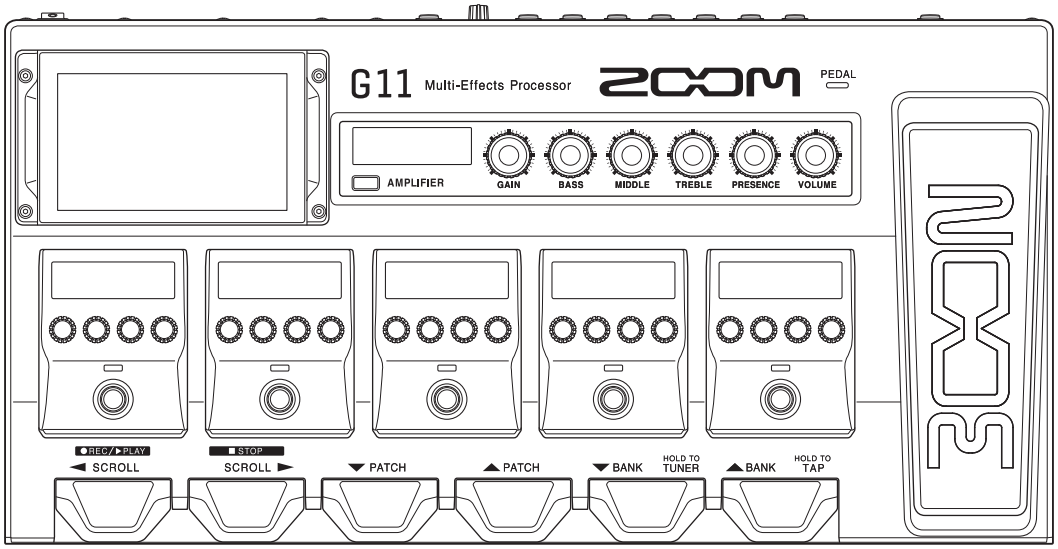
G11

Multi-Effects Processor



Operation Manual

You must read the Usage and Safety Precautions before use.

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Proper display is not possible on grayscale devices.

Notes about this Operation Manual

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

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Introduction

Thank you very much for purchasing a ZOOM G11 Multi-Effects Processor.

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

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

Main features of the G11

Amp and effect sounds that continue to evolve

Original amps and effects that utilize enhanced DSP processing power are included.

The impressive collection of effects has amp and cabinet models as well as boutique pedals that faithfully emulate originals and includes the best of other recent members of the G Series,. Using the free Guitar Lab effect management application on a computer (Mac/Windows) or iOS/iPad device, you can, for example, add effects that are distributed online as well as edit and back up patch memories.

Craft sounds intuitively with easy operations

Using a 5-inch touchscreen, an interface that is easy to understand has been realized.

The amplifier and effects sections have dedicated displays and controls enabling intuitive sound crafting.

Impulse response (IR) loader

WAV-format IR data with up to 2048 samples at sampling frequencies between 44.1 kHz and 192 kHz are supported. Options are virtually unlimited since impulse responses (IR) from third parties can be loaded.

Flexible sound setups are possible with 2 send/return pairs and MIDI

The 2 send/returns allow you to insert your favorite effect boxes anywhere. They also support the 4 cable method using the send/return jacks of a guitar amp.

Even more advanced sound setups can be created using the MIDI connectors.

Rhythm patterns and looper

The rhythm and looper functions are independent from the amps and effects, so they can be used anytime. The looper, which can be synchronized with rhythm patterns, can record up to 5 minutes in stereo.

4-in/4-out USB audio interface

The USB audio interface supports the simultaneous recording of the G11 stereo output and the dry signal before effects in a DAW, as well as the re-amplification of recorded performances.

Remote operation from iOS/iPadOS devices

Guitar Lab can be used with an iOS/iPadOS device by connecting a ZOOM wireless adapter (e.g. BTA-1).

Terms used in this manual

Patch memory

Combinations of amps and effects with their on/off settings and parameter values can be saved as “patch memories” for easy recall. Effects are saved and recalled in patch memory units. A single patch memory can include up to nine effects and one amp model, and up to 240 patch memories can be saved.

Bank

One group of 4 patch memories is a “bank”. Patch memories can be quickly recalled by switching banks. Up to 60 banks can be saved.

Effect type

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

Category

Effects are grouped into categories by type.

Preselect

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

AUTOSAVE

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

ECO mode

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

Looper

Stereo phrases that are up to 5 minutes long can be recorded and played back repeatedly.
Layering phrases enables various live performance techniques, including a cappella choruses and beatboxing.

