

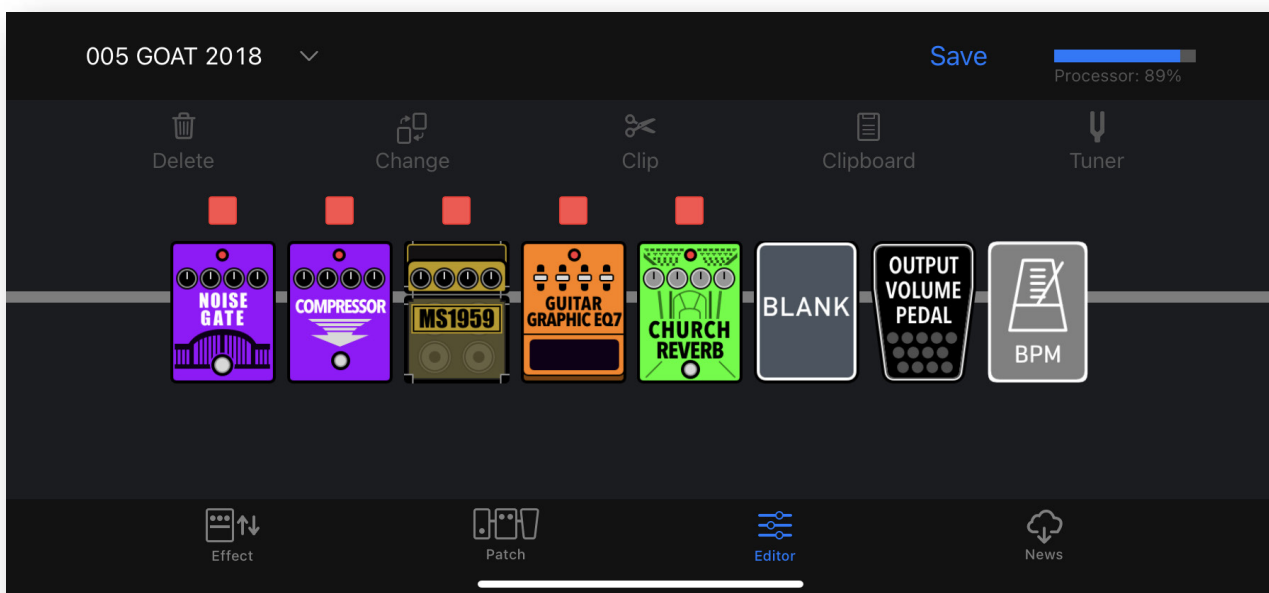


Handy Guitar Lab for G2 FOUR

for iOS and Android

Version 1.0

Operation Manual



This document cannot be displayed properly on black-and-white displays.

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Introduction

Handy Guitar Lab for G2 FOUR is a remote control application specifically designed for the ZOOM G2 FOUR / G2X FOUR EFFECTS & AMP EMULATOR. Whether you are creating and editing patch memories, managing effects and patch memories or backing up patches, this app allows you to operate a G2 FOUR / G2X FOUR from an iOS or Android compatible mobile device. This manual does not explain the operation of the G2 FOUR / G2X FOUR. See the G2 FOUR / G2X FOUR Operation Manual for detailed information about all its functions.

Accessibility for the Visually Impaired

Handy Guitar Lab for the G2 FOUR supports iPhone VoiceOver and Android TalkBack. With VoiceOver or TalkBack enabled, people with visual impairments can use the app to control the G2 FOUR / G2X FOUR.

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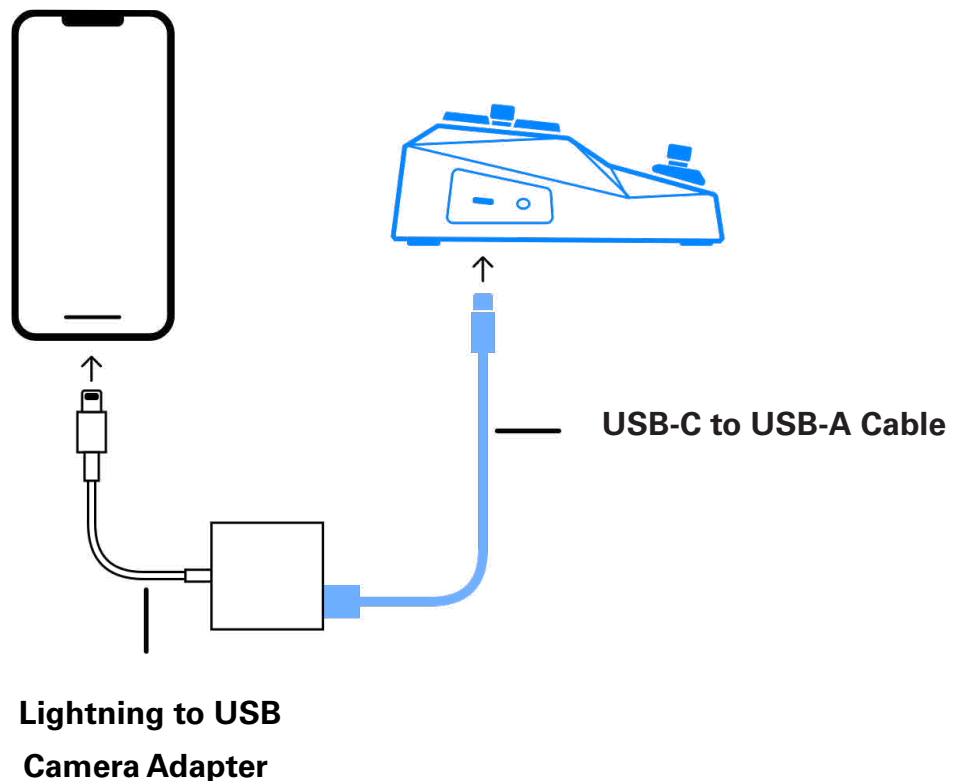
Installing Handy Guitar Lab for G2 FOUR iOS

1. Open the App Store on the iPhone and search for "Handy Guitar Lab for G2 FOUR".
2. Tap "GET" on the Handy Guitar lab for G2 FOUR screen.
This will install Handy Guitar lab for G2 FOUR on the device.



Connecting to the G2 FOUR /G2X FOUR - iOS

1. Connect the G2 FOUR / G2X FOUR to your iPhone using a USB-C to USB-A cable and an Apple Lightning to USB Camera Adapter.



NOTE

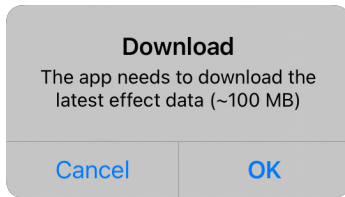
- Please make sure the USB cable being used supports data transfer.
- For iPads with USB-C connectors, please connect using a USB-C to USB-C cable.

2. Turn on the G2 FOUR / G2X FOUR.

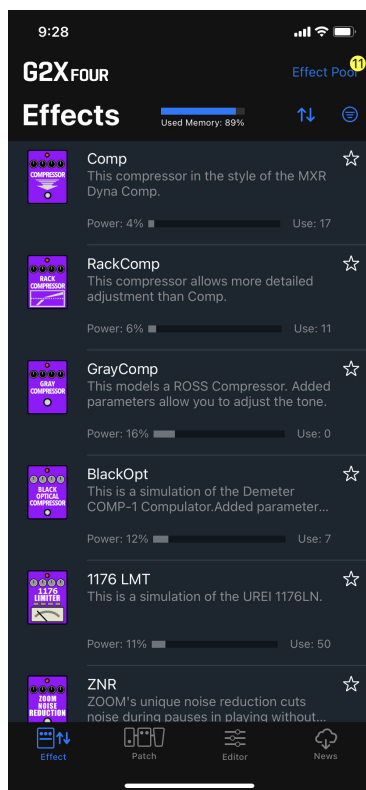
3. Tap the Handy Guitar Lab for G2 FOUR app icon.
Handy Guitar Lab for G2 FOUR will launch.



4. Tap OK to download the latest G2 FOUR / G2X FOUR data.

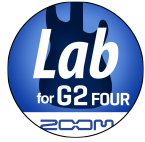


5. The G2 FOUR / G2X FOUR and Handy Guitar Lab will sync data and connect.



Installing Handy Guitar Lab for G2 FOUR Android

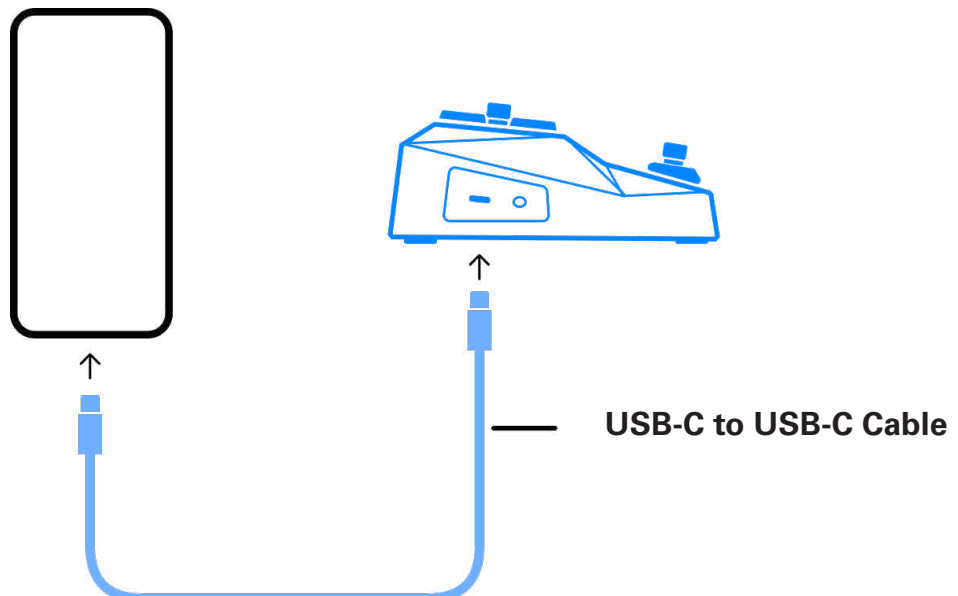
1. Open the Google Play Store on the Android device and search for "Handy Guitar Lab for G2 FOUR".



2. Tap "GET" on the Handy Guitar lab for G2 FOUR screen.
This will install Handy Guitar lab for G2 FOUR on the device.

Connecting to the G2 FOUR / G2X FOUR - Android

1. Connect the G2 FOUR /G2X FOUR to your Android device using a USB-C to USB-C cable.



NOTE

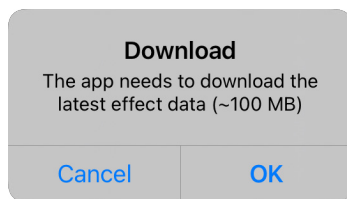
- Please make sure the USB cable being used supports data transfer.

