SAFETY PRECAUTIONS Usage Precautions

SAFETY PRECAUTIONS

In this manual, symbols are used to highlight warnings and cautions for you to read so that accidents can be prevented. The meanings of these symbols are as follows:

This symbol indicates explanations about extremely dangerous matters. If users ignore this symbol and handle the device the wrong way, serious injury or death could result.

This symbol indicates explanations about dangerous matters. If users ignore this symbol and handle the device the wrong way, body injury and damage to the equipment could result.

Please observe the following safety tips and precautions to ensure hazard-free use of the G2.1u.

Power requirements
Since power consumption of this unit is fairly high, we recommend the use of an AC adapter whenever possible. When powering the unit from batteries, use only alkaline types.

[AC adapter operation]
• Be sure to use only an AC adapter which supplies 9 V DC, 300 mA and is equipped with a "center minus" plug (Zoom AD-0068). The use of an adapter other than the specified type may damage the unit and pose a safety hazard.
• Connect the AC adapter only to an AC outlet that supplies the rated voltage required by the adapter.
• When disconnecting the AC adapter from the AC outlet, always grasp the adapter itself and do not pull at the cable.
• During lightning or when not using the unit for an extended period, disconnect the AC adapter from the AC outlet.

[Battery operation]
• Use four conventional IEC R6 (size AA) batteries (alkaline).
• The G2.1u cannot be used for recharging.
• Pay close attention to the labelling of the battery to make sure you choose the correct type.
• When not using the unit for an extended period, remove the batteries from the unit.
• If battery leakage has occurred, wipe the battery compartment and the battery terminals carefully to remove all remnants of battery fluid.
• While using the unit, the battery compartment cover should be closed.

Environment
To prevent the risk of fire, electric shock or malfunction, avoid using your G2.1u in environments where it will be exposed to:
• Extreme temperatures
• Heat sources such as radiators or stoves

Handling
• Never place objects filled with liquids, such as vases, on the G2.1u since this can cause electric shock.
• Do not place nikkel-flame sources, such as lighted candles, on the G2.1u since this can cause fire.
• The G2.1u is a precision instrument. Do not exert undue pressure on the keys and other controls. Also take care not to drop the unit, and do not subject it to shock or excessive pressure.
• Take care that no foreign objects (coins or pins etc.) or liquids can enter the unit.

Connecting cables and input and output jacks
You should always turn off the power to the G2.1u and all other equipment before connecting or disconnecting any cables. Also make sure to disconnect all connection cables and the power cord before moving the G2.1u.

Altersation
Never open the case of the G2.1u or attempt to modify the product in any way since this can result in damage to the unit.

Volume
Do not use the G2.1u at a loud volume for a long time since this can cause hearing impairment.

Usage Precautions

Electrical interference
For safety considerations, the G2.1u has been designed to provide maximum protection against the emission of electromagnetic radiation from inside the device, and protection from external interference. However, equipment that is very susceptible to interference or that emits powerful electromagnetic waves should not be placed near the G2.1u, as the possibility of interference cannot be ruled out entirely.

With any type of digital control device, the G2.1u included, electromagnetic interference can cause malfunctioning and can corrupt or destroy data. Care should be taken to minimize the risk of damage.

Cleaning
Use a soft, dry cloth to clean the G2.1u. If necessary, slightly moisten the cloth. Do not use abrasive cleansers, waxes, or solvents (such as paint thinner or cleaning alcohol), since these may dull the finish or damage the surface.

Please keep this manual in a convenient place for future reference.

The FCC regulation warning (for U.S.A.)
This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

• Reorient or relocate the receiving antenna.
• Increase the separation between the equipment and receiver.
• Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
• Consult the dealer or an experienced radio/TV technician for help.
Thank you for selecting the ZOOM G2.1u (hereafter simply called the “G2.1u”). The G2.1u is a multi effect processor with the following features and functions.

- **Latest processing technology for outstanding performance**
  96 kHz / 24 bit sampling (with 32 bit internal processing) assures excellent sound quality. Frequency response remains flat up to 40 kHz, and input-converted signal-to-noise ratio is an amazing 120 dB, demonstrating the high level of performance achieved by the G2.1u. The G2.1u also has a USB connection and can be used as a direct guitar/computer interface.

- **Versatile palette of effects including new creations**
  Out of a total of 54 effects, up to nine (including ZNR) can be used simultaneously. The high-quality choices provided by the G2.1u include distortion effects that simulate the tones of famous amps and effects pedals, 6-band guitar EQ and delay effects with "hold" controllable by foot switch.

- **Great for live performances and direct recording**
  The distortion effect module provides two different algorithms for each of its 17 effect types, one for live performance and one for direct recording. Depending on the on/off setting of the CABINET & MIC effect which simulates amp cabinet sound and mic characteristics, the most suitable algorithm is automatically selected, giving you the best sound for any application.

- **Integrated rhythm functions and auto-chromatic tuner**
  A number of rhythm patterns using realistic PCM drum sounds are provided. This is convenient for use as a metronome during individual practice or to provide a simple rhythm part for a quick session. An auto-chromatic tuner for guitar is also built right into the unit, allowing you to easily tune your instrument also at home or on stage.

- **Sophisticated user interface**
  The combination of a rotary type selector and three parameter knobs make the effect editing process intuitive and quick. The mute interval when switching patches has been reduced to less than 5 milliseconds. Seamless patch changing is now a reality.

- **Dual power supply principle allows use anywhere**
  The G2.1u can be powered from four IEC R6 (size AA) batteries or an AC adapter. Continuous operating time on batteries is approximately 7.5 hours with alkaline batteries.

- **Easy operation with expression pedal and foot switch**
  The expression pedal on the top panel lets you adjust the tonal quality of an effect or the volume in real time.
  An optional expression pedal (FP01/FP02) or foot switch (FS01) can be connected to the CONTROL IN jack. The external expression pedal is used for controlling the volume. The foot switch is convenient for quickly toggling effect programs or for setting the tempo of the rhythm function.

Please take the time to read this manual carefully so as to get the most out of the unit and to ensure optimum performance and reliability.

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**Features**

**Terms Used in This Manual**

This section explains some important terms that are used throughout the G2.1u documentation.

- **Effect module**
  As shown in the illustration above, the G2.1u can be thought of as a combination of several single effects. Each such effect is referred to as an effect module. In addition to modules comprising compressor effects (COMP), amp simulator/distortion effects (DRIVE), and modulation/special effects (MOD/SFX), the G2.1u also provides a module for ZNR (ZOOM Noise Reduction). Parameters such as effect intensity can be adjusted for each module individually, and modules can be switched on and off as desired.

- **Effect type**
  Within some effect modules, there are several different effects which are referred to as effect types. For example, the modulation/SFX effect module (MOD/SFX) comprises chorus, flanger, pitch shifter, delay, and other effect types. Only one of these can be selected at a time.

- **Effect parameter**
  All effect modules have various parameters that can be adjusted. These are called effect parameters. In the G2.1u, effect parameters are adjusted with the parameter knobs 1 – 3. Similar to the knobs on a compact effect, these change aspects such as tonal character and effect intensity. Which parameter is assigned to each knob depends on the currently selected effect module and effect type.

- **Patch**
  In the G2.1u, effect module combinations are stored and called up in units referred to as patches. A patch comprises information about the on/off status of each effect module, about the effect type used in each module, and about effect parameter settings. The internal memory of the G2.1u holds up to 80 patches (including 40 patches which allow read/write).

- **Bank and area**
  A group of ten patches is called a bank. The memory of the G2.1u comprises a total of eight banks, labelled A to d and 0 to 3. Banks A – d form the user preset area containing read-only patches. The patches within each bank are numbered 0 through 9. To specify a patch of the G2.1u, you use the format “A1” (patch number 1 from bank A), “06” (patch number 6 from bank 0), etc.

- **Play mode/edit mode**
  The internal status of the G2.1u is referred to as the operation mode. The two major modes are “play mode” in which you can select patches and use them for playing your instrument, and “edit mode” in which you can modify the effects. The module selector serves for switching between the play mode and edit mode.