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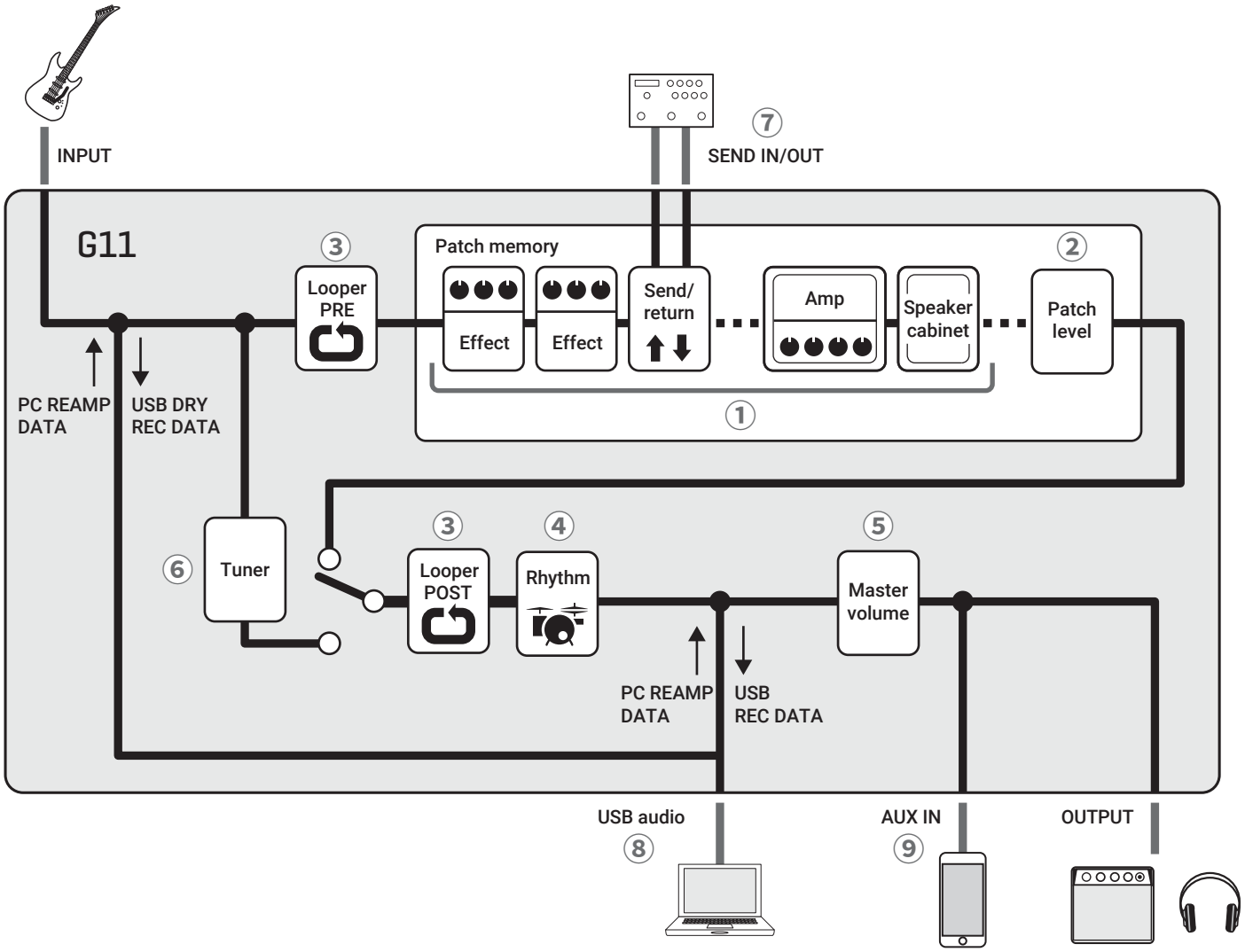
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G11 overview

Signal flow



① The input guitar sound passes through the effects, amp and speaker cabinet in order.
(→ "Adjusting effects" on page 23)

② The patch memory level is adjusted.
(→ "Setting the patch memory level" on page 37)

③ Recorded phrases can be played back in loops. The looper can be placed in either the PRE or POST position.
(→ "Using the looper" on page 67)

④ Drum sounds can be played back using built-in rhythm patterns.
(→ "Using rhythms" on page 60)

⑤ The overall volume is adjusted. This setting is retained even when the patch memory is changed.
(→ "Adjusting the overall volume" on page 19)

⑥ This function is for tuning the connected guitar.
(→ "Using the tuner" on page 57)

⑦ Up to two external effects can be used.
(→ "Using the sends and returns" on page 77)

⑧ Audio data can be exchanged with a computer using the audio interface function.
(→ "Using audio interface functions" on page 89)

⑨ Audio can be played back from a smartphone, mobile audio player or other device.