2. Turn on the G2 FOUR/G2X FOUR.

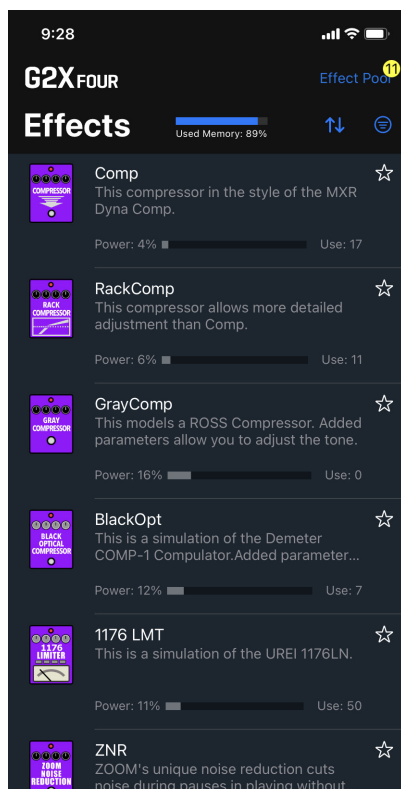
3. Tap the Handy Guitar Lab for G2 FOUR app icon.
Handy Guitar Lab for G2 FOUR will launch.



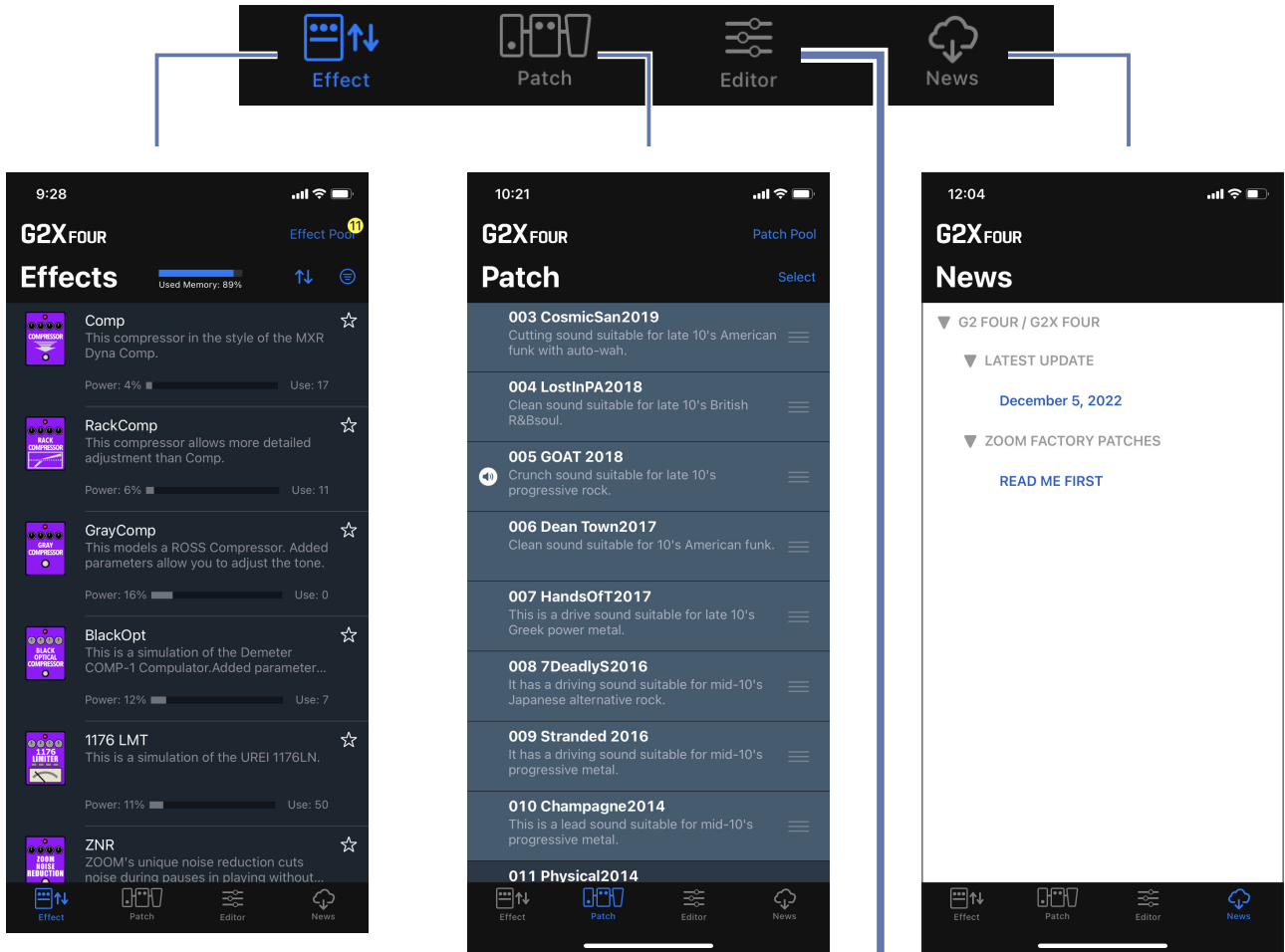
4. Tap OK to download the latest G2 FOUR / G2X FOUR data.



5. The G2 FOUR / G2X FOUR and Handy Guitar Lab will sync data and connect.



Handy Guitar Lab for G2 FOUR Overview



Effects Screen

View the effects installed on the device (with sort and filter tools), add/remove them, and download new effects from ZOOM.

Patch Screen

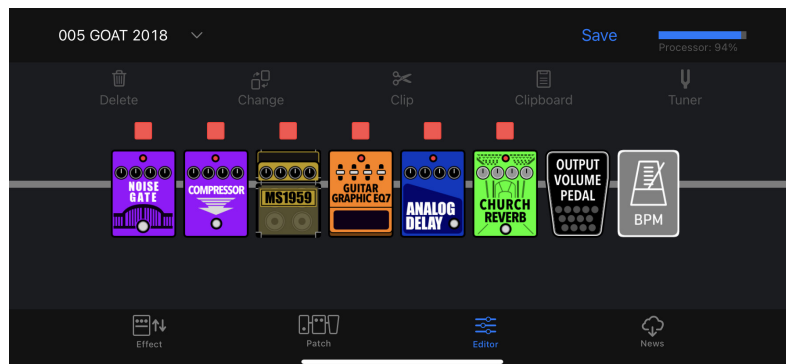
View, select and organize patch memories on the device, create backups, import and share patch memories from friends.

News Screen

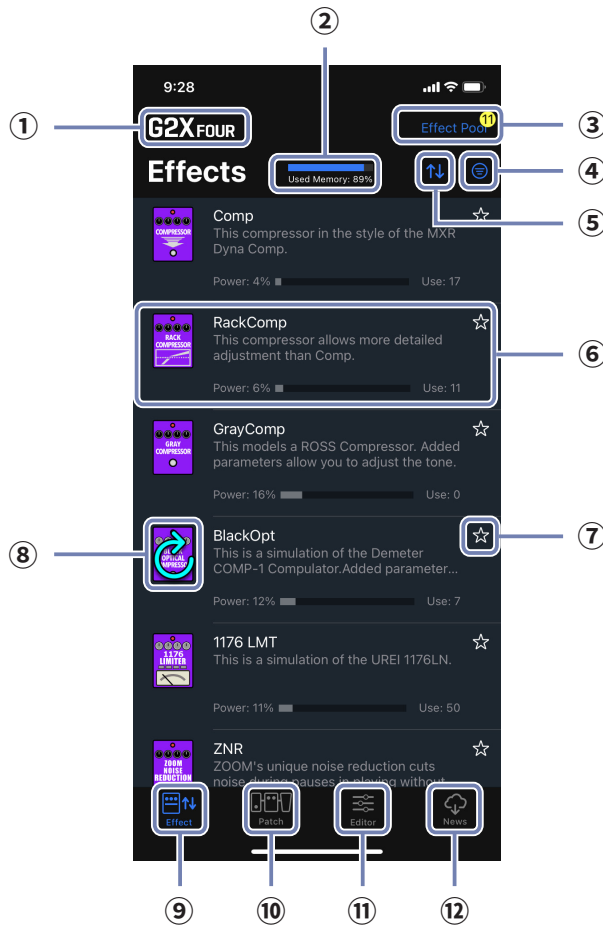
View and download the latest patch updates for your device from ZOOM.

Editor Screen

Choose from hundreds of effects and amps to create and edit patch memories. Bypass, Re-order, change, delete effects and adjust individual parameters to create your custom tones. Save your favorite effect combos to the clipboard to quickly recall them later.



Effects Screen Overview



① **G2XFOUR** Connected Device

② **Used Memory: 86%** Used memory indicator

③ **Effect Pool 48** Effect Pool / New Effect Indicator

④ **Filter** Filter Effects button

⑤ **Sort** Sort Effects button

⑥ **Installed Effect**

Displays effect name, icon, description, power usage, use count. Tap to view full details

⑦ **Favorite** Favorite button

⑧ **Restore** Restore effect button

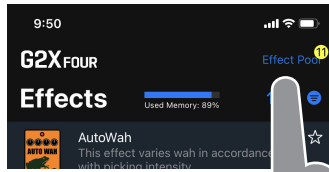
⑨ **Effect** Effect Screen button

⑩ **Patch** Patch Screen button

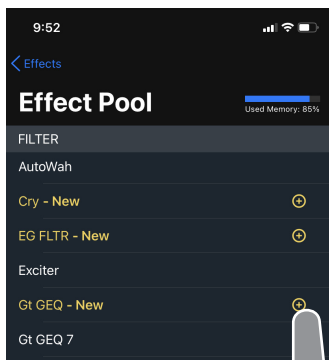
⑪ **Editor** Editor Screen button

⑫ **News** News Screen button

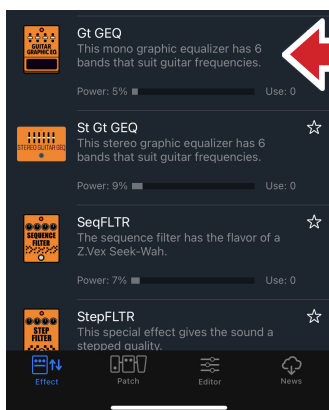
Loading Effects to the G2 FOUR / G2X FOUR



1. Tap the Effect Pool button. The Effect Pool appears.



2. Tap the  next to the effect you want to load.

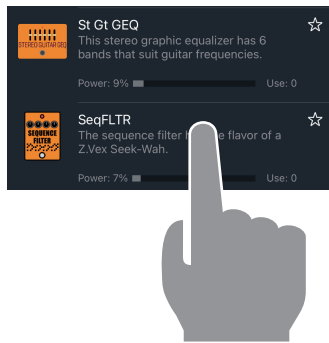


3. The effect is loaded onto the device and displayed in the Effects list.

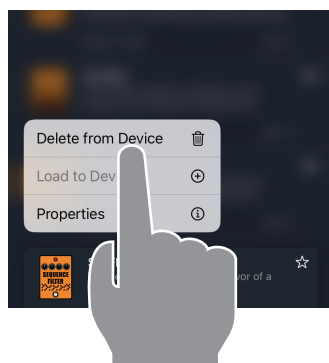
NOTE

- **New** - An effect that has been downloaded from ZOOM but is new to the device.

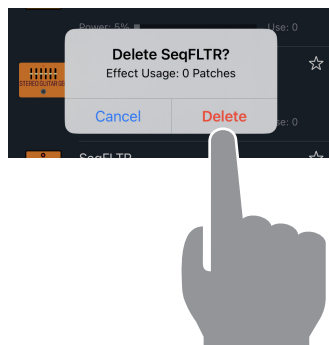
Deleting/Restoring Effects



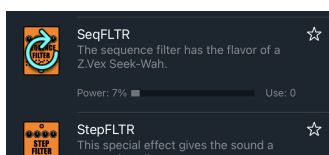
1. Long-tap any effect.



