](#) will open.



HINT:

- 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.
-

Using rhythms

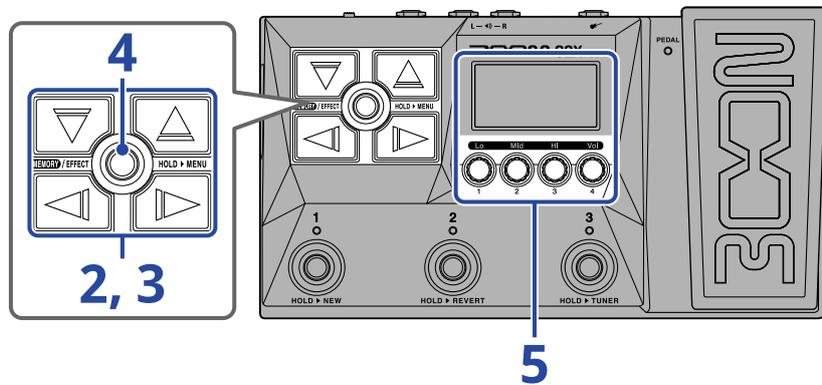
You can play along with built-in rhythms.

Setting the rhythm effect

On the G2 FOUR/G2X FOUR, one rhythm can be used as an effect, and it can be started and stopped by turning the effect on/off.

Select the rhythm effect on the [Effect Screen](#) to make various rhythms settings, including rhythm pattern selection and tempo.

Each patch memory can have only one rhythm effect set.



1. Open the [Effect Screen](#) for the patch memory that will have a rhythm effect set (→ [Opening the Effect Screen](#)).

2. Use  and  to select the effect to use for the rhythm effect.



3. Press  /  to open the [Library Screen](#), and use , ,  and  to select a rhythm effect.

The rhythm effect is in the far right column of the Library Screen.

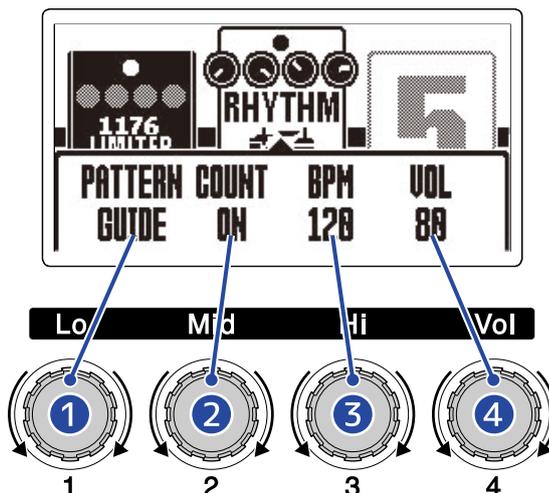


4. Press **MEMORY/EFFECT** .

This opens the [Effect Screen](#).



5. Turn  to adjust the rhythm effect settings.



1 Rhythm pattern

This selects the rhythm pattern that will be played.

See [Rhythm patterns](#) for information about the rhythm pattern types.

2 Pre-count

This sets whether or not a count sound is played before looper recording starts.

- OFF: A precount is not played.
- ON: A precount is played.

3 Tempo

This adjusts the rhythm tempo.

- This can be set from 40 to 250.
- The tempo adjusted here is linked to the tempo set in [“Adjusting the tempo”](#) and is shared by other effects and the looper.

4 Volume

This adjusts the volume of the rhythm.

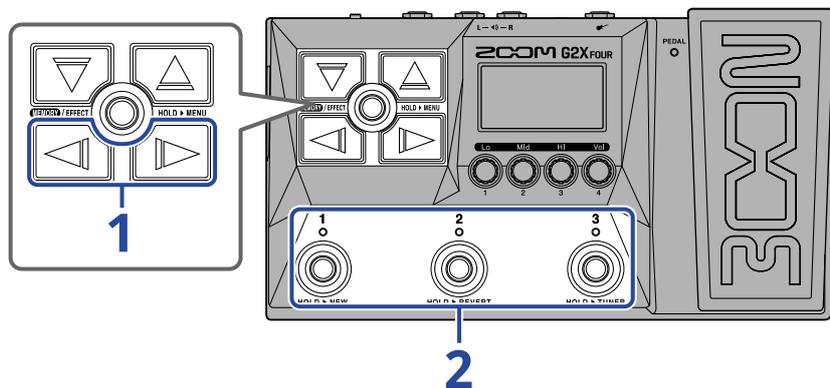
- This can be set from 0 to 100.

HINT:

Rhythm settings can be changed during rhythm playback. (→ [Starting/stopping rhythm playback](#))

Starting/stopping rhythm playback

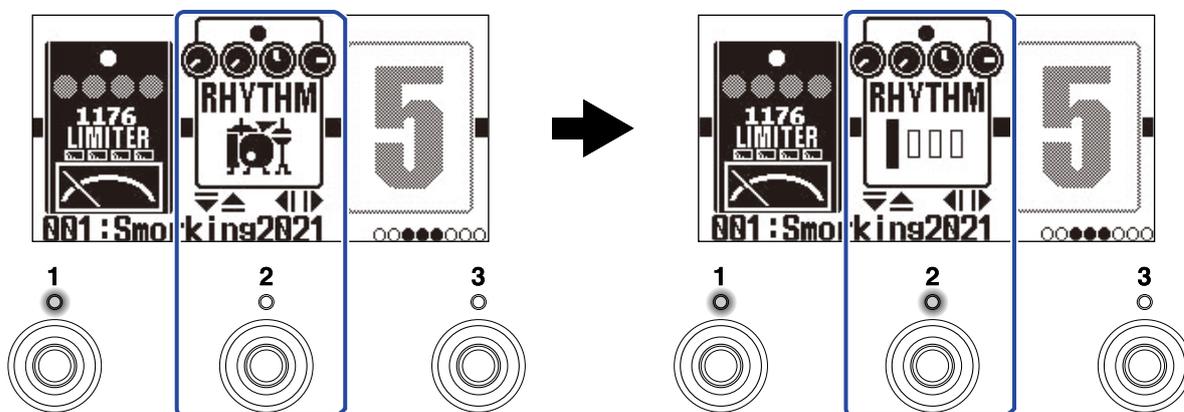
Rhythm playback can be started and stopped.



1. Use  and  to show the rhythm effect on the display.



2. Press the  -  footswitch that corresponds to the rhythm effect ( in this example).



Press that footswitch again to alternate between starting and stopping playback.
The indicator lights during playback.