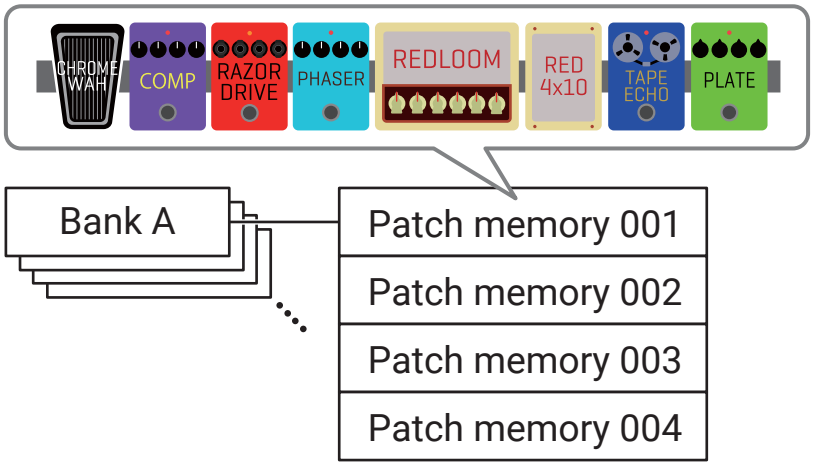
Memory overview (patch memories/banks)

Patch memories

These store the effects used, their order, on/off states and parameter setting values. Effects can be saved and recalled in patch memory units. 240 patch memories can be stored.

Banks

These are groups of 4 patch memories. 60 banks can be stored.