2. Tap “Delete from Device” .




3. Tap “Delete” to confirm.



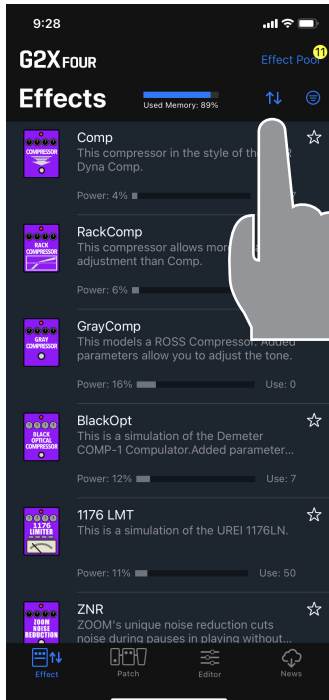
4. The deleted effect displays the restore icon.

HINT

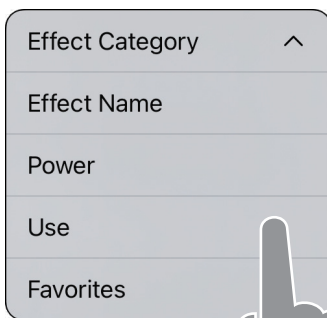
- To restore a deleted effect, tap the  icon.

Sorting Effects

You can select the order in which effects are listed. By default, effects sorted ascending by category.



1. Tap the  button open the sort list.

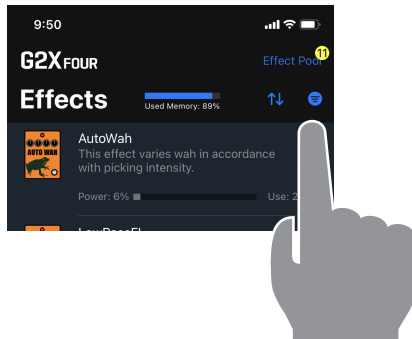


2. Tap the method to sort by.

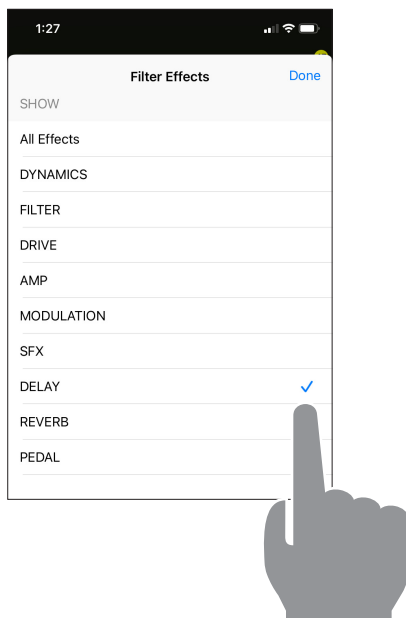
You can choose to sort ascending " ^ " or descending " v " by tapping the sort method again.

Filtering Effects

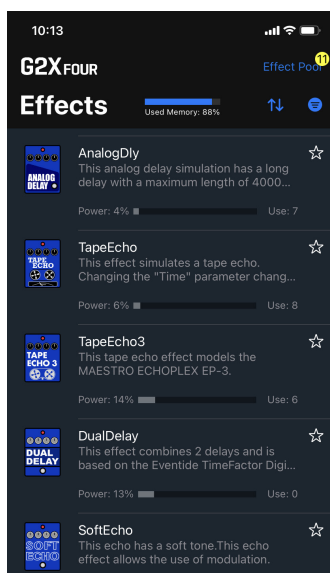
You can filter out which effects are listed. By default, the all effects are displayed.



1. Tap the  button.

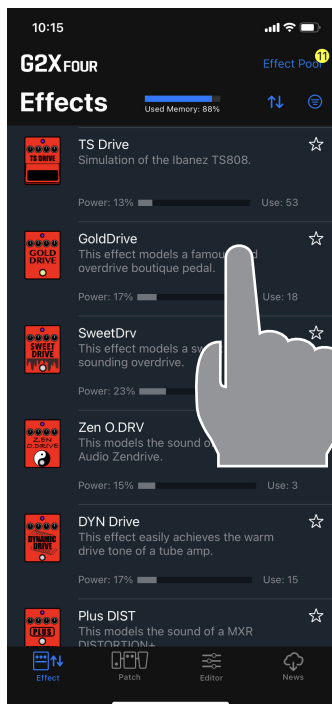


2. Tap the effect category you would like to display. Tap done.

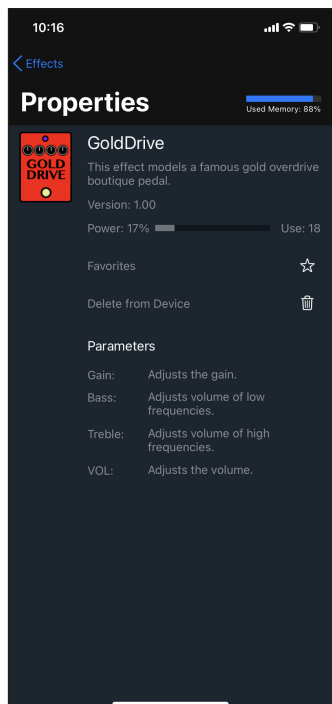


3. The list displays only the effects in the filtered category.

Viewing Effect Properties



1. Tap any effect row.



2. The Effect property screen appears.

From this screen you can view the effect name, description, version, power usage, effect count, and descriptions for each parameter of the effect.

You can also add/remove to/from favorites or delete/restore the effect.

Patch Screen Overview



① **G2XFOUR** Connected Device

② **Patch Pool** Patch Pool button

③ **Select** Select mode button

④ **Patch memory Entry**

Displays the patch memory number, name, description. Long tap to view and edit details.

⑤ **Speaker icon** Current patch indicator - the patch that is actively playing on the device.

⑥ **Menu icon** Patch Reorder icon

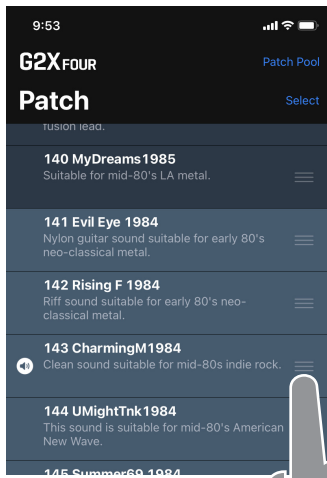
⑦ **Effect Screen button**

⑧ **Patch Screen button**

⑨ **Editor Screen button**

⑩ **News Screen button**

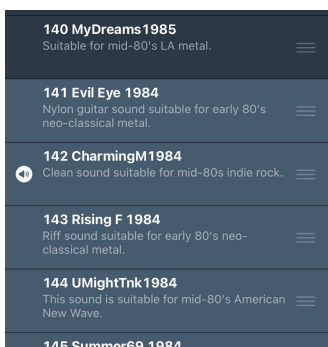
Reordering a Patch Memory



1. Tap and hold the  on the patch memory you want to move.

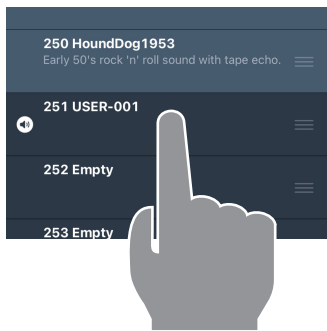


2. Drag the patch memory up or down in the list to reorder it.

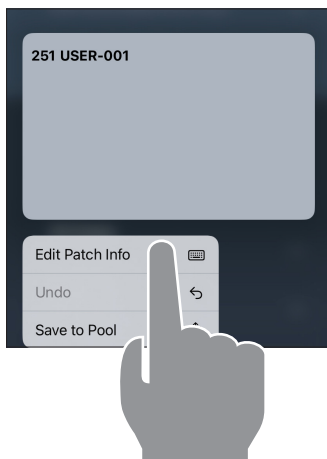



3. Release the tap to place the patch memory in the new location.

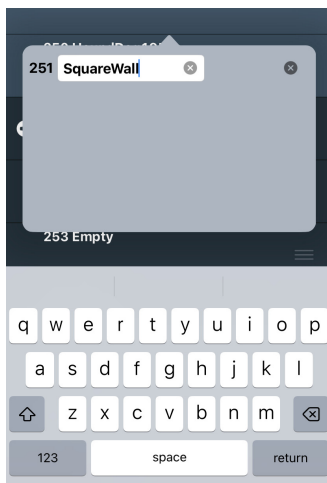
Editing Patch Memory Names and Comments



1. Long-tap any patch memory on the Patch screen.



2. Tap "Edit Patch Info  " to display the on-screen keyboard for editing.



3. Tap the name or comment fields to edit them.

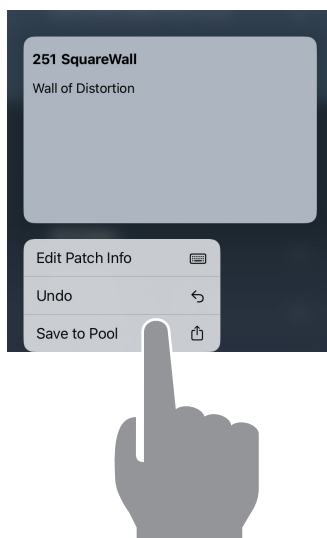
NOTE

- Valid characters and symbols: ! % & ' + , - . = _ (space) A - Z, a - z, 0 - 9.
- Patch memory names can have a maximum of 14 characters.