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**Operating the G2.1u on batteries**

1. Turn the G2.1u over and open the cover of the battery compartment on the bottom.
2. Insert four fresh IEC R6 (size AA) batteries.
3. Close the cover of the battery compartment. Push the cover in until the latch audibly snaps into place.

**Configuration options**

- Insert batteries facing in alternate directions.
- When the batteries are getting low, the indication “bt” appears on the display.
Module selector
Switches between play mode and edit mode. In edit mode, the knob selects the module for operation.

BANK [-]/[+] keys
In play mode, the keys serve for directly switching to the next lower or higher bank. In edit mode, the keys switch the effect type for the currently selected module.

[STORE] key
Serves for storing edited patches in memory.

[▼]/[▲] foot switches
These switches are used for selecting patches, switching effect modules on and off, controlling the tuner, and other functions.

[USB] connector
Allows you to connect the G2.1u. to a computer, for exchanging audio data. When you plug a cable from this connector into the USB port of the computer, you can use the G2.1u. as an audio interface for the computer.

[OUTPUT/PHONES] jack
This stereo phone jack serves for connection to a guitar amplifier or recorder. It is also possible to use a Y cable for sending the output to two amplifiers, or to plug a pair of stereo headphones into this jack.

Parameter knobs 1 - 3
These knobs allow changing the level of effect parameters or of the overall patch. During rhythm playback, the knobs let you select a pattern, set the tempo, and adjust the rhythm volume.

[PEDAL ASSIGN] key
This key lets you select the function of the built-in expression pedal. The currently selected function is shown by a lit LED.

[TAP] key
Allows manual input of time related effect parameter values such as delay time, and rhythm pattern tempo.

RHYTHM [▶/■] key
Serves to start/stop rhythm playback.

Display
Shows patch numbers, setting values, and other information about operating the G2.1u.

Expression pedal
Lets you adjust the volume or various effect parameters in real time during play.

[INPUT] jack
Serves for connecting the guitar.

[DC IN] jack
An AC adapter (ZOOM AD-0006) with a rated output of 9 volts DC, 300 mA (center minus plug) can be plugged into this jack.

[CONTROL IN] jack
Serves for connection of the optional foot switch (FS01) or expression pedal (FP01/FP02).

[POWER] switch
Turns the unit on and off.
Selecting a Patch

To try out the various effects of the G2.1u, we recommend that you simply play your instrument while switching patches.

1 Turn power on
- Use a monaural shielded cable to connect the guitar to the [INPUT] jack of the G2.1u.
- When using the G2.1u with the AC adapter, plug the adapter into the outlet and plug the cable from the adapter into the [DC IN] jack on the G2.1u.
- Set the [POWER] switch on the rear panel of the G2.1u to ON.
- Turn the guitar amplifier on and adjust the volume to a suitable position.

2 Set the G2.1u to play mode
- If the Module selector is set to a position other than “PLAY”, set it to “PLAY”.

The bank and patch that were selected when the power was last turned off will appear on the display.

HINT Immediately after turning the G2.1u on, the unit will be in play mode, even if the Module selector is set to a position other than “PLAY”.

3 Select a patch
- To switch the patch, press one of the [▼]/[▲] foot switches.

Pressing the [▼] foot switch calls up the next lower patch, and pressing the [▲] foot switch calls up the next higher patch.

Repeatedly pressing one foot switch cycles through patches in the order A0 – A9 ... d0 – d9 → 00 – 09 ... 30 – 39 → A0, or the reverse order.

4 Directly selecting a bank
- To select the banks A – d, 0 – 3 directly, use the BANK [-]/[+] keys.

Pressing the BANK [-] key calls up the next lower bank, and pressing the BANK [+] key calls up the next higher bank.

5 Adjust tone and volume
- To adjust the effect sound and volume levels in play mode, the Parameter knobs 1 – 3 can be used. Each knob controls a specific parameter.

Parameter knob 1
Adjusts the GAIN parameter of the DRIVE module (mainly distortion depth).

Parameter knob 3
Adjusts the PATCH LEVEL parameter (output level of the entire patch).

Parameter knob 2
Adjusts the TONE parameter of the DRIVE module (mainly distortion sound character).

NOTE
- If the DRIVE module is set to OFF for the currently selected module (display shows “oF”), Parameter knobs 1 and 2 have no effect.
- Changes made here are temporary and will be lost when you select another patch. To retain the changes, store the patch in the user area.
- The master level in common to all patches is set in edit mode (→ p. 34).

Bank name Patch number
Using the Tuner

The G2.1u incorporates an auto-chromatic tuner. To use the tuner function, the built-in effects must be bypassed (temporarily turned off) or muted (original sound and effect sound turned off).

1. Switch to bypass or mute

- Setting the G2.1u to the bypass
  In play mode, press both [▼]/[▲] foot switches together briefly and release.

- Setting the G2.1u to the mute state
  In play mode, press both [▼]/[▲] foot switches together and hold for at least 1 second.

2. Play the string to tune

- Play the open string to tune, and adjust the pitch.

  The left side of the display shows the note which is closest to the current pitch.

3. Adjusting the reference pitch of the tuner

   If required, you can fine-adjust the reference pitch of the G2.1u tuner.
   The default setting after power-on is center A = 440 Hz.

   - Turn Parameter knob 1.
     The current reference pitch is shown.
     The adjustment range is 35 – 45 (center A = 435 to 445 Hz).

   - While the reference pitch value is shown, turn Parameter knob 1 to adjust it.

4. Return to play mode

   - Press one of the [▼]/[▲] foot switches.

   When you release the Parameter knob, the display indication will return to the previous condition after a while.

NOTE

When you turn the G2.1u off and on again, the reference pitch setting will be reset to 40 (center A = 440 Hz).

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The right side of the display shows a symbol that indicates by how much the tuning is off.

Tune other strings in the same way.

The left side of the display shows the note which is closest to the current pitch.

<table>
<thead>
<tr>
<th>Note</th>
<th>Pitch high</th>
<th>Pitch correct</th>
<th>Pitch low</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>(a)</td>
<td>(b)</td>
<td>(c)</td>
</tr>
<tr>
<td>A#</td>
<td>(d)</td>
<td>(e)</td>
<td>(f)</td>
</tr>
<tr>
<td>B</td>
<td>(f)</td>
<td>(g)</td>
<td>(a)</td>
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<tr>
<td>C</td>
<td>(g)</td>
<td>(a)</td>
<td>(d)</td>
</tr>
<tr>
<td>C#</td>
<td>(f)</td>
<td>(e)</td>
<td>(d)</td>
</tr>
</tbody>
</table>

Indication turns faster the more the pitch is off.
Using the Rhythm Function

The G2.1u has a built-in rhythm function that plays realistic drum sounds in various patterns. The rhythm function is available in play mode or in the bypass/mute condition.

1 Set the G2.1u to play mode
   - If the Module selector is set to a position other than "PLAY", set it to "PLAY".

2 Start the rhythm function
   - To start the rhythm function, press the RHYTHM [▶/■] key.
   - During rhythm playback, the REVERB module is OFF.

3 Select a rhythm pattern
   - The G2.1u has 40 built-in rhythm patterns. For more information on the pattern contents, see the back cover of this manual.
   - To continuously switch rhythm patterns, turn Parameter knob 1.
   - To select the next higher or next lower rhythm pattern, press one of the BANK [-]/[+] keys.

When the above steps are carried out, the current rhythm pattern number (01 – 40) is briefly shown on the display.

4 Adjust the rhythm volume
   - To adjust the rhythm volume, turn Parameter knob 3.
   - When you turn the Parameter knob, the current setting (0 – 30) is shown on the display.

5 Adjust the tempo
   - The rhythm pattern tempo can be adjusted in the range of 40 – 250 BPM (beats per minute).
   - To continuously change the rhythm tempo, turn Parameter knob 2.
   - To manually specify the rhythm tempo, hit the [TAP] key at least three times in the desired interval.