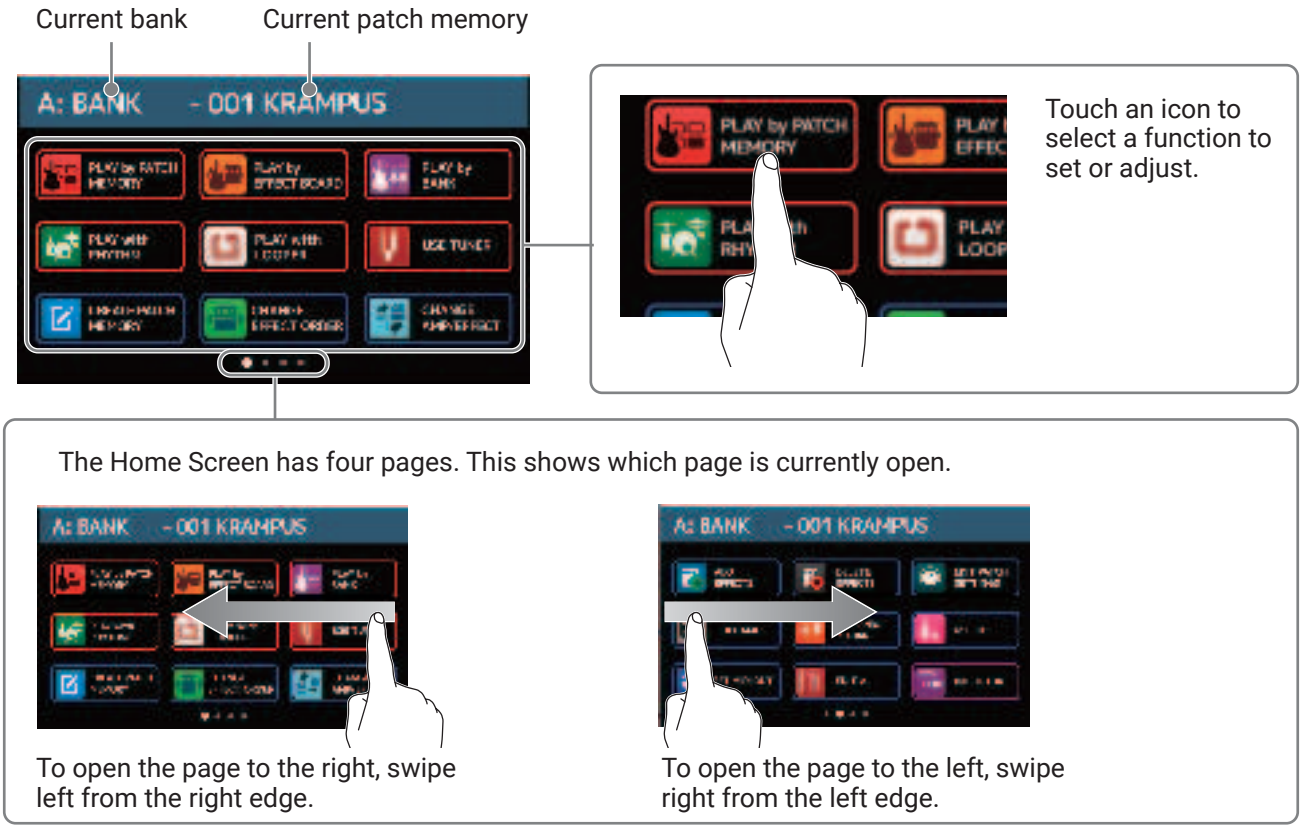


Using the touchscreen

Operating and setting the G11 can be done using the touchscreen.
This section explains touchscreen operations.

Home Screen overview

This appears on the touchscreen when the G11 power is turned on.
All the functions are arranged as icons, so each one can easily be accessed by touch.



HINT
Icons can be reordered on the Home Screen by dragging them (moving them left, right, up and down while touching them).



Using the function screens

Touch and drag to operate.



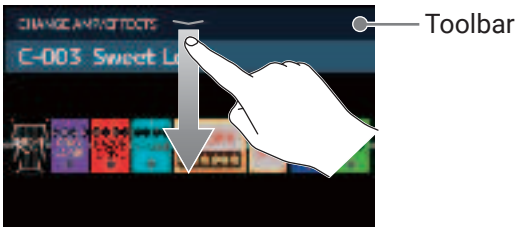
Touch an item to select it.



Drag an item to move or adjust it (slide finger left, right, up or down).

Returning to the Home Screen

To return to the Home Screen from a function screen, swipe down from the toolbar at the top edge of the touchscreen.



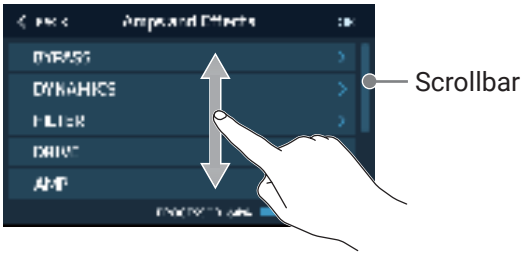
Returning to the previous screen

When “BACK” appears at the top left of the touchscreen, touch it to return to the previous screen.