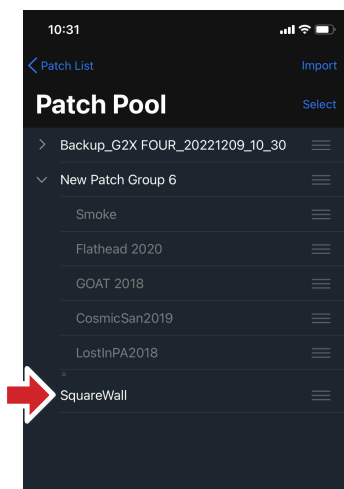
Backing Up a Single Patch Memory



1. Long-tap any patch memory to back up.

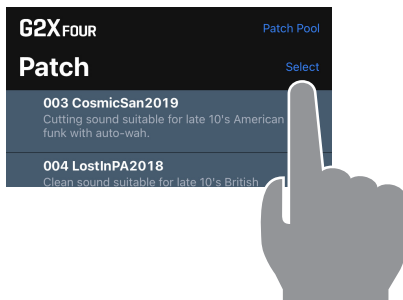


2. Tap "Save to Pool"  ."

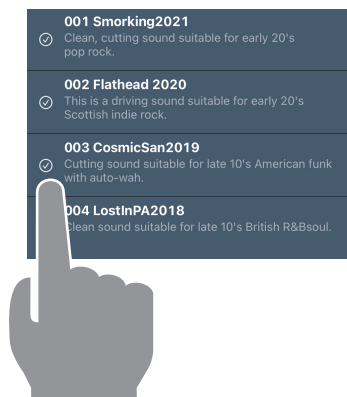


3. The patch memory is added to the Patch Pool.

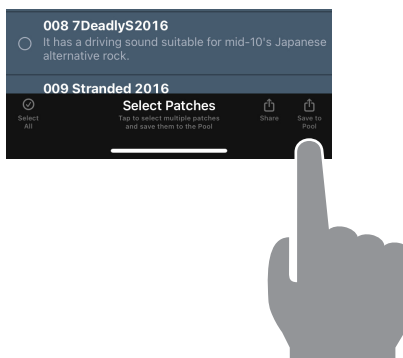
Backing Up Multiple Patch Memories




1. Tap Select on the Patch screen.



2. Tap one or more  to select them.




3. Tap  to save selected patch memories to the Patch Pool.

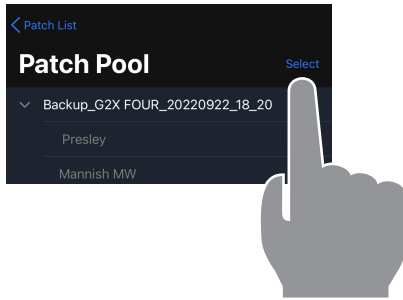


4. Selected patch memories are saved to a Patch Group (folder) and added to the Patch Pool.

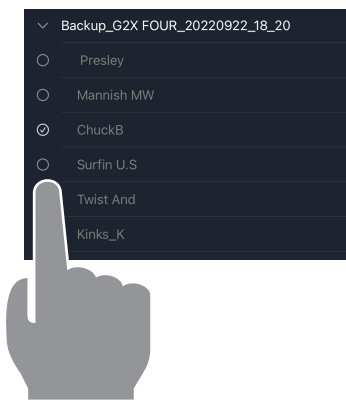
HINT

• Tap  then  to create a backup of all the patch memories on the device.

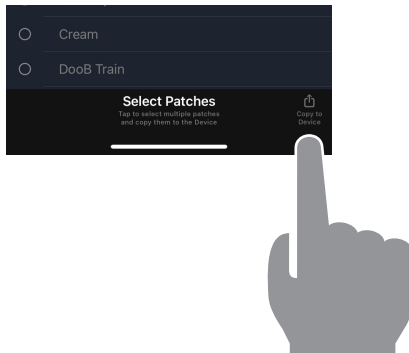
Restoring Patch Memories to the Device




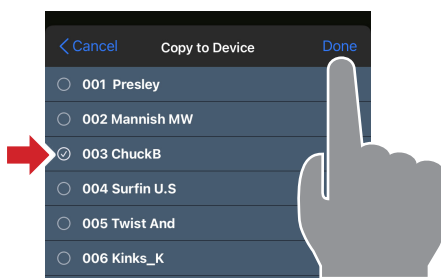
1. Tap Select on the Patch Pool screen.





2. Tap one or more  to select them.

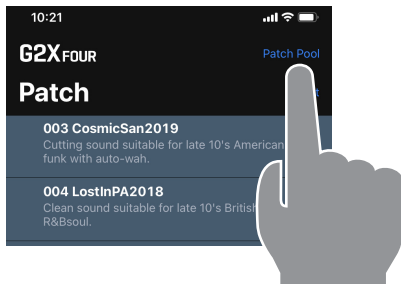


3. Tap  to save selected patches to the Patch Pool.

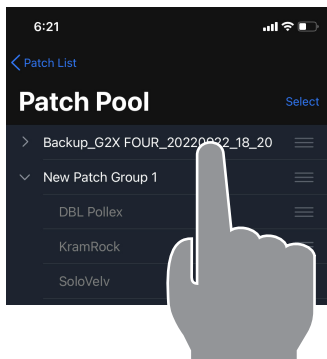


4. Tap  on the Copy to Device screen to select the destination of the first patch memory. Tap  .

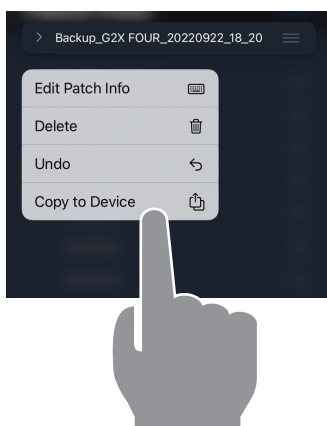
Restoring a Back Up to the Device



1. Tap "Patch Pool" on the Patch screen.

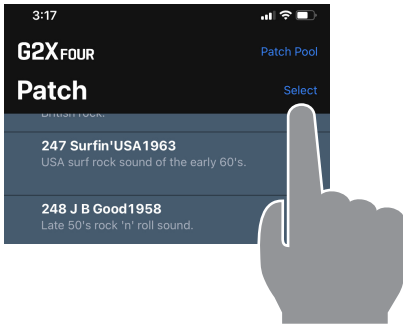


2. Long-tap a back up folder.

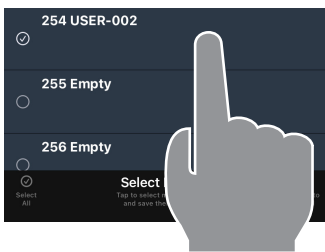



3. Tap "Copy to Device" . The back up has been restored to the device.

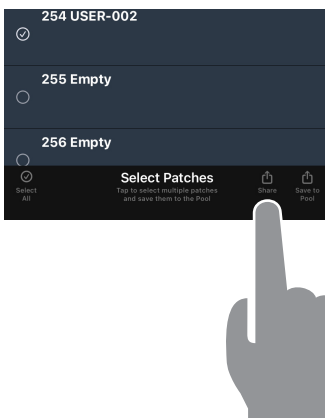
Sharing a Patch Memory




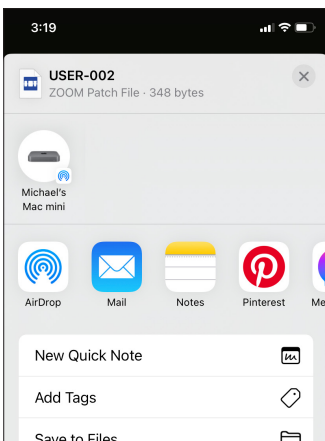
1. Tap **Select** on the Patch screen.



2. Tap one or more  to select the patch memories you wish to share.

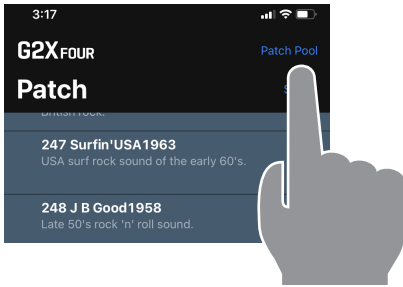


3. Tap the  button to open the device sharing screen.

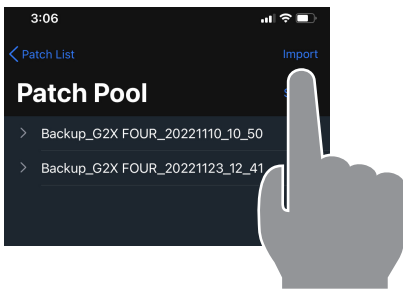


4. From the mobile device sharing screen, choose how you want to share the patch file.

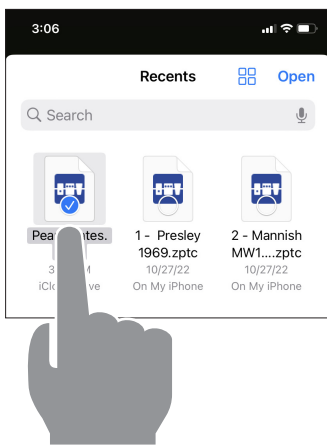
Importing a Patch Memory



1. Tap **Patch Pool** on the Patch screen.

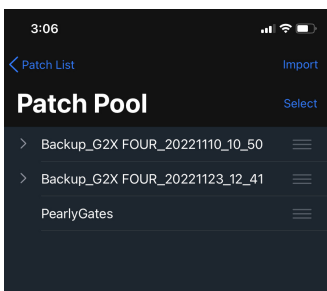


2. Tap the **Import** button.



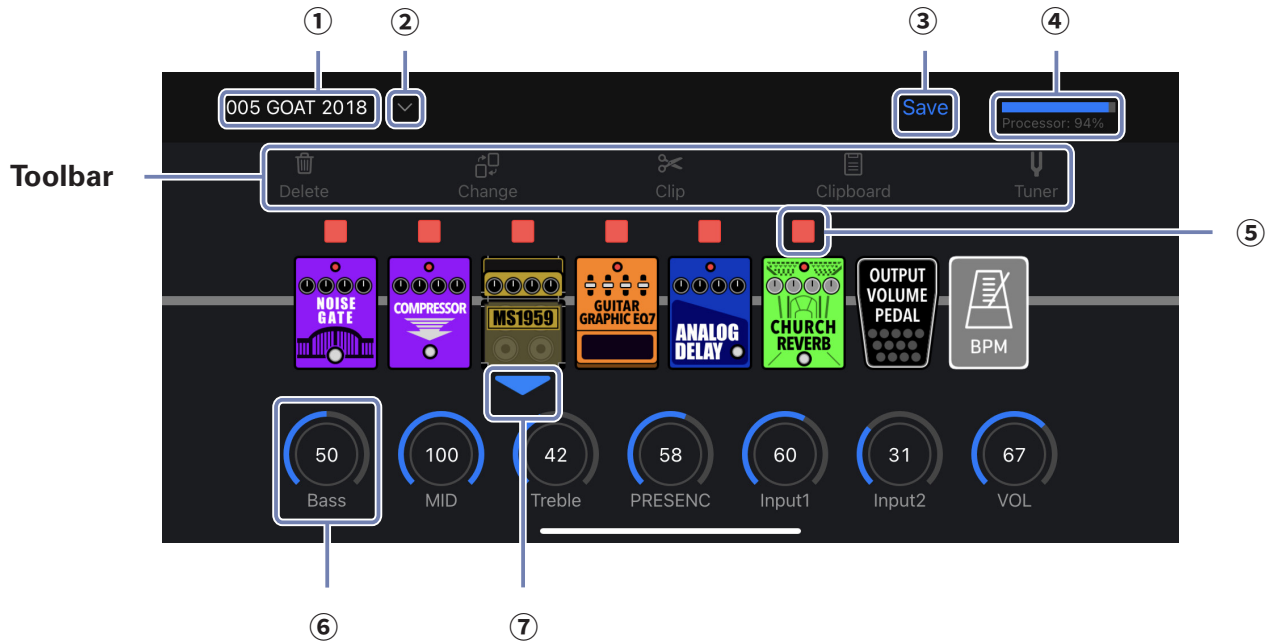
3. Tap to select the patch memory files (.zptc) that you want to import.

Tap Open.