   At the first push of the [TAP] key, the current tempo value is shown on the display. The G2.1u then automatically detects the interval for the second and subsequent keypresses and sets the tempo accordingly.

   While the above steps are carried out, the current tempo value (40 – 250) is shown on the display. For values in the range from 100 to 199, a dot is shown after the first digit. For values of 200 and above, dots are shown after the first and second digits.

   Dot is shown
   Tempo = 120 BPM

   Dots are shown
   Tempo = 240 BPM

6 Stop the rhythm
   - To stop the rhythm, press the RHYTHM [▶/■] key.
   - The G2.1u returns to the previous condition.
**Editing a Patch**

The patches of the G2.1u can be freely edited by changing the effect parameter settings. Try editing the currently selected patch to create your own sound.

1. **Select the effect module**
   - Turn the Module selector to select the effect module to edit. The following settings are available.

   1. COMP module
   2. WAH/EFX module
   3. ZNR module
   4. DRIVE module
   5. EQ module
   6. EXTRA EQ/CAB & MIC module
   7. MOD/SFX module
   8. DELAY module
   9. REVERB module
   10. Pedal/foot switch related parameters

   When you switch to a different module, the effect type currently selected for that module is shown on the display. While the G2.1u is in edit mode, a dot appears in the bottom right of the display.

2. **To switch an effect module on and off**
   - To switch the selected module between ON and OFF, press one of the [▼]/[▲] foot switches.

   The indication "oF" appears on the display. When you press one of the foot switches again, the indication returns to the previous condition.

3. **Select the effect type**
   - To switch the effect type of the selected module, use the BANK [-]/[+] keys.

   NOTE: If you press the BANK [-]/[+] keys for a module that is set to OFF, the module will be turned ON. For modules that have only one effect type, pressing the BANK [-]/[+] keys has no effect.

4. **Change the parameter value**
   - To change the setting value of effect parameters, use the Parameter knobs 1 – 3.

   Which parameter is assigned to a knob depends on which effect module/effect type is selected. For information on parameters for effect modules/effect types, see page 27 – 34.

   When you turn a Parameter knob, the corresponding LED lights up and the display briefly shows the current value of the respective parameter.

5. **Terminate the edit mode**
   - To terminate the edit mode and return to the play mode, set the Module selector to the "PLAY" position.

   NOTE: When you return to play mode and select another patch, the changes you have made in edit mode will be lost unless you store the patch first. To retain the changes, store the patch as described on page 16.
Storing/Copying Patches

An edited patch can be stored in a bank of the user area (A – d). It is also possible to store an existing patch in another location to create a copy.

1 In play mode or edit mode, press the [STORE] key.
   - The bank and patch number are shown on the display as a flashing indication.

NOTE Patches of banks in the preset area (0 – 3) are read-only. No patches can be stored or copied into these locations. If you press the [STORE] key while a patch from the preset area is selected, the patch "A0" (bank A, patch number 0) will be selected automatically as default store/copy target.

2 Select the store/copy target bank
   - To select the store/copy target bank, use the BANK [-]/[+] keys.

NOTE Only a bank of the user area (A – d) can be selected as store/copy target bank.

5 To cancel the store process
   - To cancel the store process, operate the Module selector before pressing the [STORE] key again (3).

4 Press the [STORE] key once more
   - When the store/copy process is completed, the G2.1u returns to the previous mode, with the target patch being selected.

3 Specify the store/copy target patch number
   - To specify the store/copy target patch number, use the [▼]/[▲] foot switches.
Using the Built-in Expression Pedal

The expression pedal on the top panel of the G2.1u lets you adjust the effect sound or the volume in real time during play. Which element is controlled by the pedal can be selected for each patch individually.

1. **Select the patch for which the expression pedal is to be used**

2. **Select the element to be controlled by the expression pedal**
   - Press the [PEDAL ASSIGN] key to select the element to be controlled by the expression pedal. The row of LEDs above the key shows which element is currently selected.
     - **VOLUME**
     - **WAH/EFX**
     - **DRIVE**
     - **MOD/SFX**
     - **DELAY**
     - **REVERB**

   The respective selection is indicated as follows.
   - **All LEDs are out**
     The expression pedal has no effect.
   - **VOLUME**
     The expression pedal controls the volume for the entire patch.
   - **WAH/EFX, DRIVE, MOD/SFX, DELAY, REVERB**
     The expression pedal controls a parameter from the respective module.

**HINT**
- Which parameter will be changed by the expression pedal depends on the effect type selected for the respective module. For details, see pages 27 - 33.
- The pattern in which the parameter changes when the expression pedal is operated can be selected in edit mode from four choices. For details, see page 34.
- If the module to which the expression pedal was assigned is set to OFF in the patch, the LED flashes. In this case, operating the expression pedal has no effect.

3. **Operate the pedal**
   - While playing your instrument, move the expression pedal up or down.

4. **To switch a module on or off**
   - When you push the expression pedal fully down, the module selected with the [PEDAL ASSIGN] key is switched on or off.

5. **Store the patch as necessary**
   - The expression pedal setting can be stored for each patch individually.

**NOTE**
If you select another patch in play mode without storing the patch, any changes that you have made to the settings will be lost.
Use of Expression Pedal/Foot Switch

The G2.1u lets you use the built-in expression pedal or an external expression pedal (FP01/FP02) connected to the [CONTROL IN] jack to adjust the effect sound or the volume in real time during play. Connecting an optional foot switch (FS01) to the [CONTROL IN] jack allows changing patches or setting the tempo for the rhythm function.

Using the built-in expression pedal

The built-in expression pedal on the top panel of the G2.1u can function as a volume pedal or it can be used to control an effect parameter in real time. Which function is selected for the expression pedal is stored for each patch individually. For details on parameters that can be modified with the expression pedal, see pages 27 – 33.

1. Select the patch for which you want to use the expression pedal.
2. Set the Module selector to the “CONTROL” position.
3. Turn Parameter knob 1 to select one of the following modulation targets for the expression pedal (→ p. 34).
   - oF: Pedal is inactive.
   - VL: Volume
   - WU, Wd, WH, WL: WAH/EX module
4. If necessary, store the patch. The expression pedal setting is stored as part of the patch.
5. Select the patch in play mode and operate the expression pedal. The selected function will be activated. When the G2.1u is in the bypass condition, the expression pedal always functions as a volume pedal, regardless of the setting made in step 3.

Adjusting the sensitivity of the built-in expression pedal

The expression pedal of the G2.1u is adjusted for optimum operation at the factory, but sometimes, readjustment may be necessary. If the sound does not change when the pedal is fully pushed down, or if it changes excessively even if the pedal is only lightly pushed, adjust the pedal as follows.

1. Turn power to the G2.1u on while keeping the [PEDAL ASSIGN] key depressed. The indication "dn" appears on the display.
2. With the expression pedal fully raised, press the [STORE] key. The display indication changes to "UP".
3. Push the expression pedal fully down and then lift your foot off the pedal.
4. Press the [STORE] key once more. The expression pedal adjustment is completed, and the unit returns to the play mode.

HINT
- The point where the module is switched on or off when the pedal is depressed is always the same, regardless of the action taken in step 3.
- If "Er" appears on the display, repeat the procedure from step 2.

Using an external expression pedal (FP01/FP02)

When you connect an optional expression pedal (FP01/FP02) to the [CONTROL IN] jack of the G2.1u, you can use that pedal as a volume pedal, separately from the built-in expression pedal.

1. Plug the cable from the external expression pedal into the [CONTROL IN] jack, and then turn the G2.1u on.
2. Operate the external expression pedal in play mode or edit mode. The volume changes.

HINT
- The external expression pedal always functions as a volume pedal.

Using a foot switch (FS01)

Connecting an optional foot switch (FS01) to the [CONTROL IN] jack of the G2.1u allows bank switching in play mode. It is also possible to switch bypass/mute on and off, control the tap tempo function, or perform other functions with the foot switch.