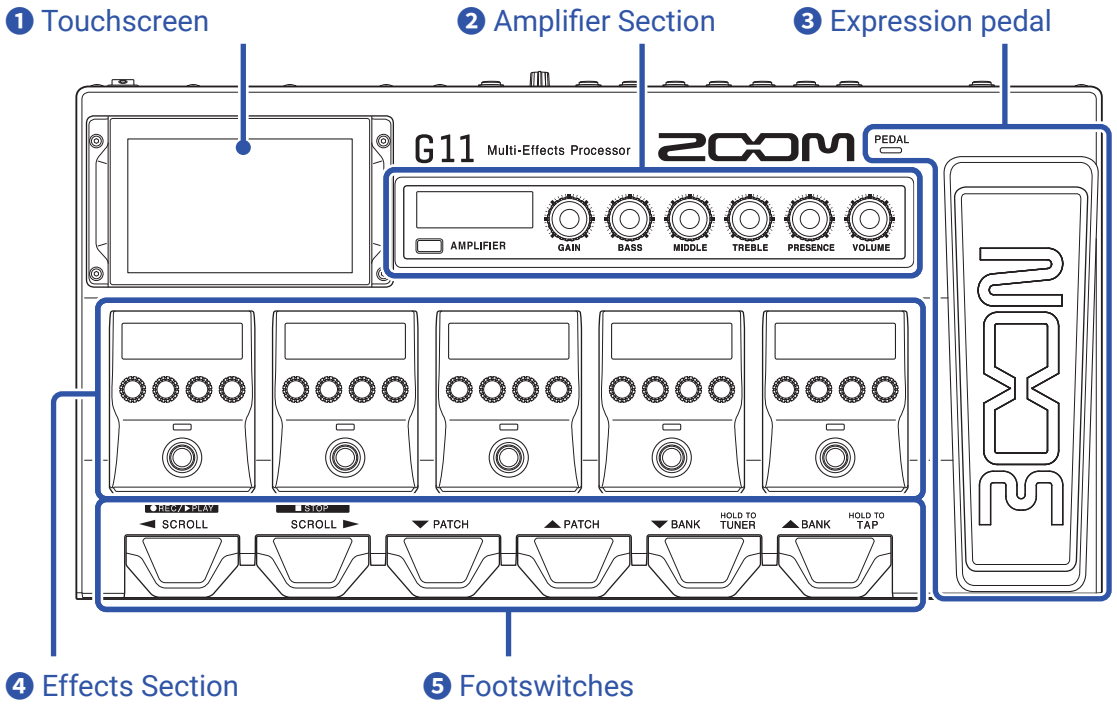
Scrolling through lists

A scrollbar will appear at the right edge when a list has more items than can be shown on the screen. The items shown can be scrolled by dragging up and down on the touchscreen.



Functions of parts

Top

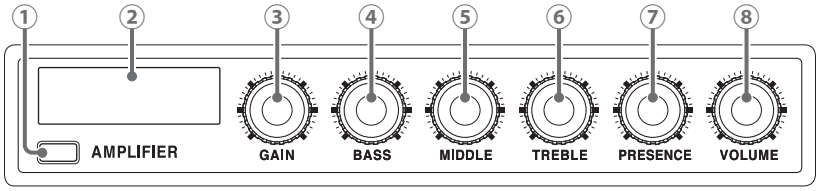


❶ Touchscreen

Operate the touchscreen to select and set patch memories as well as to make G11 settings, for example.
For details about operation procedures, see "Using the touchscreen" on page 9.

❷ Amplifier Section

Use the dedicated knobs and the display to adjust amplifier settings as with a real amp.



① **AMPLIFIER button**
This turns the amp on/off. (It lights when on.)

② **AMPLIFIER display**
This shows the name of the selected amp and the parameter being adjusted.

③ **GAIN knob**
This adjusts the gain.

④ **BASS knob**
This adjusts the volume of low frequencies.

⑤ **MIDDLE knob**
This adjusts the volume of middle frequencies.

⑥ **TREBLE knob**
This adjusts the volume of high frequencies.

⑦ **PRESENCE knob**
This increases the gain particularly around high frequencies.

⑧ **VOLUME knob**
This adjusts the volume.

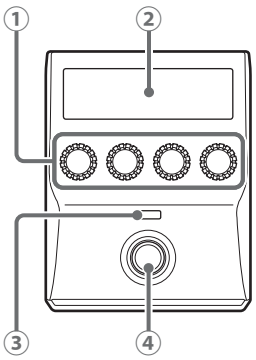
> **NOTE**
> Items that can be adjusted depend on the selected amp.

❸ Expression pedal

Use the expression pedal to adjust the volume or a wah effect, for example. Press the front of the pedal to turn the pedal effect on/off. (PEDAL lights when on.)

❹ Effects Section

Use to adjust effects.
Turn them on and off and adjust them like using stompboxes.



① **Parameter knobs**
Use to adjust parameters.

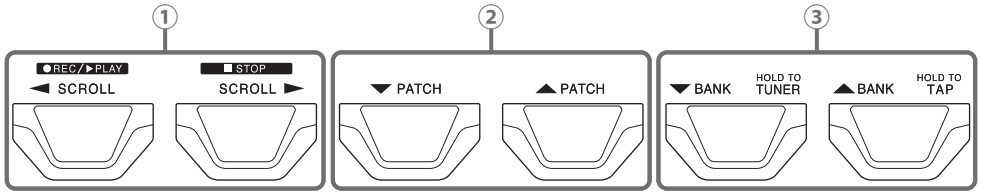
② **Effect display**
This shows the effect type, category and parameters.

③ **Effect indicator**
This lights when the effect is on.

④ **Footswitch**
This turns the effect on and off.

❺ Footswitches

Use these to select patch memories and banks, to open the tuner, and to operate the looper and rhythms.