HINT:

- During rhythm playback, it will continue playing even if  is pressed to switch to the [Memory Screen](#). In this case, switching the patch memory will stop the rhythm.
- Pressing  /  to open the [Library Screen](#) will stop the rhythm.

Rhythm patterns

No.	Pattern Name	Time Sig.	No.	Pattern Name	Time Sig.	No.	Pattern Name	Time Sig.
1	GUIDE	4/4	24	R&B1	4/4	47	JAZZ2	4/4
2	8BEATS1	4/4	25	R&B2	4/4	48	FUSION	4/4
3	8BEATS2	4/4	26	70S SOUL	4/4	49	SWING1	4/4
4	8BEATS3	4/4	27	90S SOUL	4/4	50	SWING2	4/4
5	16BEATS1	4/4	28	MOTOWN	4/4	51	BOSSA1	4/4
6	16BEATS2	4/4	29	HIPHOP	4/4	52	BOSSA2	4/4
7	16BEATS3	4/4	30	DISCO	4/4	53	SAMBA1	4/4
8	ROCK1	4/4	31	POP	4/4	54	SAMBA2	4/4
9	ROCK2	4/4	32	POPROCK	4/4	55	BREAKS1	4/4
10	ROCK3	4/4	33	INDIEPOP	4/4	56	BREAKS2	4/4
11	ROCKABLY	4/4	34	EUROPOP	4/4	57	BREAKS3	4/4
12	R'N'R	4/4	35	NEWWAVE	4/4	58	12/8 GRV	12/8
13	HARDROCK	4/4	36	ONEDROP	4/4	59	WALTZ	3/4
14	HEAVYMTL	4/4	37	STEPPERS	4/4	60	JZWALTZ1	3/4
15	MTLCORE	4/4	38	ROCKERS	4/4	61	JZWALTZ2	3/4
16	PUNK	4/4	39	SKA	4/4	62	CTWALTZ1	3/4
17	FASTPUNK	4/4	40	2ND LINE	4/4	63	CTWALTZ2	3/4
18	EMO	4/4	41	COUNTRY	4/4	64	5/4 GRV	5/4
19	TOMTOMBT	4/4	42	SHUFFLE1	4/4	65	METRO3	3/4
20	FUNK1	4/4	43	SHUFFLE2	4/4	66	METRO4	4/4
21	FUNK2	4/4	44	BLUES1	4/4	67	METRO5	5/4
22	FUNKROCK	4/4	45	BLUES2	4/4	68	METRO	
23	JAZZFUNK	4/4	46	JAZZ1	4/4			

Using the looper while playing

Playing can be record to create mono loop phrases that are up to 80 seconds long.

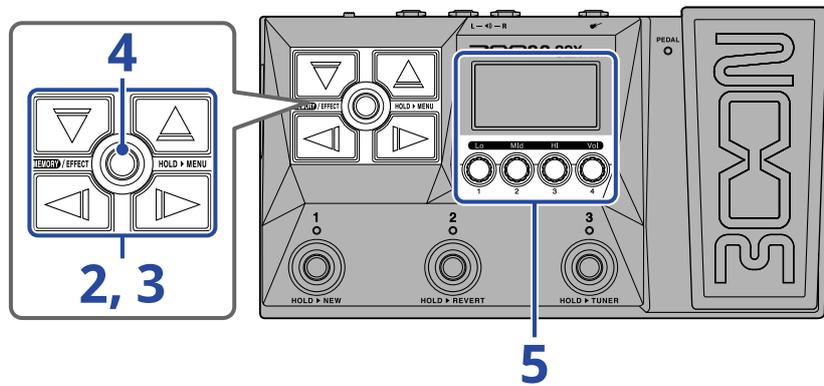
Setting the looper effect

Various looper settings can be made.

On the G2 FOUR/G2X FOUR, one looper can be used as an effect, and it can be started and stopped by turning the effect on/off.

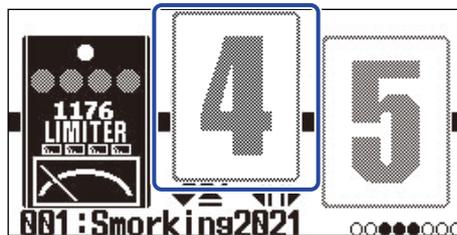
Select the looper effect on the [Effect Screen](#) to make various looper settings, including loop recording time and volume.

Each patch memory can have only one looper effect set.



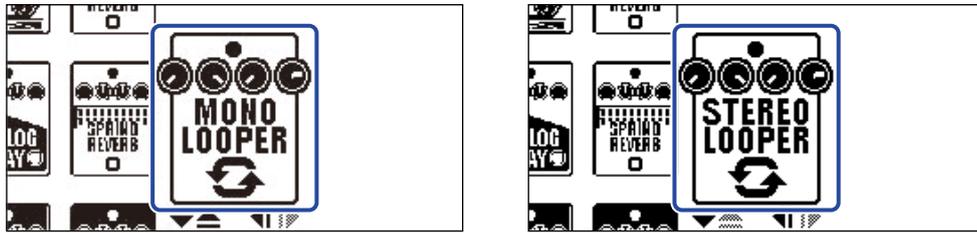
1. Open the [Effect Screen](#) for the patch memory that will have the looper effect set (→ [Opening the Effect Screen](#)).

2. Use  and  to select the effect to use for the looper effect.



3. Press  /  to open the [Library Screen](#), and use , ,  and  to select the looper effect.

The looper effects are in the second column from the right (or rightmost when using an amp) on the Library Screen. Choose either the MONO LOOPER or the STEREO LOOPER.



NOTE:

- The recording time for the mono looper is from 1.5 to 80 seconds (40 seconds when UNDO is ON).
- The recording time for the stereo looper is from 1.5 to 40 seconds (20 seconds when UNDO is ON).

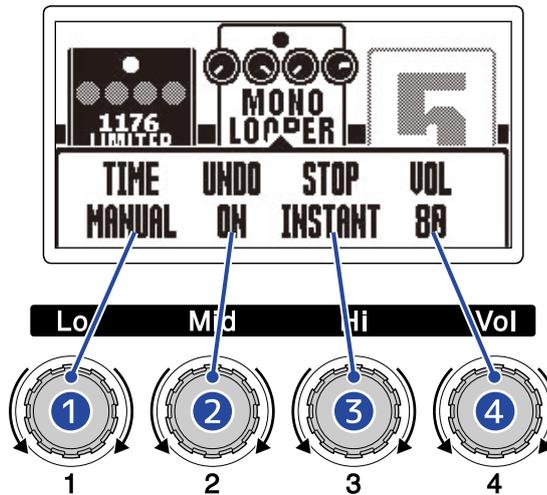
4. Press  / .