1. Plug the cable from the FS01 into the [CONTROL IN] jack, and then turn the G2.1u on.
2. Set the Module selector to the "CONTROL" position.

The G2.1u goes into edit mode. You can now make settings for the expression pedal or foot switch.

3. Turn Parameter knob 2 to select one of the following functions for the foot switch.

- **bP (bypass/mute)**
  The foot switch controls bypass or mute on/off. This has the same effect as pressing both [\(\text{\textbullet}\)] [\(\text{\textbullet}\)] foot switches at the same time in play mode.

- **tP (tap tempo)**
  Pressing the foot switch repeatedly can be used to set the interval for the rhythm function or to make settings for effect parameters supporting the tap function. This has the same effect as pressing the [TAP] key.

- **bU (bank up)**
  Each push of the foot switch switches to the next higher bank. This has the same effect as pressing the BANK [+\(\text{\textbullet}\)] key.

- **rH (rhythm on/off)**
  The foot switch controls start/stop of the rhythm function. This has the same effect as pressing the RHYTHM [+\(\text{\textbullet}\)] key.

- **dH (delay hold)**
  The foot switch controls on/off of the delay hold function. When a patch using the hold function is selected, pressing the foot switch will activate hold, causing the current delay sound to be repeated (see illustration at the bottom of this page). Pressing the foot switch once more cancels the hold condition, and the delay sound will decay normally.

- **dM (delay input mute)**
  The foot switch controls muting on/off for the delay module input signal.

**HINT**
- For information on effect parameters supporting the tap function, see pages 27 – 33.
- To use the hold function, an effect type that supports the hold function must be selected in the patch. For details, see page 34.
- While the delay module is set to hold or mute, the dot in the center of the display flashes.

4. Select the patch in play mode and operate the foot switch.

The selected function will be activated. This function applies to all patches.

Using the G2.1u as audio interface for a computer

By connecting the [USB] connector of the G2.1u to a computer, the G2.1u can be used as an audio interface with integrated AD/DA converter and effects. The operating environment conditions for this type of use are as follows.

- **Compatible operating system**
  - Windows XP
  - MacOS X (10.2 or later)

- **Quantization**
  16-bit quantization

- **Sampling frequency**
  32 kHz / 44.1 kHz / 48 kHz

**HINT**
With each of the operating systems listed above, the G2.1u will function as an audio interface simply by connecting the USB cable. There is no need to install any special driver software.

To use the G2.1u as an audio interface for the computer, connect the [USB] connector of the G2.1u to a USB port on the computer. The G2.1u will be recognized as an audio interface.

**HINT**
- If the [POWER] switch of the G2.1u is set to OFF, power will be supplied via the USB connection.
- If the [POWER] switch of the G2.1u is set to ON, power will be supplied from the batteries in the G2.1u or the AC adapter. Care should be taken especially when running on battery power, because setting the switch to ON may result in faster depletion of the batteries.

**NOTE**
- Also when using the G2.1u as an audio interface, the signal after effect processing is always available directly at the [OUTPUT] jack.
- If the DAW application has an echo back function (input signal during recording is supplied directly to an output), this must be disabled when using the G2.1u. If recording is carried out with this function enabled, the output signal will sound as if processed by a flanger effect.
- Use a high-quality USB cable and keep the connection as short as possible. If power is supplied to the G2.1u via a USB cable that is more than 3 meters in length, the low voltage warning indication may appear.

In this condition, the sound of a guitar connected to the [INPUT] jack of the G2.1u can be processed with the effects of the G2.1u and then recorded on the audio tracks of a DAW (Digital Audio Workstation) software application on the computer.

At the same time, the [OUTPUT] jack of the G2.1u carries the playback sound from the audio tracks of the DAW application, mixed with the guitar sound processed by the effects of the G2.1u.

For details on recording and playback, refer to the documentation of the DAW application.

![Graph](image-url)
Restoring Factory Defaults

In the factory default condition, the patches of the user area (A0 – d9) contain the same settings as the patches of the preset area (00 – 39). Even after overwriting the user patches, their original content can be restored in a single operation (“All Initialize” function).

1. Turn the G2.1u on while holding down the [STORE] key.
   The indication “AL” appears on the display.

2. To carry out the All Initialize function, press the [STORE] key once more.
   All patch settings are returned to the factory default condition, and the unit switches to play mode. To cancel All Initialize, press the RHYTHM [R/P] key instead of the [STORE] key.

   **NOTE**
   When you carry out All Initialize, any newly created patches that were stored in the user area will be deleted (overwritten). Perform this operation with care to prevent losing any patches that you want to keep.

Linking Effects

The patches of the G2.1u consist of nine serially linked effect modules, as shown in the illustration below. You can use all effect modules together or selectively use certain modules by setting them to on or off.

- **COMP**
- **WAN/EXFZNR**
- **HDRIVE**: FE CLEAN, CLASS A CLEAN, FLANGER
- **EQ**: EXTRA EQ, CABINET & MIC
- **MOD/SFX**: CHORUS, FLANGER
- **DELAY**: EXTRA EQ, CABINET & MIC
- **REVERB**: HALL, ROOM

Effect module

Effect type

For some effect modules, you can select an effect type from several possible choices. For example, the MOD/SFX module comprises CHORUS, FLANGER, and other effect types. The REVERB module comprises HALL, ROOM, and other effect types from which you can choose one.

Switching between live sound and direct recording sound

In the above illustration, the DRIVE module is shown as having 17 effect types. But each effect type has two algorithms (one for live performance and one for direct recording) for each of its 17 effect types, so that there are actually 34 effect types that can be used.

The two algorithms are switched according to the effect type selected for the EXTRA EQ/CABINET & MIC module, as follows.

- **EXTRA EQ is selected**
  The algorithm for live performance is selected at the DRIVE module. This is recommended when using the G2.1u for playing via a guitar amplifier.

- **CABINET & MIC is selected**
  The algorithm for direct recording is selected at the DRIVE module. This is recommended when the G2.1u is directly connected to a recorder, or to a hi-fi system or other audio device.
## Effect Types and Parameters

### How to read the parameter table

**Effect parameters 1 – 3**

These are the parameters that can be adjusted with Parameter knobs 1 – 3 when the effect type is selected. The setting range for each parameter is shown. Three-digit setting values are shown with a dot between the two numerals.

Example: 1 – 96, 1.0 = 1 – 96, 100

### Expression pedal

A pedal icon (            ) in the listing indicates a parameter that can be controlled with the expression pedal (FP01/FP02).

Specify the respective module as modulation target for the expression pedal (→ p. 20), and then select the respective effect type of the module. The parameter can then be controlled in real time with a connected expression pedal.

**Tap**

A [TAP] key icon (            ) in the listing indicates a parameter that can be set by hitting the [TAP] key.

In edit mode, when the respective module/effect type is selected, repeatedly hitting the [TAP] key will set the parameter according to the key press interval (modulation cycle, delay time, etc.).

In play mode, if the DELAY module is ON for the currently selected patch, repeatedly hitting the [TAP] key will temporarily change the parameter.

**Hold**

A foot switch icon (            ) in the listing indicates an effect type for which hold can be turned on and off with the foot switch (FS01).

Set the foot switch function to “dh” (delay hold) (→ p. 22) for the respective patch. When this patch is then selected in play mode, the hold function can be switched on and off by pressing the foot switch.
Effect Types and Parameters

RING MODULATOR
This effect produces a metallic ringing sound. Adjusting the FREQUENCY parameter results in a drastic change of sound character.

- **POSITION**: bF, AF
- **FREQUENCY**: 1 – 50
- **MIX**: 0 – 98, 1.0

DRIVE module
This module provides 16 types of distortion and an acoustic simulator. Each effect type of the module has two modeling algorithms (for live performance and direct recording). These algorithms are switched automatically according to the on/off condition of the CABS & MICS effect (→ p. 25).