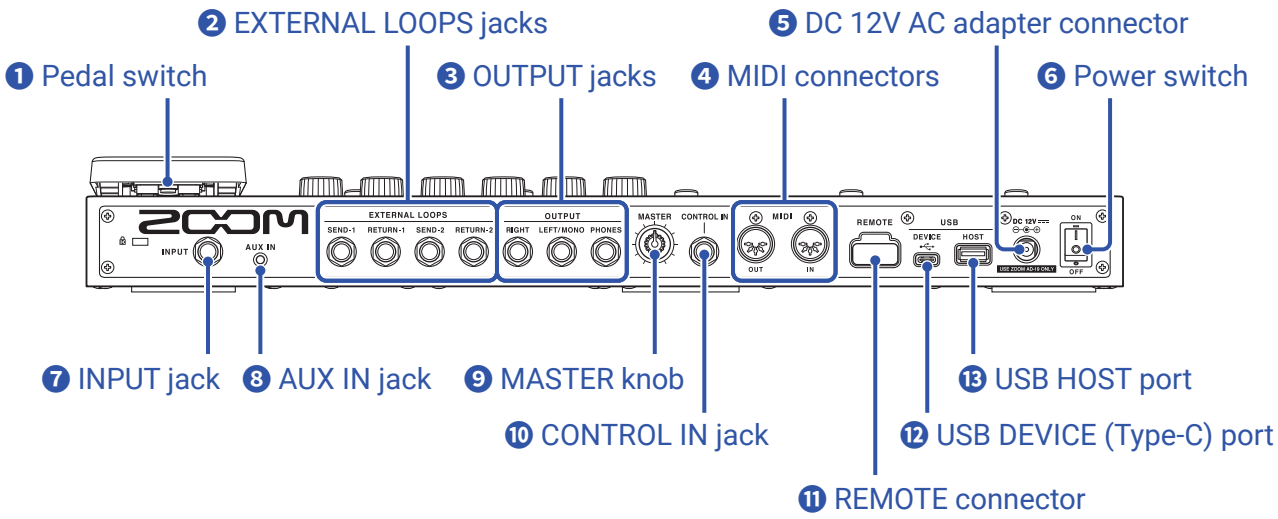


① **SCROLL ◀ / ▶ switches**
Use to scroll through the effects that are shown and can be operated in the Effects Section.
When using the looper, these record, stop and play back phrases, for example.
When using a rhythm, these start and stop playback.

② **PATCH ▼ / ▲ switches**
These select patch memories.

③ **BANK ▼ / ▲ switches**
These select banks.
Press and hold the BANK ▼ switch to use the tuner.
Press and hold the BANK ▲ switch to enable tap tempo input.

Back



❶ Pedal switch

This turns the expression pedal effect on/off.

❷ EXTERNAL LOOPS jacks

Use these to connect external effects (two).

- Connect the SEND-1 and SEND-2 connectors to the input jacks of external effects.
- Connect the RETURN-1 and RETURN-2 connectors to the output jacks of external effects.

❸ OUTPUT jacks

Connect a guitar amp, monitor speakers or headphones here.

- RIGHT jack: Connect the right channel input jack when using stereo output.
- LEFT/MONO jack: Connect a guitar amp here.
  Connect the left channel input jack when using stereo output.
- PHONES jack: Connect headphones here.

❹ MIDI connectors

Connect MIDI devices to these.

- OUT connector: Connect the MIDI IN connector of a MIDI device here.
- IN connector: Connect the MIDI OUT connector of a MIDI device here.

❺ DC 12V AC adapter connector

Connect the dedicated AC adapter (ZOOM AD-19) here.

❻ Power switch

This turns the power ON/OFF.

❼ INPUT jack

Connect a guitar here.

❽ AUX IN jack

Connect a portable music player or similar device here.

❾ MASTER knob

Use to adjust the G11 volume.

⑩ CONTROL IN jack

Connect an expression pedal (ZOOM FP02M) to adjust a pedal effect.

⑪ REMOTE connector

Connect a ZOOM BTA-1 or other dedicated wireless adapter here.
This enables wireless control of the G11 from an iPhone/iPad using the iOS/iPadOS Guitar Lab app.

⑫ USB DEVICE (Type-C) port

Connect a computer here.
The G11 can be used as an audio interface, and it can be controlled using Guitar Lab.

⑬ USB HOST port

Use to connect USB flash drives (USB 2.0/3.0).
Use to import IR data and update the firmware.

Home Screen

This list introduces the functions of the icons shown on the Home Screen.