This opens the [Effect Screen](#).



5. Turn  to adjust the looper effect settings.

See the reference links for details about the settings.

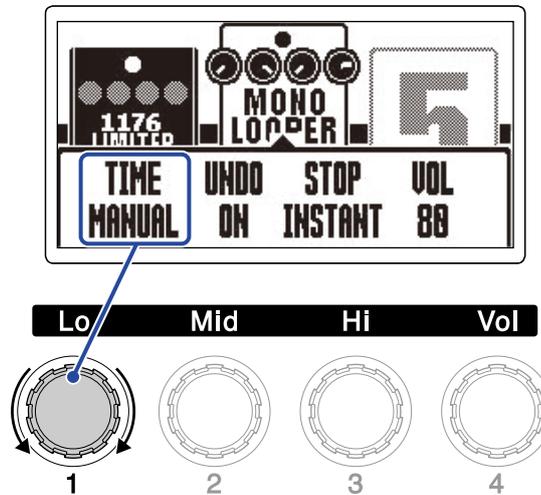


- 1 **Loop recording time**
The recording time for the loop can be set. (→ [Setting the recording time](#))
- 2 **Undo function setting**
This turns on/off the undo function that can be used to undo the last recorded overdub of a loop. (→ [Setting the UNDO function](#))
- 3 **Stop mode**
This sets how the looper behaves when loop playback is stopped. (→ [Setting the stop mode](#))
- 4 **Volume**
This adjusts the looper volume. (→ [Adjusting the volume](#))

Setting the recording time

The recording time for the loop can be set.

1. Turn  on the Looper Effect Setting Screen (→ [Setting the looper effect](#)).



Setting	Explanation
MANUAL	Recording will continue until stopped manually or the maximum recording time is reached.
♩×1-64	This sets the value to 1 - 64 quarter notes. The actual recording time depends on the BPM (tempo) setting (→ Adjusting the tempo). The recording time (seconds) = $60 \div \text{BPM} \times \text{quarter notes}$. When the set recording time is reached, recording will stop and loop playback will start.

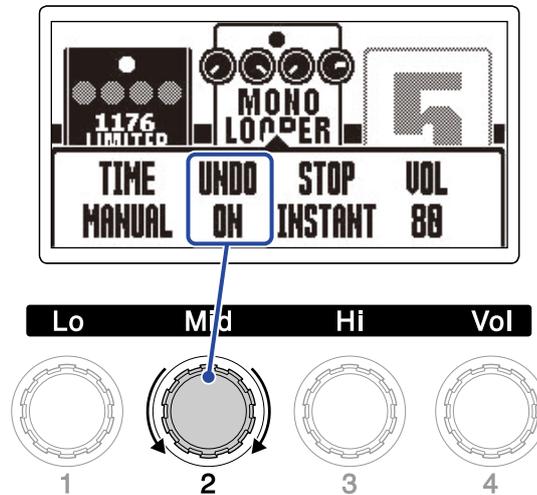
NOTE:

- The setting options include MANUAL and 1 - 64 quarter notes.
- The looper recording time is 1.5 - 40 seconds (20 when UNDO is ON) for stereo, and 1.5 - 80 seconds (40 when UNDO is ON) for mono. To switch between stereo and mono, see "[Setting the looper effect](#)".
- Settings that would exceed the maximum recording time will be adjusted automatically.
- Changing the recording time will delete the recorded data.

Setting the UNDO function

This turns on/off the undo function that can be used to undo the last recorded overdub of a loop.

1. Turn  on the Looper Effect Setting Screen (→ [Setting the looper effect](#)).



Setting	Explanation
ON	This enables the UNDO function.
OFF	This disables the UNDO function.

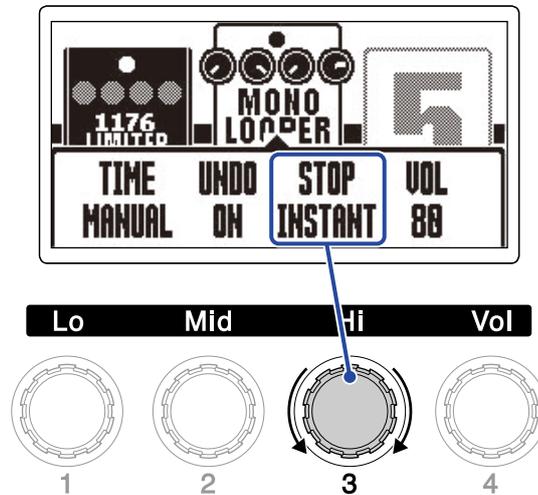
NOTE:

The looper recording time is 1.5 – 40 seconds (20 when UNDO is ON) for stereo, and 1.5 – 80 seconds (40 when UNDO is ON) for mono. To switch between stereo and mono, see "[Setting the looper effect](#)".

Setting the stop mode

How the looper behaves when stopped can be set.

1. Turn  on the Looper Effect Setting Screen (→ [Setting the looper effect](#)).

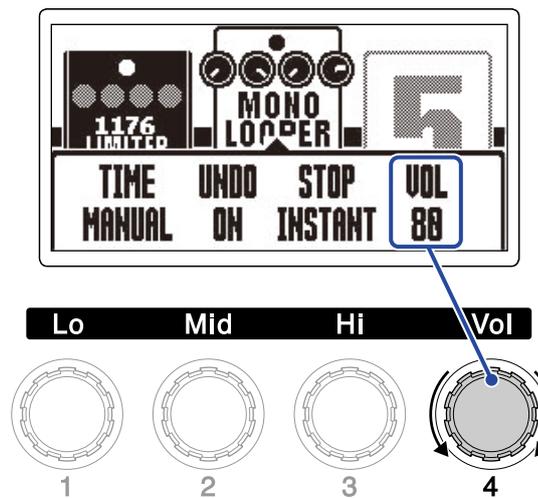


Setting	Explanation
INSTANT	The loop will stop playing immediately after a stop operation.
FINISH	The loop will stop after playing to its end.
FADE OUT	The loop will stop playing after fading out.

Adjusting the volume

The looper volume can be adjusted.

1. Turn  on the Looper Effect Setting Screen (→ [Setting the looper effect](#)).



HINT:

This can be set from 0 to 100.