- **FC**: FC CLEAN
  - Clean sound of the Vox AC-30 combo amp, operating in Class-A
- **JC**: JC CLEAN
  - Clean sound of Roland JC series with built-in chorus which gives a wide, clear tone, Big sound of a Marshall stack running between clean and crunch
- **SL**: SLOW ATTACK
  - Crunch sound of a Fender Tweed Deluxe ’53
  - Fat sound of the Mesa Boogie MkIII combo amp
- **BG**: BG CRUNCH
  - The High gain sound of a Marshall JCM2000-driven stack
  - High gain sound of Mesa Boogie Dual Rectifier amp channel 2 (vintage mode)
- **PV**: PV DRIVE
  - The high gain sound of the classic Peavey 5150
  - Simulation of the classic Boss OD-1 overdrive pedal
- **G**: GUV’NOR distortion
  - Simulation of the Guv’nor distortion effect from Marshall
- **ED**: EXTREME DISTORTION
  - Intense super-high gain distortion
  - High gain fuzz attack

All above effect types have the same parameters.

- **GAIN**: 0 – 98, 1.0
- **TONE**: 0 – 10
- **LEVEL**: 2 – 98, 1.0

*Manufacturer names and product names mentioned in this table are trademarks or registered trademarks of their respective owners. The names are used only to illustrate sonic characteristics and do not indicate any affiliation with ZOOM CORPORATION.

ACOUSTIC
This effect makes an electric guitar sound like an acoustic guitar.

- **TOP**: 0 – 10
- **BODY**: 0 – 10
- **LEVEL**: 2 – 98, 1.0

*Manufacturer names and product names mentioned in this table are trademarks or registered trademarks of their respective owners. The names are used only to illustrate sonic characteristics and do not indicate any affiliation with ZOOM CORPORATION.
**Effect Types and Parameters**

**EQ (Equalizer) module**

- **EQ (Equalizer) module** allows adjusting the three main bands (BASS, MIDDLE, TREBLE) of the six-band equalizer.
  - **BASS** adjusts the low frequency range level.
  - **MIDDLE** adjusts the mid frequency range level.
  - **TREBLE** adjusts the high frequency range level.

**EXTRA EQ/CABINET & MIC module**

- **EXTRA EQ/CABINET & MIC module** allows adjusting the three remaining bands of the six-band equalizer. In addition, the module contains a cabinet simulator that produces sound suitable for direct recording on a MTR or reproduction via headphones or a studio monitor.
  - **BASS** adjusts the low frequency range level.
  - **MIDDLE** adjusts the mid frequency range level.
  - **TREBLE** adjusts the high frequency range level.

**MOD/SFX (Modulation/SFX) module**

- **MOD/SFX (Modulation/SFX) module** comprises modulation and delay effects such as chorus, pitch shifter, delay, and echo.
  - **CHORUS** is a stereo chorus with clear sound.
  - **STEREO CHORUS** is a stereo chorus with clear sound.
  - **STEREO CHORUS** is a stereo chorus with clear sound.

**Chorus**

- **CHORUS** mixes a variable pitch-shifted component to the original signal, resulting in full-bodied resonating sound.
  - **DEPTH** adjusts the modulation depth.
  - **RATE** adjusts the modulation rate.
  - **MIX** adjusts the level of the effect sound mixed to the original sound.

**Flanger**

- **FLANGER** produces a resonating and strongly undulating sound.
  - **DEPTH** adjusts the modulation depth.
  - **RATE** adjusts the modulation rate.
  - **RESONANCE** adjusts the modulation resonance intensity.

**Pitch Shifter**

- **PITCH SHAPER** shifts the pitch of the original sound up or down.
  - **SHIFT** adjusts the pitch shift amount in semitones. Selecting “dt” gives a detuning effect.
  - **TONE** adjusts the sound quality.
  - **MIX** adjusts the level of the effect sound mixed to the original sound.

**Pedal Pitch**

- **PEDAL PITCH** allows controlling the pitch change type with a pedal.
  - **COLOR** selects the type pitch change type.
  - **MODE** selects the direction of the pitch change.
  - **TONE** adjusts the sound quality.

**Vibrato**

- **VIBRATO** produces a wobbling effect with automatic vibrato.
  - **DEPTH** adjusts the modulation depth.
  - **RATE** adjusts the modulation rate.
  - **MIX** adjusts the level of the effect sound mixed to the original sound.

**Stereo Chorus**

- **STEREO CHORUS** is a stereo chorus with clear sound.
  - **DEPTH** adjusts the modulation depth.
  - **RATE** adjusts the modulation rate.
  - **MIX** adjusts the level of the effect sound mixed to the original sound.
**Effect Types and Parameters**

**TAPE ECHO**
This effect simulates a tape echo.

- **TIME**
  - 1 - 99, 1.0 - 2.0
  - Adjusts the delay time. In the range from 10 - 990 ms, the adjustment is made in 10-ms steps (1 - 99). For 1 second and above, the adjustment is made in 100-ms steps (1.0 - 2.0).

- **FEEDBACK**
  - 0 - 98, 1.0
  - Adjusts the feedback amount.

- **MIX**
  - 0 - 98, 1.0
  - Adjusts the level of the effect sound mixed to the original sound.

**DELAY**
This is a delay module which allows long delay times and use of the hold function.

- **TIME**
  - 1 - 99, 1.0 - 5.0
  - Adjusts the delay time. In the range from 10 - 990 ms, the adjustment is made in 10-ms steps (1 - 99). For 1 second and above, the adjustment is made in 100-ms steps (1.0 - 3.0).

- **FEEDBACK**
  - 0 - 98, 1.0
  - Adjusts the feedback amount.

- **MIX**
  - 0 - 98, 1.0
  - Adjusts the level of the effect sound mixed to the original sound.

**PINGPONG DELAY**
This is a ping-pong type delay where the delay sound alternates between left and right.

- **TIME**
  - 1 - 99, 1.0 - 5.0
  - Adjusts the delay time. In the range from 10 - 990 ms, the adjustment is made in 10-ms steps (1 - 99). For 1 second and above, the adjustment is made in 100-ms steps (1.0 - 3.0).

- **PATTERN**
  - 1 - 8
  - Selects the combination pattern for the taps. The selection ranges from rhythmic to random patterns.

- **MIX**
  - 0 - 98, 1.0
  - Adjusts the mixing ratio of original sound and effect sound.

**REVERB**
This module comprises various reverb functions such as hall reverb, early reflection, and multi-tap delay.

- **HALL**
  - This reverb simulates the acoustics of a concert hall.

- **ROOM**
  - This reverb simulates the acoustics of a room.

- **SPRING**
  - This effect simulates a spring-type reverb.

- **EARLY REFLECTION**
  - This effect isolates only the early reflection components of the reverb.

- **MULTI TAP DELAY**
  - This effect produces several delay channel components with different delay times.

**MONO PITCH SHIFTER**
This is a monophonic pitch shifter with low sound modulation, suitable for single-note playing.

- **SHIFT**
  - -12 - 1, 1 - 12, 24
  - Adjusts the pitch shift amount in semitones. Selecting "dt" gives a detuning effect.

- **TONE**
  - 0 - 10
  - Adjusts the sound quality.

- **MIX**
  - 0 - 98, 1.0
  - Adjusts the level of the effect sound mixed to the original sound.

**HARMONIZED PITCH SHIFTER**
This is an intelligent pitch shifter that automatically generates harmonics according to a preset key and scale.

- **SCALE**
  - Determines the tonic for the scale used for pitch shifting (see Table 3).

- **KEY**
  - Determines the interval for the pitch shifted sound (see Table 2).

- **TONE**
  - 0 - 10
  - Adjusts the level of the effect sound mixed to the original sound.

**DYNAMIC DELAY**
This is a dynamic delay where the effect volume changes depending on the input signal level. With positive settings, the effect volume increases at higher input signal levels. With negative settings, the effect volume decreases at lower input signal levels.