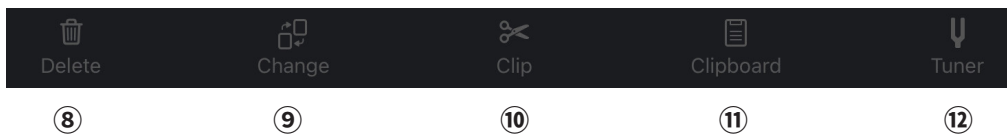











4. The imported patch memories appear in the Patch Pool.

Editor Screen Overview



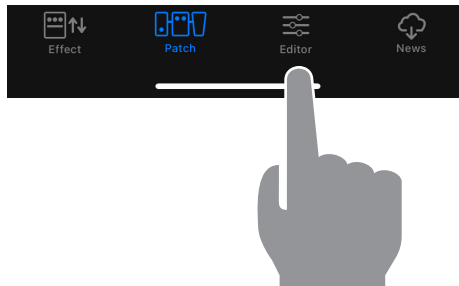
■ Toolbar



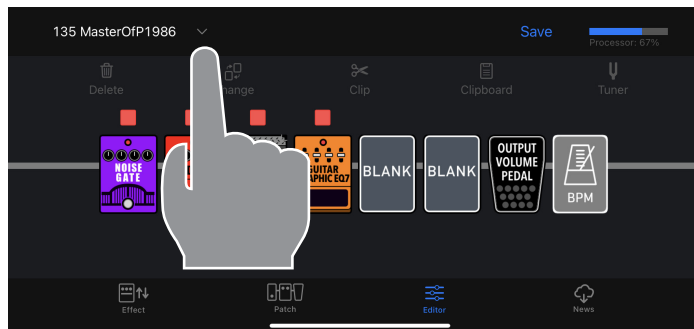
- ① 140 MyDreams1985 **Current patch memory**
- ② ▼ **Patch memory select button**
- ③ Save **Save patch memory button**
- ④  **Processor Meter**
- ⑤  **Effect on/off button**
- ⑥  **Current effect indicator** - shows which effect parameters are displayed
- ⑦  **Effect parameter knob**
- ⑧  **Delete effect button**
- ⑨  **Change effect button**
- ⑩  **Clip tool button**
- ⑪  **Clipboard button**
- ⑫  **Tuner button**

Selecting a Patch Memory for Editing

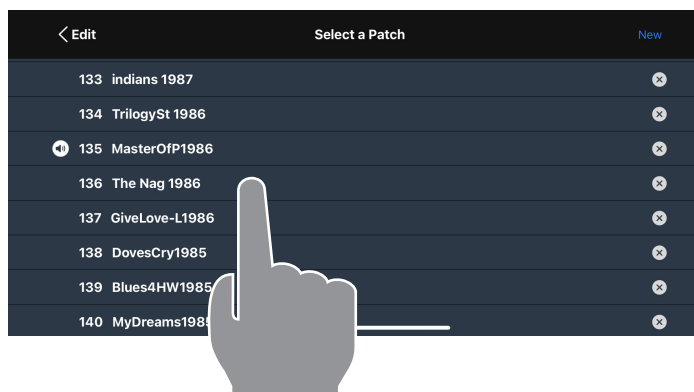
1. Tap the  button on the navigation bar.




2. Tap . The current patch memory is displayed to its left.



3. Tap to select the desired patch memory, then tap the  button to return to the Editor screen.

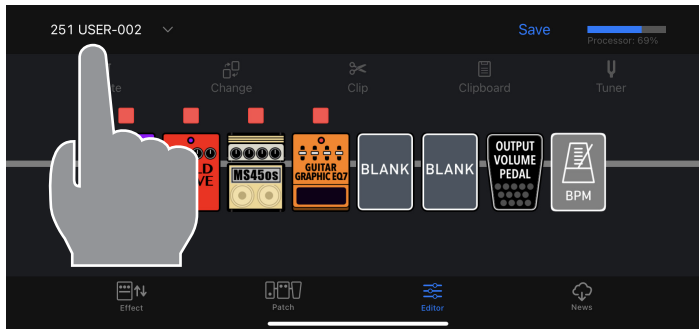


HINT

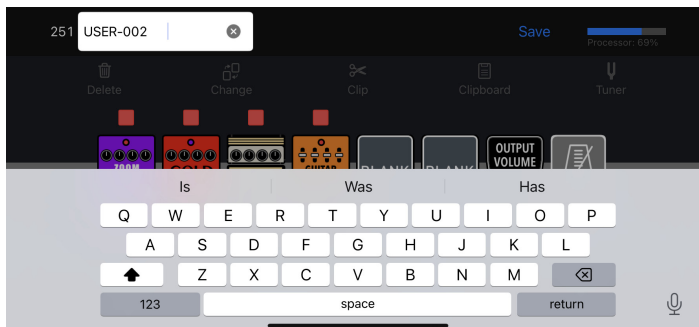
- Tap the  button to create a blank patch memory.

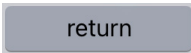

Editing a Patch Memory Name

1. Tap the patch memory name in the Editor.



2. The on-screen keyboard appears. Edit the name.



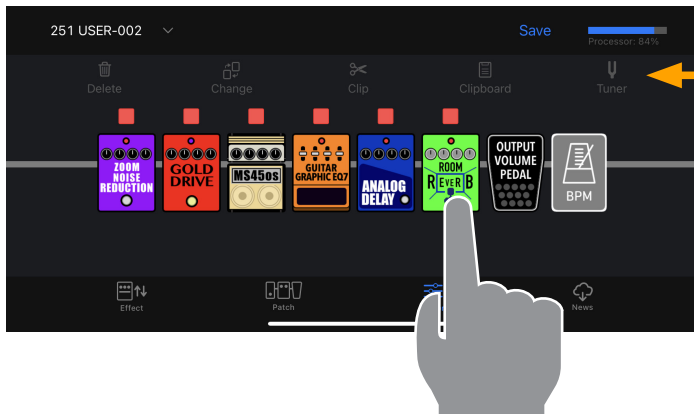
3. When finished, tap  or  or anywhere outside the edit field.

NOTE

- Valid characters and symbols: ! % & ' + , - . = _ (space) A - Z, a - z, 0 - 9.
- Patch memory names can have a maximum of 14 characters.

Adjusting Effect Parameters


1. Tap an effect to show/hide its parameters.



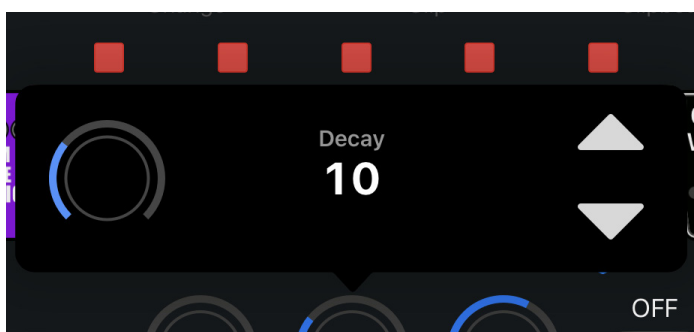
Make sure none of the tools are selected.

2. Tap and swipe right/left to change values.



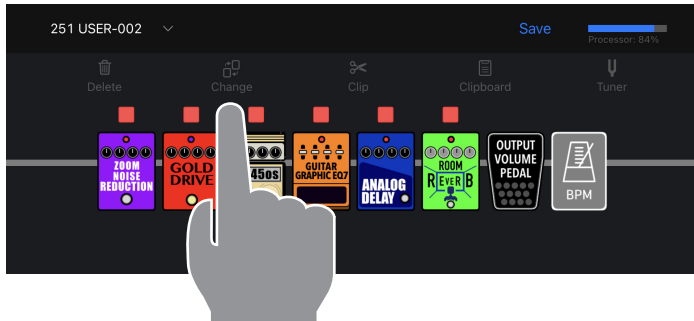
The  shows which effect is being edited.

3. For precise parameter changes, double-tap a parameter knob to display the parameter popup.

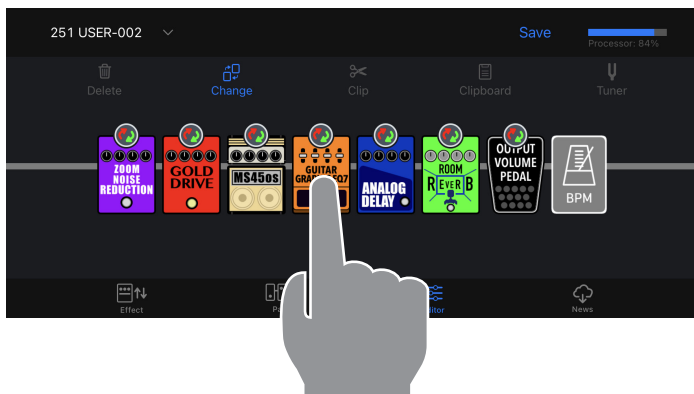


Changing Effects

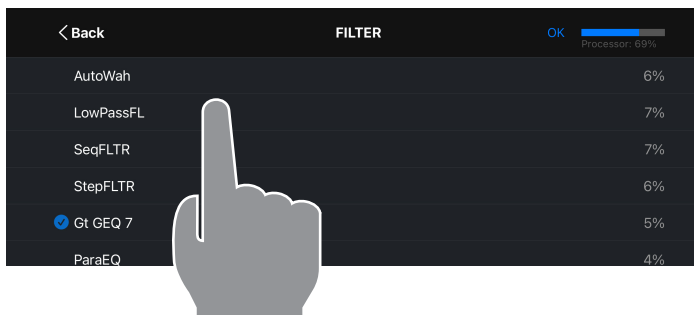
1. Tap the  button in the toolbar.




2. Tap the effect you wish to change.

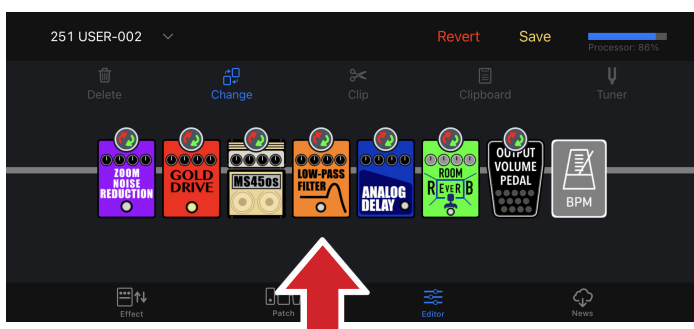


3. Select a different effect from the effect type list. Then tap OK.



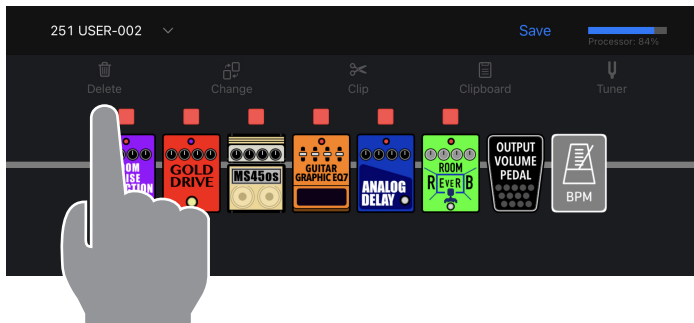
Tap the  button to select effects from other effect categories.