Notes about the looper tempo

- The looper tempo is also used by effects and rhythms.
- The tempo can be set as explained in "[Adjusting the tempo](#)".
- Changing the tempo will delete recorded loops in the following cases.
 - If the looper recording time is set to $\downarrow \times 1-64$ (→ [Setting the recording time](#))
 - If a rhythm is playing (→ [Using rhythms](#))

NOTE:

- If the rhythm pre-count function is on, recording will start after the pre-count. (→ [Setting the rhythm effect](#))
- Sound input through the AUX IN jack will not be recorded.

HINT:

During rhythm playback (→ [Using rhythms](#)), 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.

Looper operations

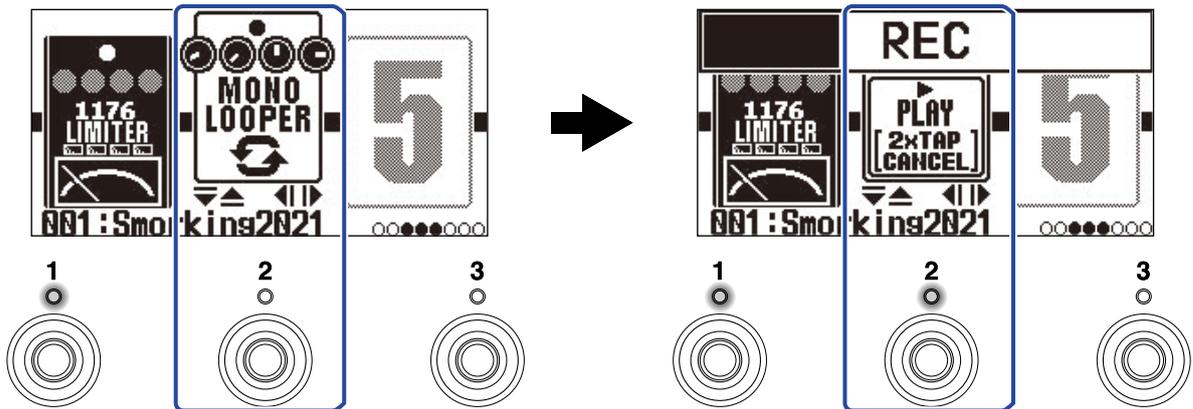
Looper recording, playback and other operations can be conducted when the looper effect is shown on the [Effect Screen](#).

HINT:

- During looper recording and playback, it will continue recording or playing even if **MEMORY / EFFECT**  is pressed to switch to the [Memory Screen](#). In this case, switching the patch memory will stop recording/playback.
- Pressing  /  to open the [Library Screen](#) will stop recording/playback and erase the recorded data.

Recording loops

1. When a loop has not yet been recorded, press the  -  footswitch that corresponds to the looper effect ( in this example).

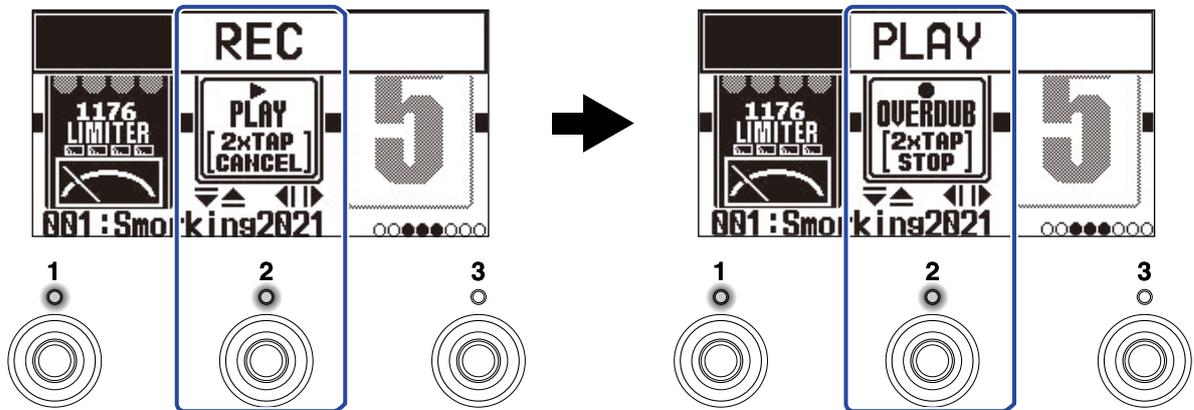


Recording will start and the indicator will light.

Press the footswitch with the lit indicator 2 times to cancel recording.

Stopping recording and starting loop playback

1. When recording, press the ① - ③ footswitch that corresponds to the looper effect (② in this example).



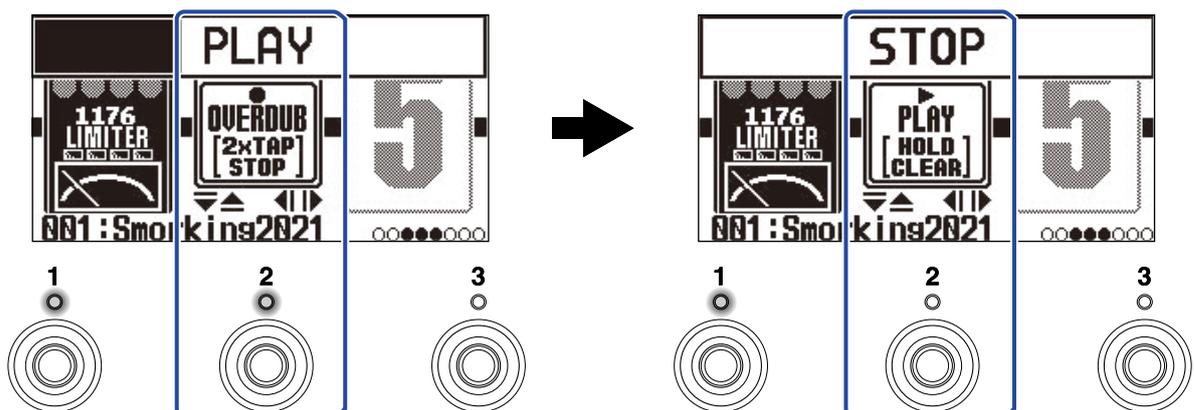
Recording will stop and loop playback will start.