Icon	Explanation	Icon	Explanation
	Show patch memory names in large characters on the touchscreen to use for selection. (→ page 20)		Show the effects used in the patch memory on the touchscreen. (→ page 21)
	Use the footswitches to select the four patch memories in the bank. (→ page 22)		Use the rhythm function. (→ page 60)
	Use the looper. (→ page 67)		Use the tuner. (→ page 57)
	Create patch memories. (→ page 44)		Change the order of effects in patch memories. (→ page 30)
	Change the effects and amps in patch memories. (→ page 24)		Add effects to patch memories. (→ page 31)
	Remove effects from patch memories. (→ page 33)		Set patch memory names, patch levels and MIDI OUT settings. (→ page 37, page 38, page 81)
	Adjust amplifier settings. (→ page 27)		Make send/return settings. (→ page 77)
	Use the IR load function. (→ page 86)		Make patch memory MIDI output settings. (→ page 81)
	Edit all patch memory settings. (→ page 34)		Load IR data. (→ page 87)
	Create banks. (→ page 49)		Change the order of banks. (→ page 46)
	Change the order of patch memories. (→ page 42)		Delete banks. (→ page 47)
	Delete patch memories. (→ page 43)		Save patch memories. (→ page 40)
	Set the output level to INST or LINE. (→ page 94)		Set the tempo used for the effects, rhythms and looper. (→ page 39)

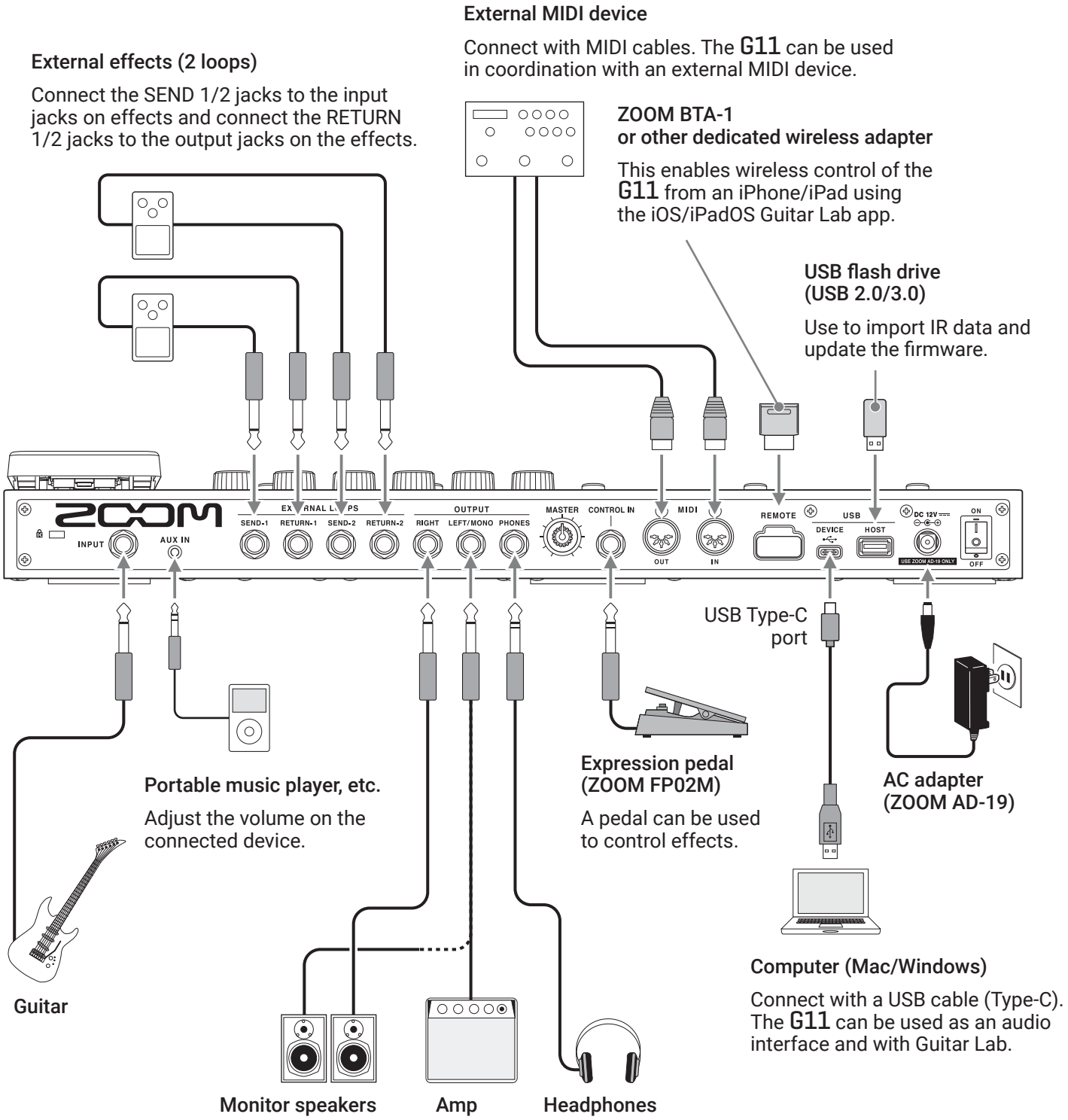
Icon	Explanation	Icon	Explanation
	Make specific tuner settings. (→ page 58)		Make USB audio settings. (→ page 91)
	Make MIDI settings. (→ page 83)		Make specific pedal settings. (→ page 53, page 55)
	Change and check system settings. (→ page 94, page 95, page 96, page 99)		Turn the AUTOSAVE function on/off. (→ page 95)
	Adjust the brightness and contrast of each screen and turn ECO mode on/off. (→ page 97, page 98)		