- **TIME**
  - 1 - 99, 1.0 - 2.0
  - Adjusts the delay time. In the range from 10 - 990 ms, the adjustment is made in 10-ms steps (1 - 99). For 1 second and above, the adjustment is made in 100-ms steps (1.0 - 2.0).

- **AMOUNT**
  - 0 - 10
  - Adjusts the delay time.

- **SENSE**
  - -10 - 1, 1 - 10
  - Adjusts the feedback amount.

- **MIX**
  - 0 - 98, 1.0
  - Adjusts the level of the effect sound mixed to the original sound.

**DYNAMIC FLANGER**
This is a dynamic flanger where the effect volume changes depending on the input signal level. With positive settings, the effect volume increases at higher input signal levels. With negative settings, the effect volume decreases at lower input signal levels.

- **DEPTH**
  - 0 - 98, 1.0
  - Adjusts the modulation depth.

- **RATE**
  - 0 - 50
  - Adjusts the modulation rate.

- **SENSE**
  - -10 - 1, 1 - 10
  - Adjusts the effect sensitivity.

**ZOOM G2.1u**

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<th>Interval</th>
<th>Setting</th>
<th>Type of scale</th>
<th>Interval</th>
<th>Setting</th>
<th>Tonic</th>
<th>Setting</th>
<th>Tonic</th>
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Table 2

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<td>B</td>
<td>f</td>
<td>F</td>
<td>b</td>
</tr>
</tbody>
</table>

Table 3
Effect Types and Parameters

**CONTROL**

**CONTROL module**
Serves for making pedal settings and lets you control the foot switch function and master level setting applying to all patches.

1. **RTM DESTINATION**
   See Table 4
2. **FS**
   See Table 5
3. **MASTER LEVEL**
   0 – 99, 1.0

When an expression pedal (FP01/FP02) is connected to the [CONTROL IN] jack, this selects the modulation target module for the RTM function (See Table 4).

When a foot switch (FS01) is connected to the [CONTROL IN] jack, this selects the function that can be operated with the foot switch (See Table 5). The function selected here applies to all patches.

Ancillary operations:

- **UP**
  The parameter is at minimum when the pedal is fully raised and at maximum when the pedal is fully pushed down.

- **DOWN**
  The parameter is at maximum when the pedal is fully raised and at minimum when the pedal is fully pushed down.

- **HIGH**
  The pedal is fully raised, the parameter is at the value set in the patch. When the pedal is fully pushed down, the parameter is at maximum.

- **LOW**
  The pedal is fully raised, the parameter is at minimum. When the pedal is fully pushed down, the parameter is at the value set in the patch.

**Table 4**

<table>
<thead>
<tr>
<th>Setting</th>
<th>Modulation target</th>
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<tbody>
<tr>
<td>off</td>
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<tr>
<td>VL</td>
<td>Volume</td>
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<td>WU, Wd, WH, WL</td>
<td>WAH/EFX module (*)</td>
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<tr>
<td>GL, Gd, GH, GL</td>
<td>DRIVE module (*)</td>
</tr>
<tr>
<td>MU, Md, MH, ML</td>
<td>MOD/SFX module (*)</td>
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<tr>
<td>dU, dd, dh, dl</td>
<td>DELAY module (*)</td>
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<tr>
<td>rU, rd, rh, rl</td>
<td>REVERB module (*)</td>
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**Table 5**

<table>
<thead>
<tr>
<th>Setting</th>
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<td>bP</td>
<td>Bypass/Mute</td>
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<tr>
<td>tP</td>
<td>Tap tempo</td>
</tr>
<tr>
<td>bU</td>
<td>Bank up</td>
</tr>
<tr>
<td>rH</td>
<td>Rhythm function on/off</td>
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<tr>
<td>dH</td>
<td>Delay hold</td>
</tr>
<tr>
<td>dM</td>
<td>Delay mute</td>
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</table>

The operation of modules denoted by (*) changes as follows, according to the letter at right.

- **UP**
  The parameter is at minimum when the pedal is fully raised and at maximum when the pedal is fully pushed down.

- **DOWN**
  The parameter is at maximum when the pedal is fully raised and at minimum when the pedal is fully pushed down.

- **HIGH**
  When the pedal is fully raised, the parameter is at the value set in the patch. When the pedal is fully pushed down, the parameter is at maximum.

- **LOW**
  When the pedal is fully raised, the parameter is at minimum. When the pedal is fully pushed down, the parameter is at the value set in the patch.

---

**Specifications**

- **Effect types**: 54
- **Effect modules**: Max. 9 simultaneous modules
- **Patches**: User area: 10 patches x 4 banks
- **Preset area**: 10 patches x 4 banks
- **Sampling frequency**: 96 kHz
- **A/D converter**: 24 bit, 64 times oversampling
- **D/A converter**: 24 bit, 128 times oversampling
- **Signal processing**: 32 bit
- **Frequency response**: 20 Hz – 40 kHz +1 dB -3 dB (with 10 kilohms load)
- **Display**: 2-digit 7-segment LED
- **Parameter LEDs, Pedal assign LEDs**

**Input**

- **Rated input level**: -20 dBm
- **Input impedance**: 1 megohm

**Output**

- **Maximum output level**: Line: +5 dBm (output load impedance 10 kilohms or more) Phones: 20 mW + 20 mW (into 32 ohms load)

**Control input**

- **USB interface**: PC interface: 16-bit (stereo configuration for recording/playback)
- **Power requirements**: 44.1 kHz, 48 kHz

**AC adapter**

- **9 V DC, 300 mA (center minus plug)** (ZOOM AD-0006)

**Batteries**

- **Four IEC R6 (size AA) batteries**
- **Approx. 7.5 hours continuous operation (alkaline batteries)**

**Dimensions**

- **165 mm (D) x 255 mm (W) x 79mm (H)**

**Weight**

- **1100 g (without batteries)**

**Options**

- **Expression pedal FP02/ Foot switch FS01**

**Troubleshooting**

- **No power**: Refer to “Turn power on” on page 8.
- **Reverb effect does not operate**: While a rhythm pattern is playing, the reverb effect is not available. Stop the rhythm pattern first (→ p. 12).
- **High level of noise**: Is ZOOM AC adapter being used? Be sure to use only adapter for 9 V DC, 300 mA with center minus plug (ZOOM AD-0006).
- **Battery life is short**: Are manganese batteries being used? The use of alkaline batteries is recommended.

---

*0 dBm = 0.775 Vrms*  
*Design and specifications subject to change without notice.*
## G2.1u Preset Pattern

<table>
<thead>
<tr>
<th>#</th>
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<tbody>
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<td>2</td>
<td>8beat_2</td>
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<td>3</td>
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<td>R'nR</td>
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<tr>
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Setting recommendation on popular guitar amps

Marshall JCM-2000
In case of patches for Live (A0~A9, B0~B9)

Fender TWIN Reverb
In case of patches for Live (A0~A9, B0~B9)

Roland JC-120
In case of patches for Recording (CD~C9, D0~D9)

When you use guitar amp for recording patches, not only intended modeling sound will not existing, but also you hear harsh-sounding sometimes. Please adjust guitar amp setting as above reference.

Introduction for newly developed effects

Early Reflection
Early Reflection is the component of the novel sound that reaches to the listener first after the original sound has bounced off the wall. The novel sound consists of this early reflection and the late reflection, and the former characterizes the size of the room. The same thing goes with the “Dynamic Flanger”: you can set the “SENSE” parameter to the minus value (dynamic mode) and adjust the “SHAPE” parameter to the plus value (devacuating effect) and adjust the “DECAY” parameter to decide the size of the simulated room. If you would like to devacuate this effect, you can set the “SHAPE” parameter to the minus value (devacuating effect) and adjust the “SHAPE” parameter to the plus value (devacuating effect).

Dynamic Delay/Dynamic Flanger
This is the so-called ducking effect: the mix balance of the dry signal and the effect signal of a delay or a flanger is controlled by the envelope of the original signal of the guitar.