NOTE:

- If the maximum recording time is reached, recording will stop and loop playback will start.
- If the recording time is set to "J×1-64", recording will stop and loop playback will start after the set recording time has elapsed. (→ [Setting the recording time](#))

Stopping playback

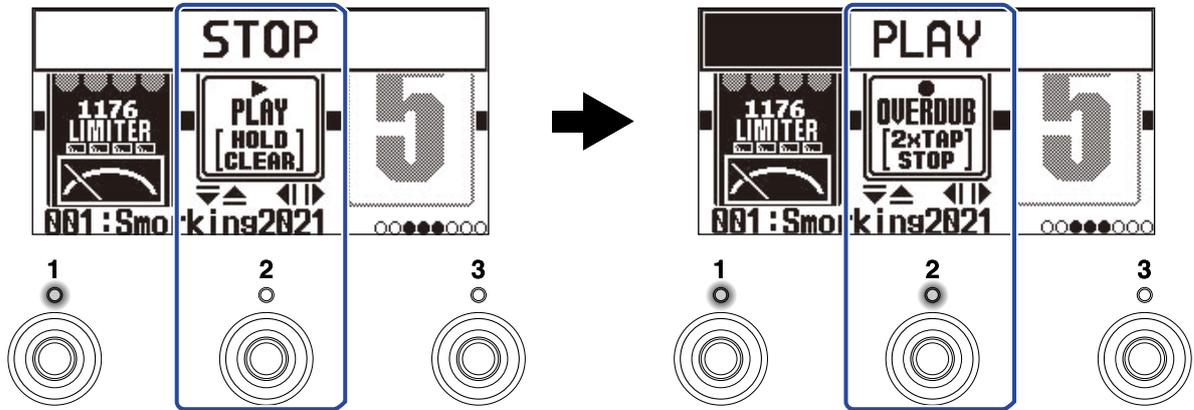
1. During playback, press the ① - ③ footswitch that corresponds to the looper effect (② in this example) 2 times.



The indicator becomes unlit when playback stops.

Starting loop playback of the recorded phrase

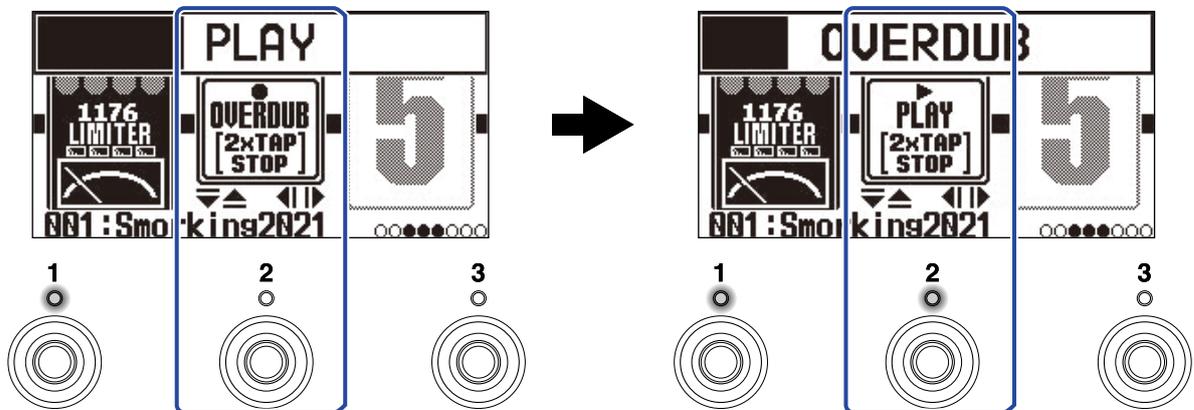
1. When stopped, press the ① - ③ footswitch that corresponds to the looper effect (② in this example).



The indicator lights when playback starts.

Adding performances to recorded loops (overdubbing)

1. When playing, press the ① - ③ footswitch that corresponds to the looper effect (② in this example).



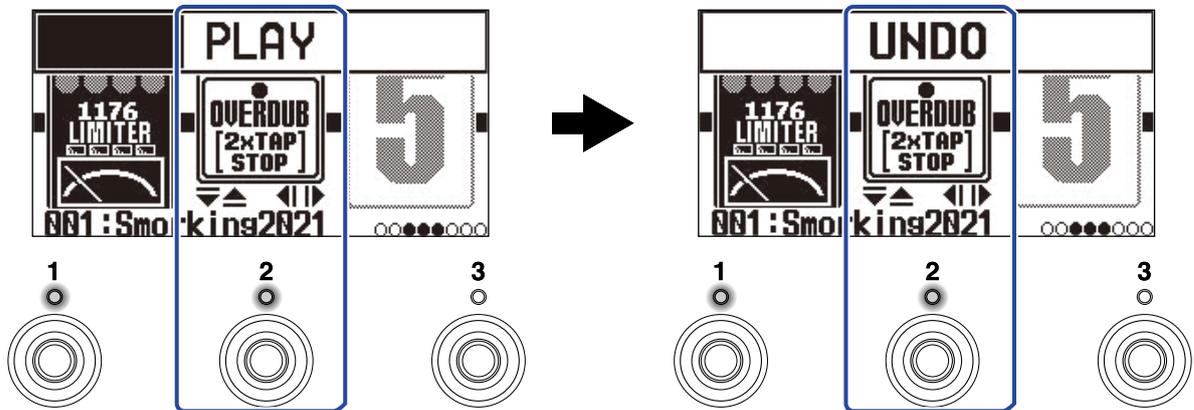
This starts overdubbing.

- When the end of the loop is reached, loop playback will continue from the beginning, and overdubbing can be repeated.
- When overdubbing, press the footswitch with the lit indicator to stop overdubbing, but continue loop playback.