4. The original effect is replaced with the new effect.

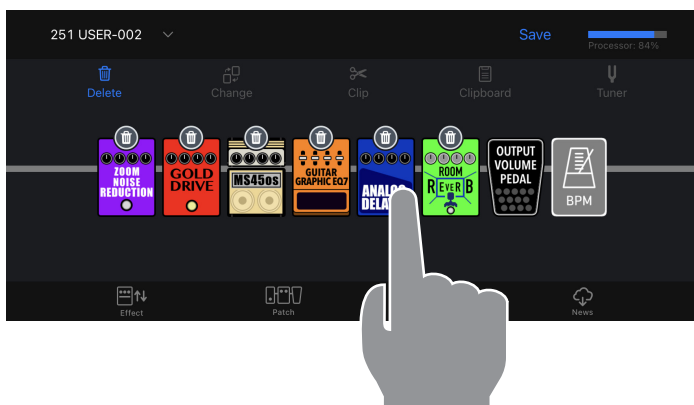


Deleting Effects

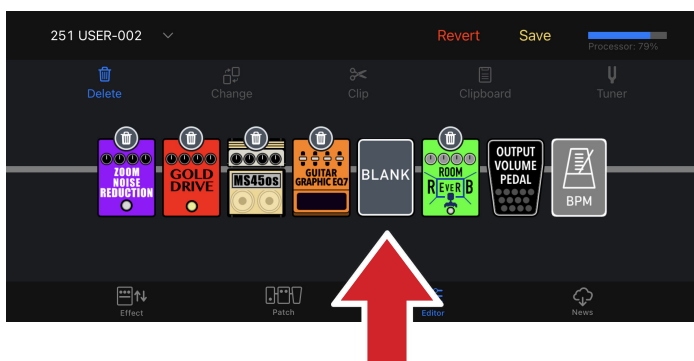
1. Tap the  button in the toolbar.



2. Tap the effect you wish to delete.



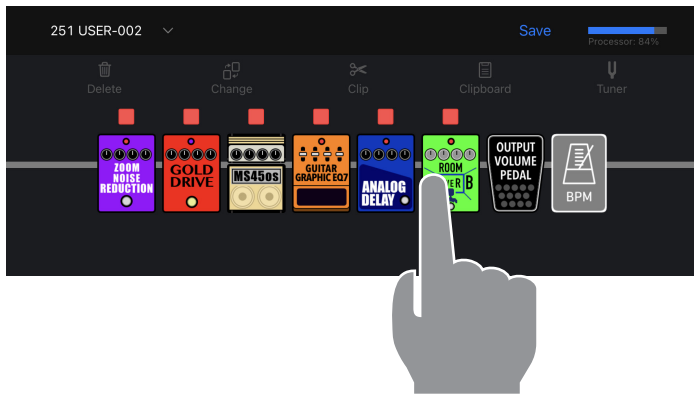
3. The effect is deleted and replaced with a blank effect.



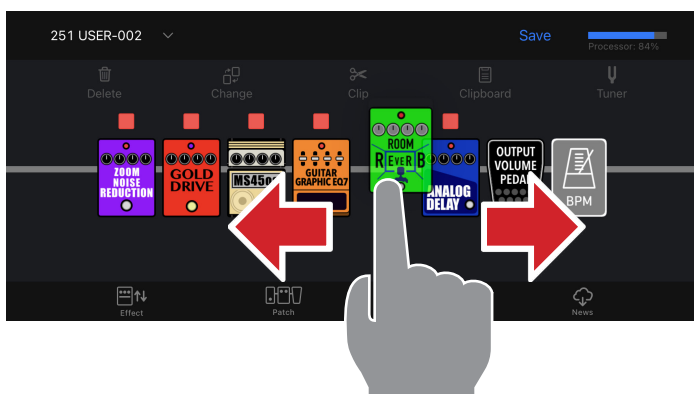
Reordering Effects

You can drag and drop to re-order the effects in the effect chain, at any time, except when the editor is in delete or clip mode.

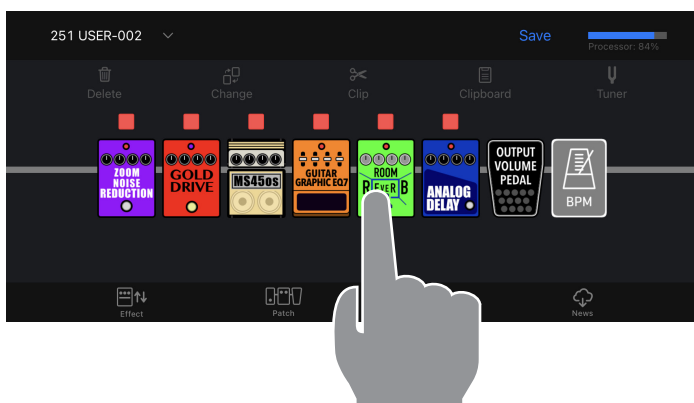
1. Tap and hold the effect you want to move.



2. Drag the effect right or left along the chain to re-order it.



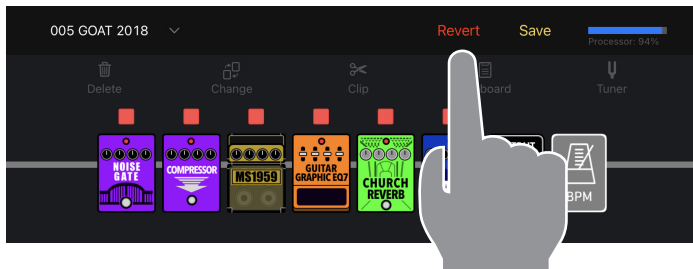
3. Release to drop the effect in the desired location.



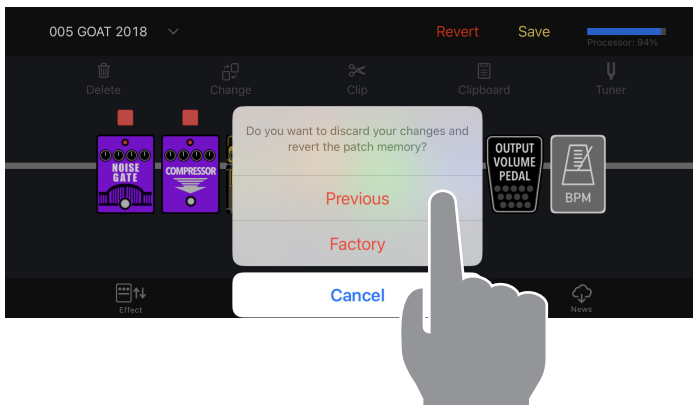
Reverting a Change

If you want to discard the changes you made to the patch memory, you can use the Revert function.

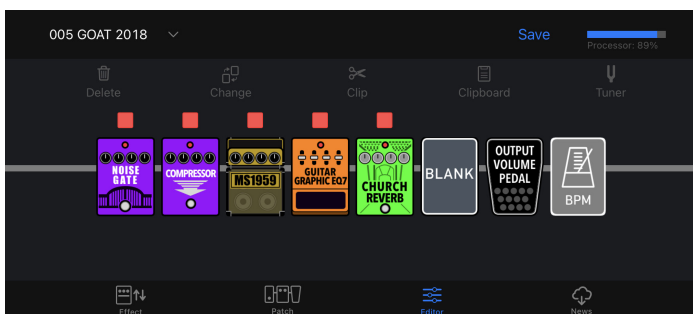
1. After you make a change, the **Revert** button appears in the toolbar. Tap it to discard your changes.



2. Tap "Previous" to discard your changes.



3. The patch memory returns to the previous state.



NOTE

- If you tap "Factory", the original factory patch memory for that patch memory number will be restored.

Creating Clips

A “Clip” is a frequently used combination of 1 - 4 effect units and their settings. You can create your own clips, store them on the Clipboard, and use them to quickly build new patch memories.

1. Tap the  button in the toolbar.



2. Tap to select up to 4 effect units to add to your clip.



3. Tap the  button. The clip is added to the Clipboard.

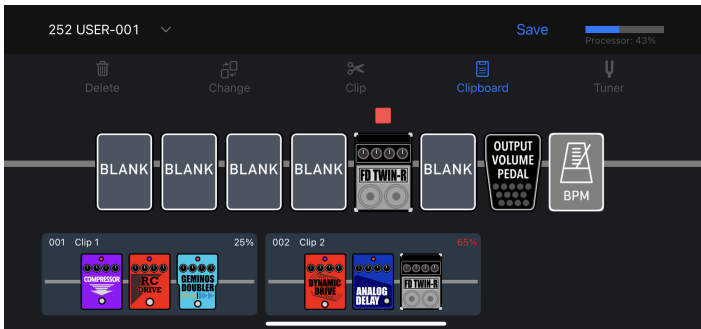



NOTE

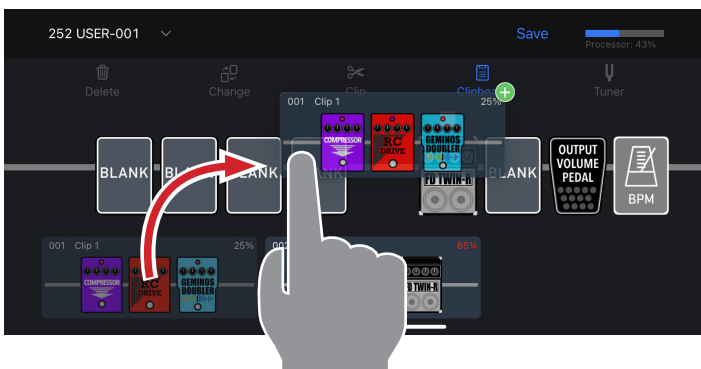
- Clips cannot include pedal type effects.

Adding a Clip to a Patch Memory - iOS

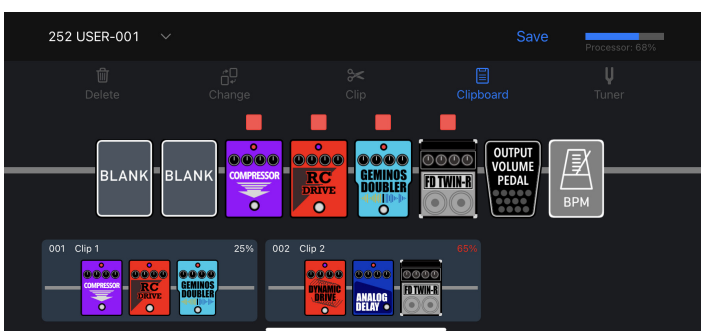
A “Clip” is a frequently used combination of 1 - 4 effects and their settings, that you can use to quickly build new patch memories.



1. Tap  in the toolbar. The clips will appear below the effect chain.

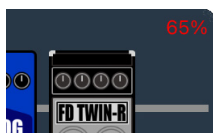


2. Tap-hold then drag clip onto the effect chain.



3. Release to drop the clip when it is in the desired position. The effects from the clip are added to the patch memory.

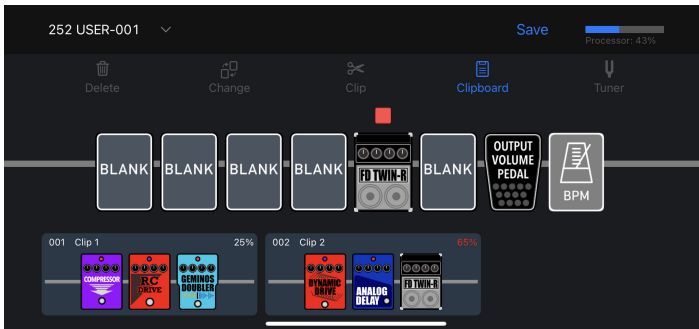
NOTE




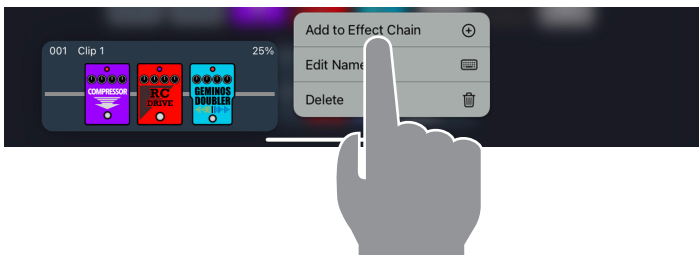
- Each clip displays its processor usage. If adding the clip to the patch memory will cause the processor to exceed 100%, the number will be displayed in red and the clip cannot be added to the patch memory.