In the Dynamic Delay section, you can set the “SENSE” parameter to the minus value to get the ducking delay effect: the feedback component in the delayed signal is not put out after the original signal has been input, and the feedback component arises as soon as input signal is muted. This effect is very handy when, for example, you play phrases on the guitar and you cut off the feedback component as soon as you reach the break that should be very handy in the break of a song where you want to mute all of the sound.

The same thing goes with the “Dynamic Flanger”: you can set the “SENSE” parameter to the minus value and you get no flanging effect while the input signal is high and you get flanging effect when the level of the input signal is low. You can get a unique effect like a long note that is completely dry at the beginning and then the flanging effect is gradually added as the signal level of the note decreases. On the other hand, you can have the flanging effect only when you play loud if you set the “SENSE” parameter to the plus value. This effect works great when you want to embellish the section in your arpeggios and riffs or to add a hidden flavor to your lead guitar sound.

Such as product names and company names are all (registered) brand names and images are used for only purpose of identifying the specific products that were referenced during product development.

Note 1: The default patches stored in the pre-set area from bank No. 01 to No. 20 are the same as those stored in the factory front-end to 01.

Note 2: We recommend you to adjust the parameter for the noise reduction according to your guitar and amps.
EFFECT TYPE: OVERDRIVE

The original MESA/BOOGIE amplifier was the new model, Fender Princeton. Randall Smith, a tech in San Francisco, souped up those small guitar amps to put out 100w of power and said, "Ozzy Osbourne, Mark II!"

The second model "Mark II" had reverb and rhythm channels and a 450-watt output to make up for the guitar. The circuitry of this model was an innovative simple circuitry (the operation could be switched between class-A and class-AB). However, against the new design, it used the EL34 power tubes which were activated and the amp put out a really smooth sound. When the class-A design was adopted, the EL34 power tubes were also used for the class-AB design.

Until those days, the amplifier was mainly used as a band, made-over management, but the next model "Mark III" was more affordable. It was very popular with rock and 60s oriented bands and it was a new standard to all of the Classic BOOGIE features; coolness, sound and technical abilities.

EFFECT TYPE: CLASS A CLEAN

The long history of the VOX company harks back to the foundation of "Jennings Musical Instruments" in 1951. Instead of the endorsement contract, the program on this G series is modeled after the pre-CBS "Twin Reverb". The program is made to get the desired sound you have been longing for.

EFFECT TYPE: CLAS S A CLEAN

"1959" and "1987" with four inputs, "2203" and "2204" with master volumes. In 1983, Marshall added the "JCM900", "JCM800", and "2203" to the lineup. "2204" resembles the rhythm channel of the 5150 head and a "5150SL", a four-12" cabinet. Just crank up the gain and play one of Van Halen's hit "Top Of The World"!

"AC30-6TB", which this program in our G series is modeled after, is the later version of the AC30 with an integrated "Top Boost Unit". After the JMI had sold the VOX brand, the sales name recently and rejuvenated the brand by starting to manufacture truthful reissue models. "AC30 with an integrated "Top Boost Unit".

The "5150" and the "5150 MT" are very famous guitar amplifiers originally developed as the signature models for Kitaro, Yumi Matsutoya, and so on. The "5150 MT" is a Marshall brand. It has the compressed sound and the quick response, which are distinctive characteristics of the Marshall amplifiers. It has the compressed sound and the quick response, which are distinctive characteristics of the Marshall amplifiers.

The "5150" is a real tube amplifier to get tighter and more punchy sound with the integrated bass. The "OD-1" employs the asymmetrical "clipper" section in its circuit design. When you turn down the volume, the distortion sound is richer and more richful. The "OD-1" is extremely easy to use and sounds excellent. This effect became very popular which is why Roland decided to release the chorus effect.

The "GUV" has a very pronounced bass tone, and it has become the standard for the modern Marshall amplifiers. A combination of the Lead channel of the 5150 head and a "5150SL", a four-12" cabinet. Just crank up the gain and play one of Van Halen's hit "Top Of The World"!

EFFECT TYPE: OVERDRIVE

The "MT-2" ("METAL ZONE") has the strongest distortion. Its unique distortion sound has nothing to do with the types of guitar pickups. The MT-2 has the compressed sound and the quick response, which are distinctive characteristics of the Marshall amplifiers. It has the compressed sound and the quick response, which are distinctive characteristics of the Marshall amplifiers.

EFFECT TYPE: CLAS S A CLEAN

The "OD-1" released in 1988 was originally developed for the simulation of the natural overdrive sound of tube amplifiers, but this sound was too popular to be considered for the modeling of the combo type of this "Mark III." Because of this, the famous program "GUV" was developed.

EFFECT TYPE: OVERDRIVE

The "GUV" is an overdrive program that simulates the distortion of the real tube amp. The "GUV" has a very pronounced bass tone, and it has become the standard for the modern Marshall amplifiers. A combination of the Lead channel of the 5150 head and a "5150SL", a four-12" cabinet. Just crank up the gain and play one of Van Halen's hit "Top Of The World"!

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This USB/Cubase LE Startup Guide explains how to install Cubase LE on a computer, how to make the G2.1u connection and settings, and how to record your guitar play.

**Cubase LE Installation**

1. **Install Cubase LE on the computer.**
   - When you insert the CD-ROM supplied with this product into the CD-ROM drive of the computer, the installer will start up automatically. Follow the on-screen instructions to install Cubase LE.

2. **Connect the G2.1u to the computer using a USB cable.**
   - Insert the CD-ROM supplied with this product into the CD-ROM drive of the Macintosh computer.
   - The "Cubase LE" icon appears on the desktop.
   - Double-click the icon to open it, and use the "Cubase LE Installer" to install Cubase LE.
   - When the [POWER] switch of the G2.1u is ON, the unit will be powered via the USB cable (bus power). This is convenient when no AC adapter or batteries are available or when the batteries are exhausted.
   - When the [POWER] switch of the G2.1u is OFF, the unit will be powered via the USB cable (bus power). This is convenient when no AC adapter or batteries are available or when the batteries are exhausted.

3. **Start Cubase LE.**
   - When the G2.1u is powered via the USB cable, insufficient power may result in unstable operation, causing an error indication to appear on the display. In such a case, power the G2.1u from an AC adapter or batteries.
   - Use a high-quality USB cable and keep the connection as short as possible. If power is supplied to the G2.1u via a USB cable that is more than 3 meters in length, the low voltage warning indication may appear.

4. **Check whether "ASIO Multimedia Driver" is selected as ASIO driver in the right part of the device setup window.**
   - Connect the G2.1u to the computer using a USB cable.
   - Start Cubase LE.
   - A window asking whether to check the audio input/output port appears. Click OK to perform the check.
   - After Cubase LE has started up, access the "Devices" menu, select "Device Setup...", and click "VST Multitrack" in the list of devices.
   - Check whether "ASIO Multimedia Driver" is selected as ASIO driver in the right part of the device setup window.

5. **Click the "Control Panel" button in the device setup window.**
   - In the advanced options window, check whether "USB Audio CODEC" is selected as input port and output port.
   - If not selected, click the respective box to place a check mark in it.
   - When the setting has been made, click the OK button to close the window and return to the normal post-installation Cubase LE screen.

6. **Check whether "USB Audio CODEC" is selected as default device for audio playback and recording.**
   - Connect the G2.1u to the computer using a USB cable.
   - Start Cubase LE.
   - A window asking whether to check the audio input/output port appears. Click OK to perform the check.
   - After Cubase LE has started up, access the "Devices" menu, select "Device Setup...", and click "VST Multitrack" in the list of devices.
   - Check whether "USB Audio CODEC" is selected as default device for audio playback and recording.

7. **If another device is selected, use the "Default Device" pull-down menu to change the selection to "USB Audio CODEC".**
   - When you edit any of the settings in the advanced settings window, such as buffer size or latency, you should set the ASIO driver to "USB Audio CODEC".
   - When you edit any of the settings in the advanced settings window, such as buffer size or latency, you should set the ASIO driver to "USB Audio CODEC".