Erasing the last overdubbed phrase (UNDO function)

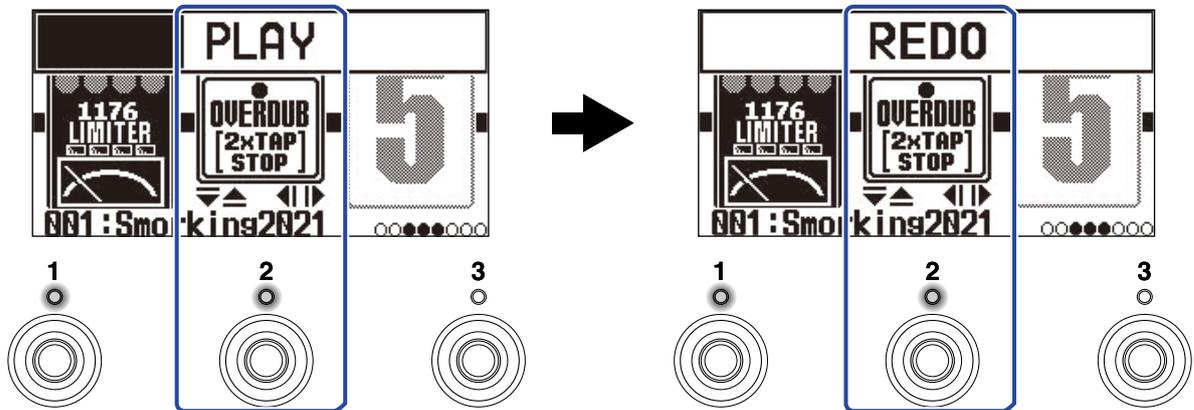
The UNDO function can be used when it is set to ON. (→ [Setting the UNDO function](#))

1. During playback, press and hold the ¹ – ³ footswitch that corresponds to the looper effect (² in this example).



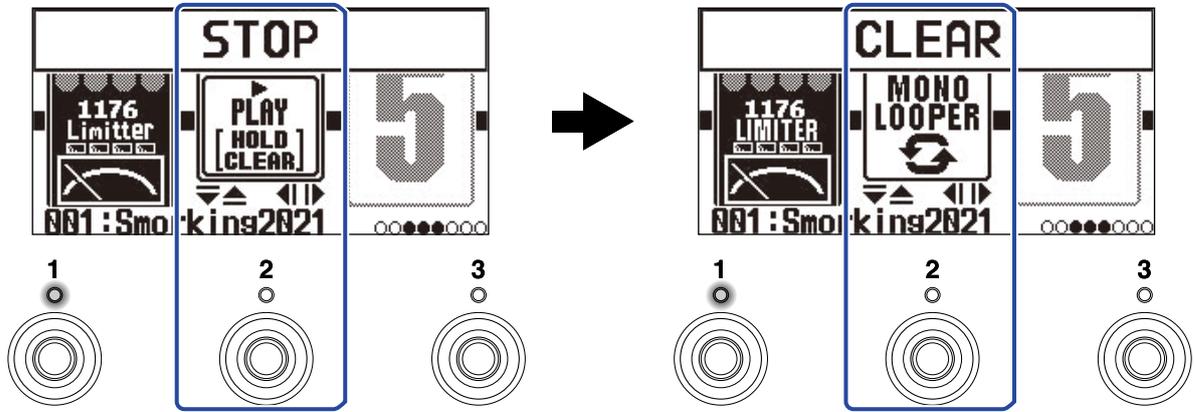
Restoring an undone overdub (REDO function)

1. After undoing (→ [Erasing the last overdubbed phrase \(UNDO function\)](#)), press and hold the ¹ – ³ footswitch that corresponds to the looper effect (² in this example).



Clearing loops

1. When stopped, press and hold the 1 - 3 footswitch that corresponds to the looper effect (2 in this example).



This clears the recorded loop.

Using audio interface functions

The G2 FOUR/G2X FOUR can be used as a 2-in/2-out audio interface.

From the G2 FOUR/G2X FOUR, 2 channels of audio signals after effect processing can be sent to a computer or smartphone.

From a computer or smartphone, 2 audio signal channels can be input to a position after the effect processing.

See [Signal flow](#) for details about input and output positions.

Installing drivers

Windows computers

1. Download the G2 FOUR Series Driver from zoomcorp.com to the computer.

NOTE:

The latest G2 FOUR Series Driver can be downloaded from the above website.

2. Launch the installer and follow its instructions to install the G2 FOUR Series Driver.

NOTE:

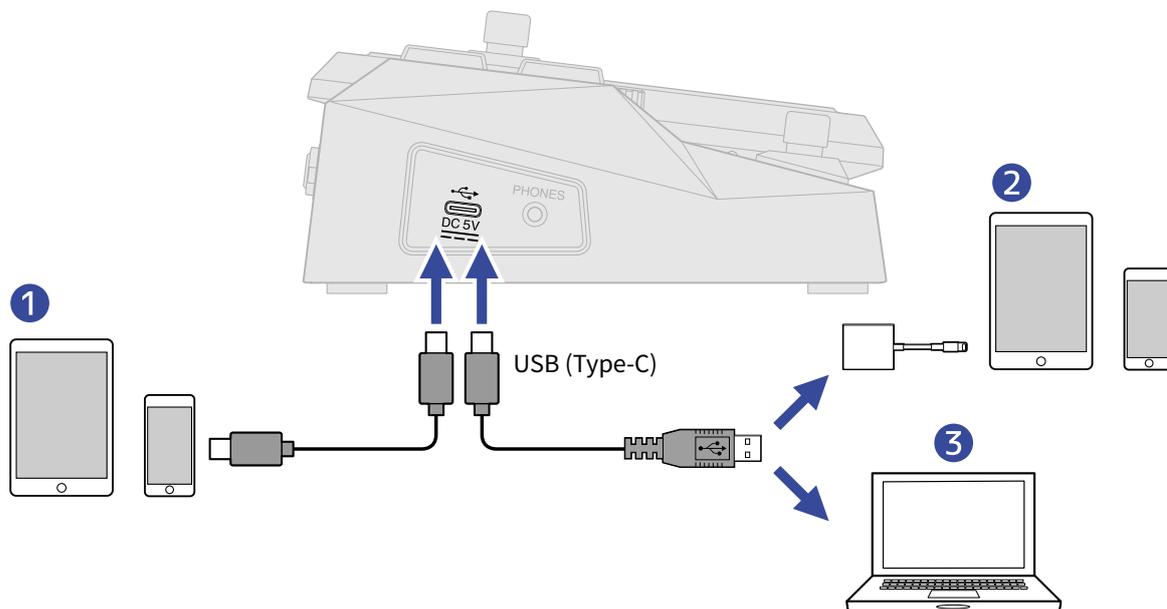
See the Installation Guide included in the driver package for detailed installation procedures.

Mac computers, smartphones and tablets

No driver is necessary for use with a Mac, smartphone or tablet.

Connecting with a computer, smartphone or tablet.

1. Use a USB cable to connect the G2 FOUR /G2X FOUR to a computer, smartphone or tablet.



- 1 Smartphone/tablet (Android)
- 2 Smartphone/tablet (iOS/iPadOS)
- 3 Computer (Windows/Mac)

NOTE:

- Use a USB (Type-C) cable that supports data transfer.
- Use a Lightning to USB 3 Camera Adapter to connect to an iOS/iPadOS device with a lightning connector.