Adding a Clip to a Patch Memory - Android

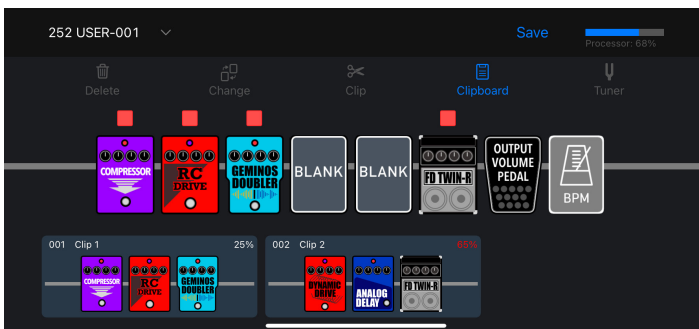
A "Clip" is a frequently used combination of 1 - 4 effects and their settings, that you can use to quickly build new patch memories.



1. Tap  in the toolbar. The clips will appear below the effect chain.



2. Double tap a clip and choose "Add to Effect Chain."



3. The effects in the clip are added to the head of the Effect Chain.

NOTE



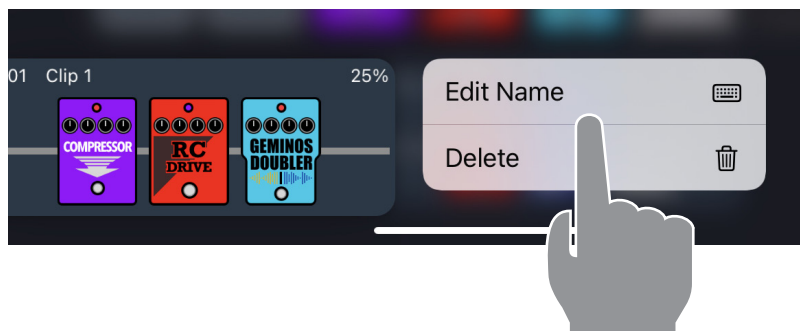
- Each clip displays its processor usage. If adding the clip to the patch memory will cause the processor to exceed 100%, the number will be displayed in red and the clip cannot be added to the patch memory.

Editing Clip Names

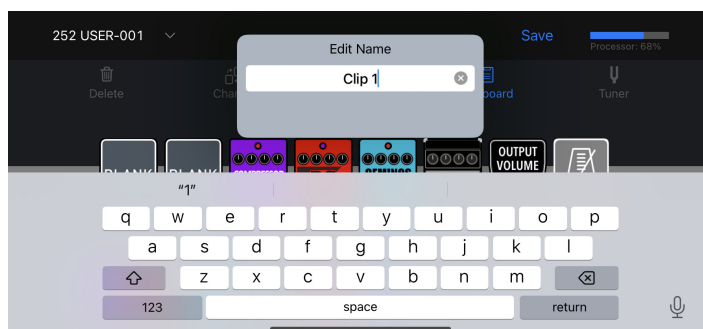
1. In Clipboard mode, long-tap a clip (iOS) or double-tap a clip (Android).



2. Tap "Edit Name" ."

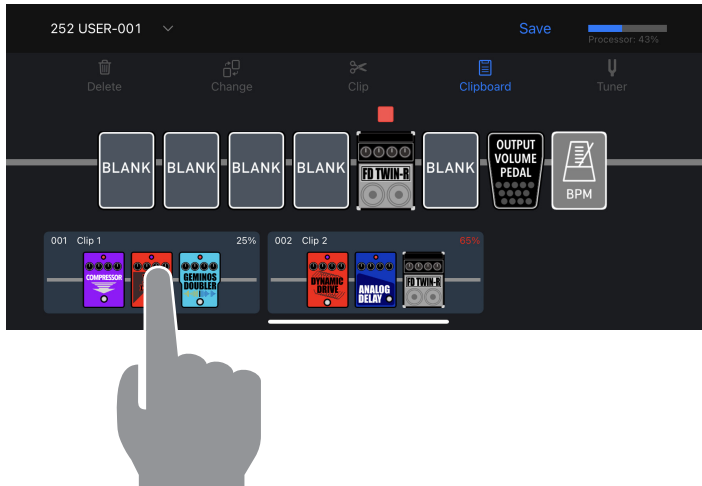


3. Edit the name using the on-screen keyboard. Tap "return" or on the screen when you are finished editing.

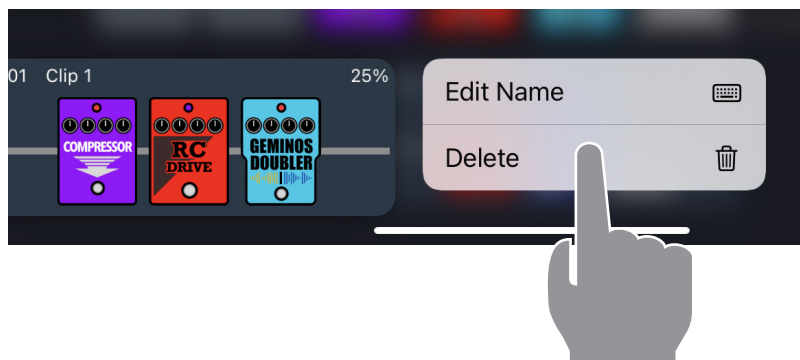


Deleting a Clip

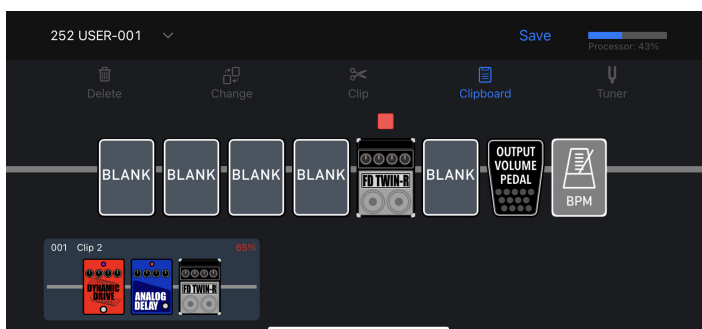
1. In Clipboard mode, long-tap a clip (iOS) or double-tap a clip (Android).



2. Tap "Delete" .

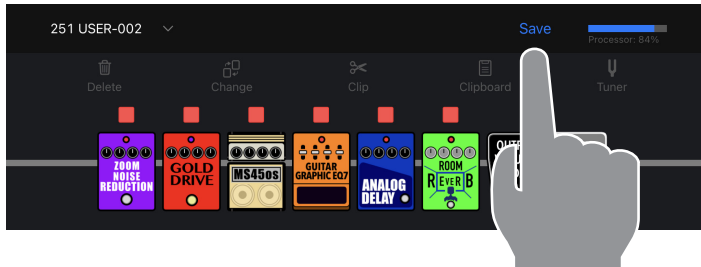


3. The Clip is removed from the Clipboard.

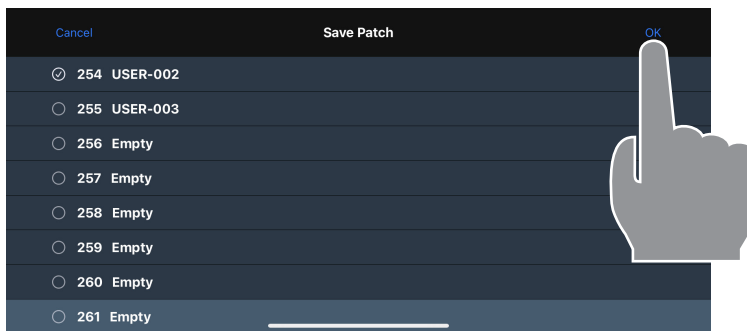


Saving a Patch Memory

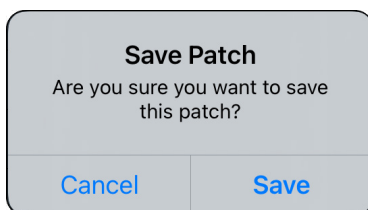
1. Tap the **Save** button at the top of the Editor screen.



2. Tap the  to select the patch memory you want to overwrite. Tap OK.



3. The confirmation popup is displayed. Tap Cancel or Save.



NOTE

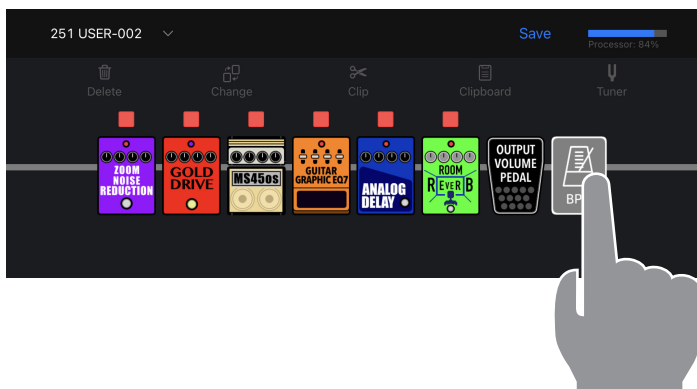
Save

Save

- If the Save button is yellow, the file has been changed.
- When autosave is enabled on your device, any edits are automatically saved when you navigate to a different screen. You can also tap "Save" at any time whether the hardware's autosave feature is enabled or not.

Adjusting Tempo

1. Tap the BPM Module in the chain.



2. The tempo pop up appears where you can tap the tempo or adjust it.



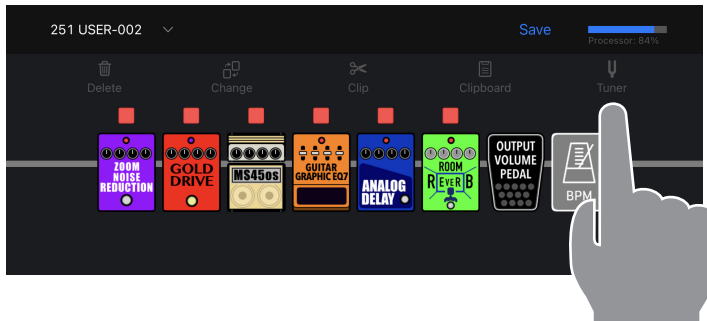
Tap rhythmically in time to set the tempo to your tap interval

Current Tempo

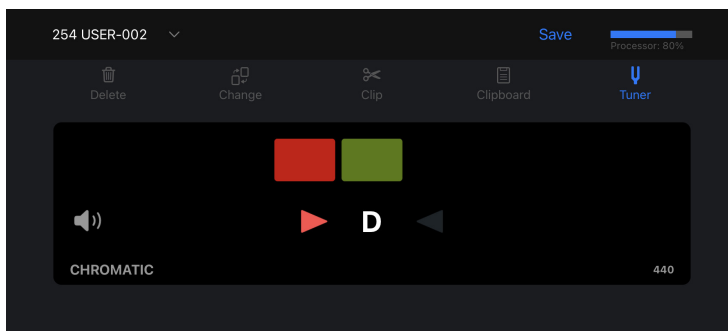
Tap up/down arrows to increase or decrease tempo by 1