**Connections and Preparations**

8. **Insert the CD-ROM supplied with this product into the CD-ROM drive of the computer.**
   - Before proceeding, wait a while until this message disappears.
   - The "Cubase LE" icon appears on the desktop.
   - Double-click the icon to open it, and use the "Cubase LE Installer" to install Cubase LE.
   - When the [POWER] switch of the G2.1u is ON, the unit will be powered from the AC adapter or internal batteries.
   - When the [POWER] switch of the G2.1u is OFF, the unit will be powered via the USB cable (bus power). This is convenient when no AC adapter or batteries are available or when the batteries are exhausted.

9. **If another device is selected, use the pull-down menu to change the selection to "USB Audio CODEC".**
   - When the setting has been made, click the OK button to close the window.

**Recording with Cubase LE**

10. **Access the "Devices" menu and select "VST Inputs".**
    - The VST inputs window appears. Check whether the input port is active.
    - If the Active button is Off (grayed out), click the button to set it to On.

**Cubase LE Installation**

1. **Install Cubase LE on the computer.**
   - When you insert the CD-ROM supplied with this product into the CD-ROM drive of the Macintosh computer, the "Cubase LE" icon appears on the desktop.
   - Double-click the icon to open it, and use the "Cubase LE Installer" to install Cubase LE.

2. **Connect the G2.1u to the computer using a USB cable.**
   - Start Cubase LE.
   - A window asking whether to check the audio input/output port appears. Click OK to perform the check.
   - After Cubase LE has started up, access the "Devices" menu, select "Device Setup...", and click "VST Multitrack" in the list of devices.
   - Check whether "ASIO Multimedia Driver" is selected as ASIO driver in the right part of the device setup window.

3. **Click the *Control Panel* button in the device setup window.**
   - In the window that appears, click the "Advanced Options" button.
   - If another device is selected, use the pull-down menu to change the selection to "USB Audio CODEC".
   - When the setting has been made, click the OK button to close the window.

4. **Check whether "USB Audio CODEC" is selected as default device for audio playback and recording.**
   - Connect the G2.1u to the computer using a USB cable.
   - Start Cubase LE.
   - A window asking whether to check the audio input/output port appears. Click OK to perform the check.
   - After Cubase LE has started up, access the "Devices" menu, select "Device Setup...", and click "VST Multitrack" in the list of devices.
   - Check whether "USB Audio CODEC" is selected as default device for audio playback and recording.

**Windows XP**

- **Install Cubase LE on the computer.**
  - When you insert the CD-ROM supplied with this product into the CD-ROM drive of the computer, the installer will start up automatically. Follow the on-screen instructions to install Cubase LE.
- **Connect the G2.1u to the computer using a USB cable.**
  - Insert the CD-ROM supplied with this product into the CD-ROM drive of the Macintosh computer.
  - The "Cubase LE" icon appears on the desktop.
  - Double-click the icon to open it, and use the "Cubase LE Installer" to install Cubase LE.
  - When the [POWER] switch of the G2.1u is ON, the unit will be powered from the AC adapter or internal batteries.
  - When the [POWER] switch of the G2.1u is OFF, the unit will be powered via the USB cable (bus power). This is convenient when no AC adapter or batteries are available or when the batteries are exhausted.
- **Start Cubase LE.**
  - When the G2.1u is powered via the USB cable, insufficient power may result in unstable operation, causing an error indication to appear on the display. In such a case, power the G2.1u from an AC adapter or batteries.
  - Use a high-quality USB cable and keep the connection as short as possible. If power is supplied to the G2.1u via a USB cable that is more than 3 meters in length, the low voltage warning indication may appear.
- **Check whether "ASIO Multimedia Driver" is selected as ASIO driver in the right part of the device setup window.**
  - Connect the G2.1u to the computer using a USB cable.
  - Start Cubase LE.
  - A window asking whether to check the audio input/output port appears. Click OK to perform the check.
  - After Cubase LE has started up, access the "Devices" menu, select "Device Setup...", and click "VST Multitrack" in the list of devices.
  - Check whether "ASIO Multimedia Driver" is selected as ASIO driver in the right part of the device setup window.
- **If another device is selected, use the pull-down menu to change the selection to "USB Audio CODEC".**
  - When the setting has been made, close Audio MIDI Setup.
  - **Start Cubase LE.**
    - When the [POWER] switch of the G2.1u is ON, the unit will be powered from the AC adapter or internal batteries.
    - When the [POWER] switch of the G2.1u is OFF, the unit will be powered via the USB cable (bus power). This is convenient when no AC adapter or batteries are available or when the batteries are exhausted.
- **Check the "Advanced Options" button.**
  - If another device is selected, use the pull-down menu to change the selection to "USB Audio CODEC".
  - When the setting has been made, close Audio MIDI Setup.
- **Access the "Devices" menu and select "VST Inputs".**
  - The VST inputs window appears. Check whether the input port is active.
  - If the Active button is Off (grayed out), click the button to set it to On.

**MacOS X**

- **Install Cubase LE on the computer.**
  - When you insert the CD-ROM supplied with this product into the CD-ROM drive of the Macintosh computer, the "Cubase LE" icon appears on the desktop.
  - Double-click the icon to open it, and use the "Cubase LE Installer" to install Cubase LE.
  - When the [POWER] switch of the G2.1u is ON, the unit will be powered from the AC adapter or internal batteries.
  - When the [POWER] switch of the G2.1u is OFF, the unit will be powered via the USB cable (bus power). This is convenient when no AC adapter or batteries are available or when the batteries are exhausted.
- **Start Cubase LE.**
  - When the G2.1u is powered via the USB cable, insufficient power may result in unstable operation, causing an error indication to appear on the display. In such a case, power the G2.1u from an AC adapter or batteries.
  - Use a high-quality USB cable and keep the connection as short as possible. If power is supplied to the G2.1u via a USB cable that is more than 3 meters in length, the low voltage warning indication may appear.
- **Check whether "USB Audio CODEC" is selected as default device for audio playback and recording.**
  - Connect the G2.1u to the computer using a USB cable.
  - Start Cubase LE.
  - A window asking whether to check the audio input/output port appears. Click OK to perform the check.
  - After Cubase LE has started up, access the "Devices" menu, select "Device Setup...", and click "VST Multitrack" in the list of devices.
  - Check whether "USB Audio CODEC" is selected as default device for audio playback and recording.
- **If another device is selected, use the pull-down menu to change the selection to "USB Audio CODEC".**
  - When the setting has been made, click the OK button to close the window.
  - **Access the "Devices" menu and select "VST Inputs".**
    - The VST inputs window appears. Check whether the input port is active.
    - If the Active button is Off (grayed out), click the button to set it to On.
To start recording, click the Record button in the transport panel.

As you play your guitar, the waveform appears in real time in the project window.

To stop recording, click the Stop button in the transport panel.

Recording stops.

Check the recorded content.

To play the recording, perform the following steps.

1. Move the fader of the master channel (as displayed in step 15) fully down.
2. Use the controls on the transport panel to move to the beginning of the project.
3. Click the Play button in the transport panel to start playback.

HINT

When the transport panel is shown, press the “Project” button to show or hide transport and other related controls.

For optimum enjoyment

While using Cubase LE, other applications may slow down drastically or the message “Cannot synchronize with USB audio interface” may appear. If this happens frequently, consider the following steps to optimize the operation conditions for Cubase LE.

(1) Shut down other applications besides Cubase LE.
(2) Reduce plug-ins (effects, instruments) used by Cubase LE.
(3) Power the G2.1u from an AC adapter.
(4) When powered via the USB port, the current supply may sometimes fluctuate, leading to problems. See if using an AC adapter improves operation.

If applications still run very slowly or the computer itself does not function properly, disconnect the G2.1u from the computer and shut down Cubase LE. Then reconnect the USB cable and start Cubase LE again.

Note:
- The transport panel is not shown, access the “Transport” menu and select “Transport Panel”.

Transport panel