2. Set  to ON.

The G2 FOUR/G2X FOUR will start up and be connected to the smartphone/tablet.
If connecting to a computer, skip to step 3.

3. When connecting to a computer, set the G2 FOUR/G2X FOUR as the sound device.

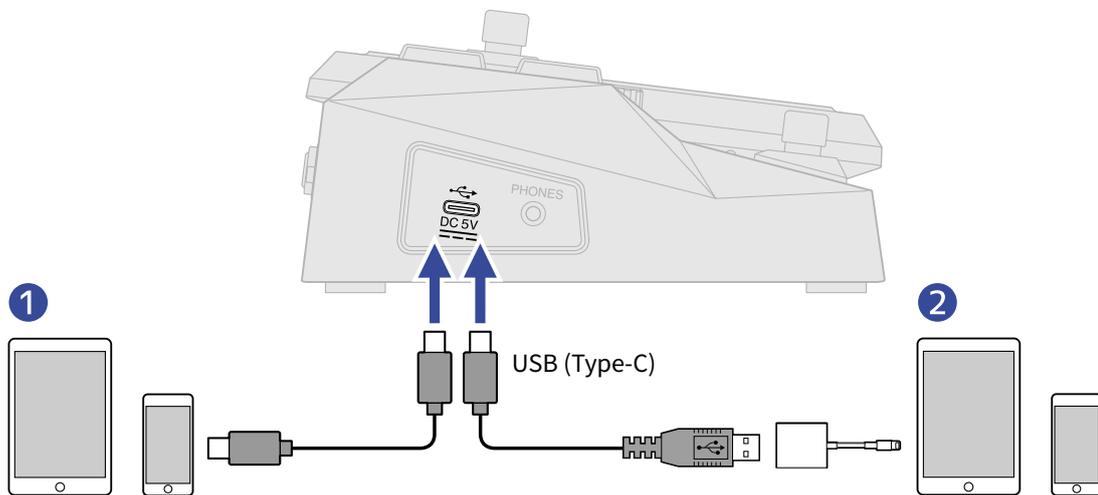
Operating the G2 FOUR/G2X FOUR from a smartphone/tablet

This enables control of the G2 FOUR/G2X FOUR from a smartphone/tablet using the iOS/iPadOS/Android Handy Guitar Lab for G2 FOUR app.

NOTE:

The dedicated Handy Guitar Lab for G2 FOUR app must be installed on the smartphone/tablet beforehand. The dedicated Handy Guitar Lab for G2 FOUR app can be downloaded from the App Store and Google Play. For setting and operation procedures using the Handy Guitar Lab for G2 FOUR app, see its operation manual.

1. Use a USB cable to connect the G2 FOUR /G2X FOUR to the smartphone or tablet.



- 1 Smartphone/tablet (Android)
- 2 Smartphone/tablet (iOS/iPadOS)

NOTE:

- Use a USB (Type-C) cable that supports data transfer.
- Use a Lightning to USB 3 Camera Adapter to connect to an iOS/iPadOS device with a lightning connector.

2. Set  to ON.

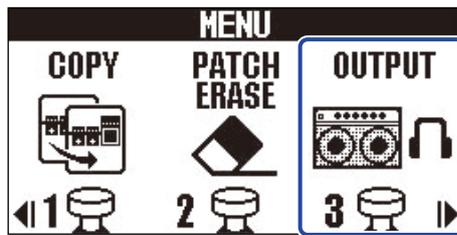
3. Launch Handy Guitar Lab for G2 FOUR on the smartphone/tablet.

Making unit settings

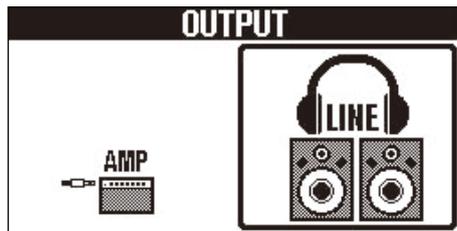
Selecting the type of connected equipment

Select the type of equipment connected to the G2 FOUR/G2X FOUR output. See [“Using the MENU Screen”](#) for details about operation.

1. Select OUTPUT on the MENU Screen.



2. Press  /  to select the type of connected equipment.



Setting	Explanation
AMP	Sound suitable for a guitar amp will be output.
LINE	Sound suitable for headphones and monitor speakers will be output.

3. Press .

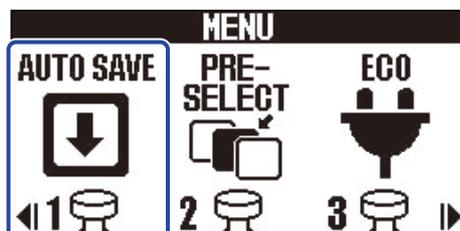
This confirms the setting and returns to the [Memory Screen](#) or [Effect Screen](#).

Setting the AUTO SAVE function

When the AUTO SAVE function is ON, patch memories will be saved automatically when their contents are changed.

See "[Using the MENU Screen](#)" for details about operation.

1. Select AUTO SAVE on the MENU Screen.



2. Press  /  to turn it ON/OFF.



Setting	Explanation
ON	This turns on the AUTO SAVE function.
OFF	This turns off the AUTO SAVE function.

3. Press .

This confirms the setting and returns to the [Memory Screen](#) or [Effect Screen](#).

HINT:

If the AUTO SAVE function is off, patch memories will not be saved automatically.

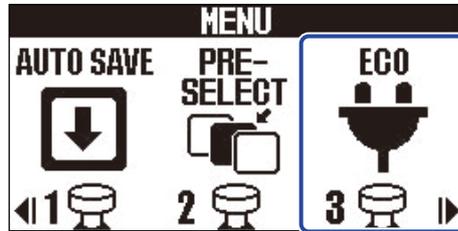
When the content of a patch memory has been changed, **EDITED** will appear at the top right of the Memory Screen, showing that it is different from the saved settings. (→ [Copying and saving patch memories](#))



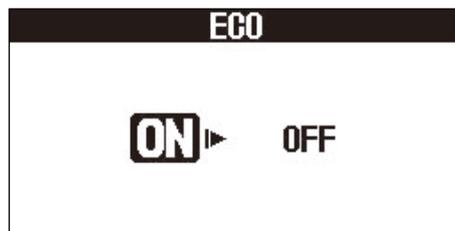
Setting the ECO mode

This function can be used to turn the power off automatically if unused for 10 hours. See "[Using the MENU Screen](#)" for details about operation.