Tuning Your Instrument

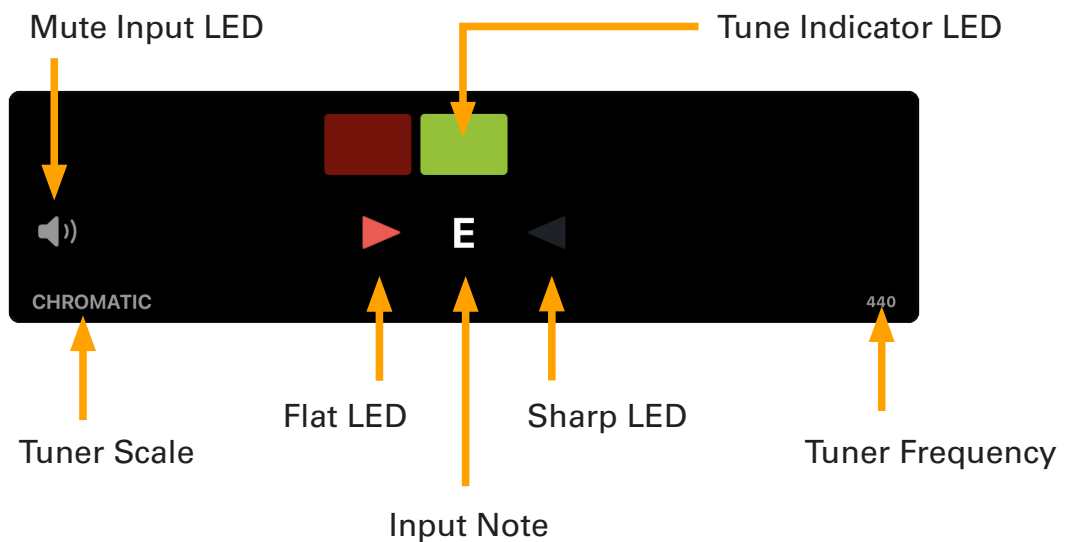
1. Tap the  button in the toolbar.



2. The Tuner pop up appears where you can tune your instrument.




3. Tuner Controls:

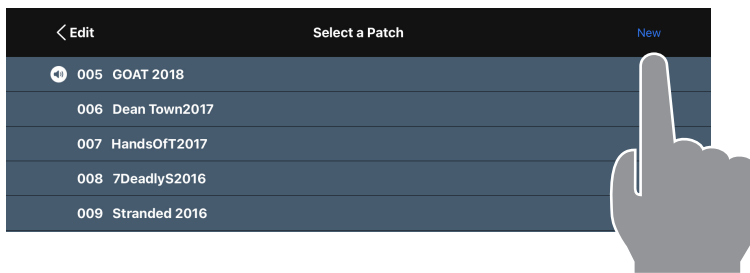


Creating a New Patch Memory

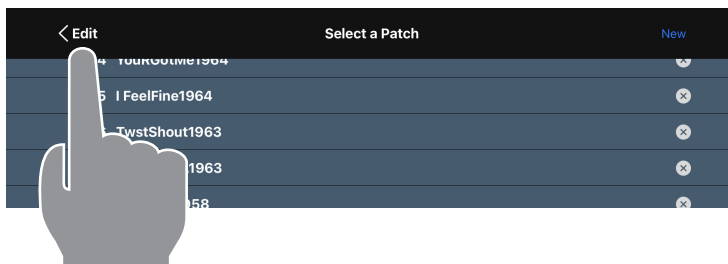
1. Tap the  button at the top of the Editor screen.



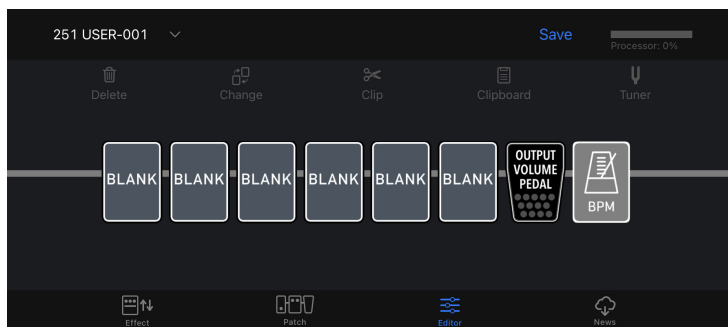
2. Tap the  button at the top of the Select a Patch screen.
The app creates a new patch memory.




3. Tap the  button.

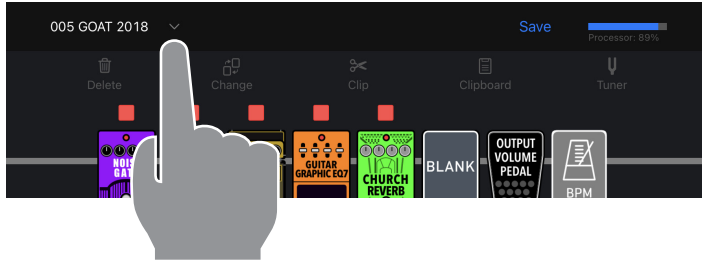


4. Edit the new patch memory in the editor.

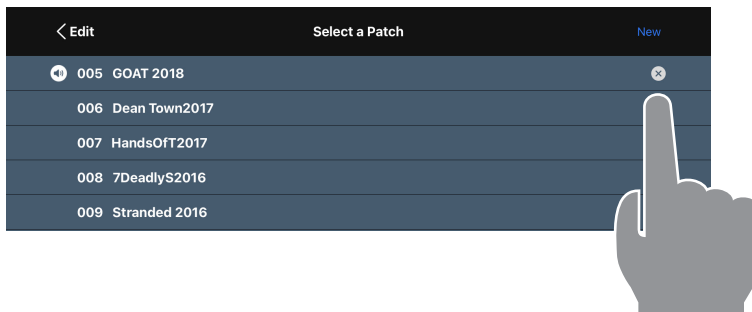


Erasing a Patch Memory

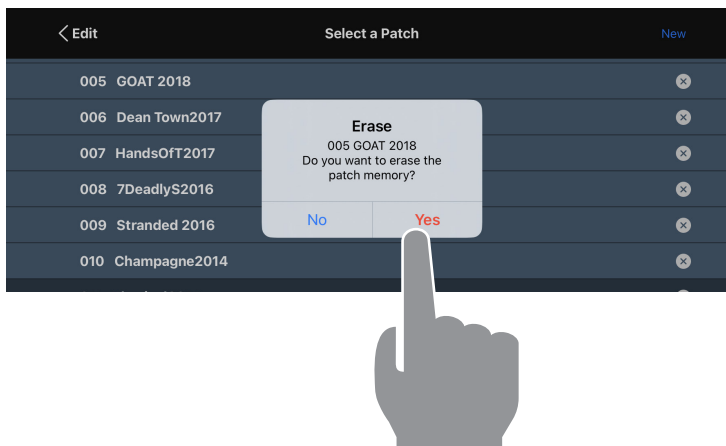
1. Tap the  button at the top of the Editor screen.



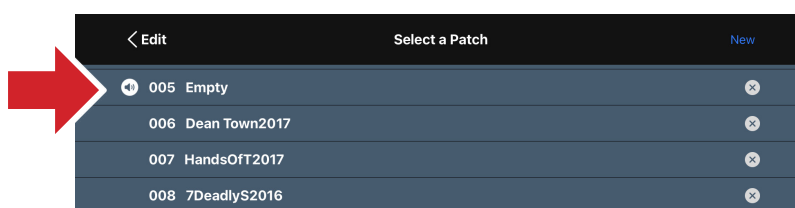
2. Tap the  button to erase the patch memory.



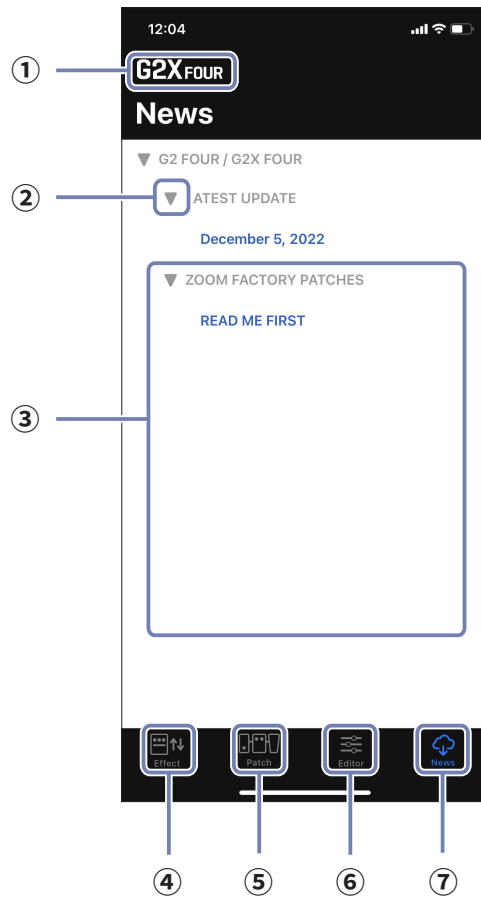
3. Tap "Yes" to confirm or "No" to cancel the operation.



4. The erased patch memory retains its patch memory number and is named "Empty."



News Screen Overview



① **G2X FOUR** Connected Device

②  **Open - close button**

③ **Patch Memory Updates**

Tap to view details about updates from ZOOM and download new patch memories.

④  **Effect Screen button**

⑤  **Patch Screen button**

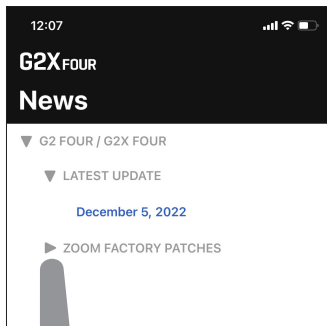
⑥  **Editor Screen button**

⑦  **News Screen button**

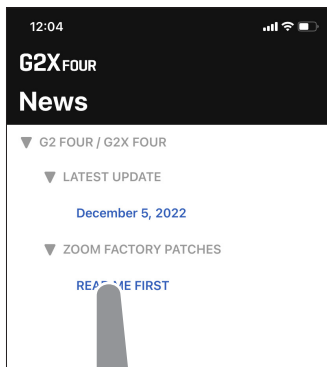
Select and View News Updates



1. Tap the  button in the navigation bar.



2. Tap the  button to show the category contents.



3. Tap a news item to view it.

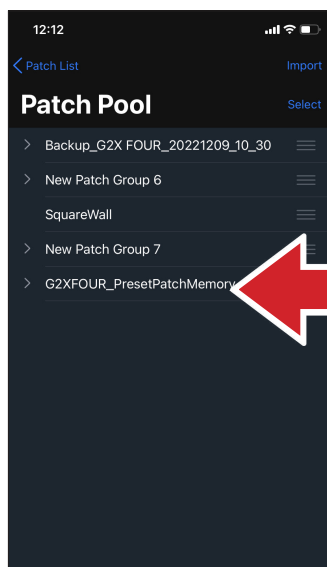
Download Patch Memory Updates



1. From the News screen, tap a news item to view it.



2. Tap the "Download" button to download the patch memories.



3. The patch memories are downloaded, extracted and saved into a Patch Group in the Patch Pool.



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Z2I-4780-01