1. Select ECO on the MENU Screen.



2. Press  /  to turn it ON/OFF.



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

3. Press  .

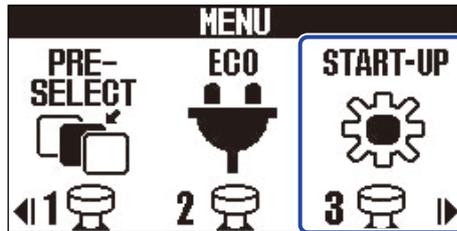
This confirms the setting and returns to the [Memory Screen](#) or [Effect Screen](#).

Changing the start-up setting

The Output Screen, which allows selection of the connected output device type, opens when the G2 FOUR/ G2X FOUR starts up by default. A setting can be changed so that the Output Screen is not shown at start up every time.

See "[Using the MENU Screen](#)" for details about operation.

1. Select START-UP on the MENU Screen.



2. Press  /  to switch between YES and NO.



Setting	Explanation
YES	The Output Screen will be shown at start-up.
NO	The Output Screen will not be shown at start-up.

3. Press .

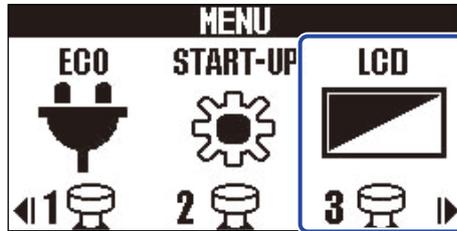
This confirms the setting and returns to the [Memory Screen](#) or [Effect Screen](#).

Adjusting the display contrast

The display contrast can be adjusted.

See "[Using the MENU Screen](#)" for details about operation.

1. Select LCD on the MENU Screen.



2. Use  and  to adjust the display contrast.

The setting value is shown on the display.



3. Press .

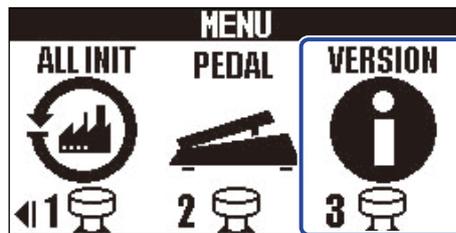
This confirms the setting and returns to the [Memory Screen](#) or [Effect Screen](#).

Managing the firmware

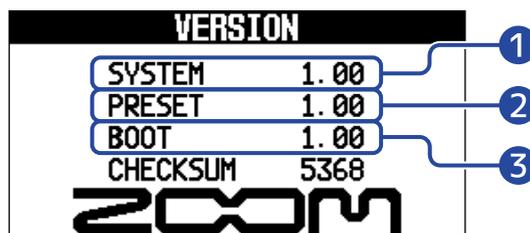
Checking the firmware versions

The firmware versions used by the G2 FOUR/G2X FOUR can be checked. See “[Using the MENU Screen](#)” for details about operation.

1. Select VERSION on the MENU Screen.



2. Check the versions on the Version Screen.
This shows the firmware and preset versions.



- 1 G2 FOUR/G2X FOUR firmware version
- 2 Preset version
- 3 BOOT version

Updating

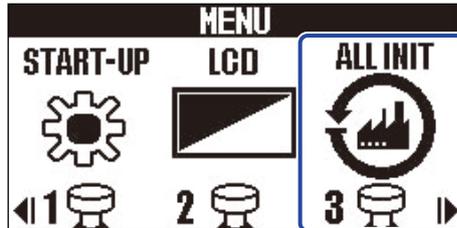
The G2 FOUR/G2X FOUR firmware can be updated to the latest versions. The latest firmware can be downloaded from the ZOOM website (zoomcorp.com).

Restoring factory default settings

The factory default settings can be restored.

See [“Using the MENU Screen”](#) for details about operation.

1. Select ALL INIT on the MENU Screen.



2. Use  /  to select YES.



3. Press .

Initialization will be executed, restoring default settings.



NOTE:

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

HINT:

To cancel initialization, select NO in step 2.

Appendix

Troubleshooting

The unit will not power on

- Confirm that the POWER switch is set to ON. (→ [Turning the power on/off](#))
- Check the connections. (→ [Making connections](#))

There is no sound or output is very quiet

- Check the connections. (→ [Making connections](#))
- Adjust the levels of the effects. (→ [Adjusting effect parameters](#))
- Adjust the output volume. (→ [Adjusting the overall tonal character and output level](#))
- If you are using an 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". (→ [Setting the output method](#))

There is a lot of noise

- Confirm that an instrument cable is not the cause.
- Use a genuine ZOOM AC adapter. (→ [Making connections](#))

An effect cannot be selected

- 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. (→ [Note about the number of effects in patch memories](#))

Expression pedal does not work well

- Select a pedal effect. (→ [Using a pedal](#))
- Check the expression pedal connection. (→ [Making connections](#))

Specifications

Maximum number of simultaneous effects		6 effects + 1 pedal effect
User patch memories		300
Sampling frequency		44.1 kHz
A/D conversion		24-bit 128× oversampling
D/A conversion		24-bit 128× oversampling
Signal processing		32-bit
Frequency response		20 Hz – 20 kHz (+0.5 dB/–0.5 dB) (10kΩ load)
Display		256×128 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): 10 kΩ
Outputs	LEFT/RIGHT	Standard mono phone jack Maximum output level: +9.3 dBu (when output impedance 10 kΩ or higher)
	PHONES	Stereo mini jack Maximum output power: 20 mW + 20 mW (into 32Ω load)
Input S/N		122 dB
Noise floor (residual noise)	LEFT/RIGHT	–99.3 dBu
	PHONES	–99.3 dBu
Control input		FP02M input (G2 FOUR only)
Power		AC adapter: 9V DC 500mA center negative (ZOOM AD-16)
USB		USB 2.0 Type-C port (use cable that supports Type-C) Handy Guitar Lab: USB 1.1 Full Speed Audio interface: USB 2.0 Full Speed, 44.1 kHz, 32-bit, 2-in/2-out • Use a USB cable that supports data transfer. USB bus power is supported.
Dimensions	G2 FOUR	145 mm (D) × 184 mm (W) × 71 mm (H)
	G2X FOUR	150 mm (D) × 274 mm (W) × 71 mm (H)
Weight	G2 FOUR	707 g
	G2X FOUR	951 g

Note: 0 dBu = 0.775 V



ZOOM CORPORATION

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

zoomcorp.com