HINT

Icons can be reordered on the Home Screen by dragging them (moving them left, right, up and down while touching them).



Connecting

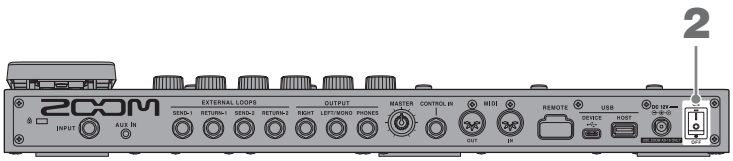


HINT

The computer or iOS/iPadOS Guitar Lab app can be used to manage patch memories and to edit and add effects. Guitar Lab can be downloaded from the ZOOM website (www.zoom.co.jp).

Turning the power on/off

Turning the power on



1. Minimize the volume of the amp/monitor speakers.

2. Set 

to ON.

   This turns the G11 power on and opens the Home Screen on the touchscreen.



3. Raise the volume of the amp/monitor speakers.

ECO mode overview
- By default, ECO mode is set to ON, so the power will automatically turn off if no use occurs for 10 hours.
- ECO mode can also be turned OFF. (→ "Setting the ECO mode" on page 98)

HINT
When the power is turned on, the state when the power was last turned off will be restored.

Turning the power off

1. Minimize the volume of the amp/monitor speakers.

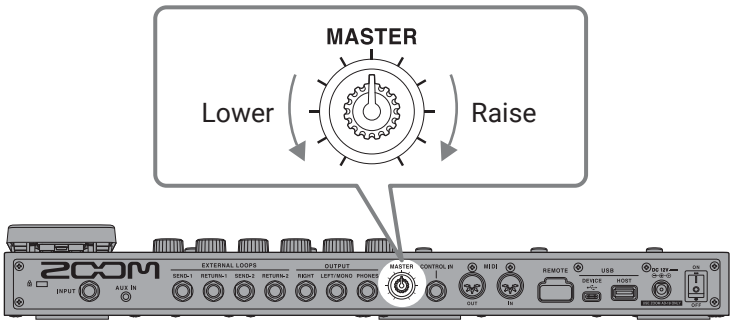
2. Set 

to OFF.

   The touchscreen will become blank.

Adjusting the overall volume

The volume output from the G11 can be adjusted.



NOTE

- The setting range is −∞ to +6 dB.
- When the knob is centered the setting is 0 dB.

HINT

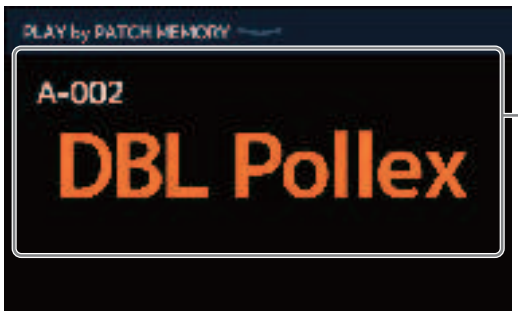
The G11 output level can be set to suit the output device. (→ “Setting the reference output level” on page 94)

Showing the patch memory name while performing

Patch memory names can be shown with large characters on the touchscreen to use for selection.

1. Touch 

on the Home Screen.



Current patch memory

2. Swipe up or down on the touchscreen to select patch memories.

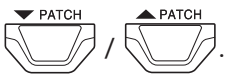
- Select the next patch memory.



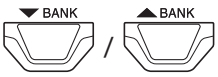
- Select the previous patch memory.



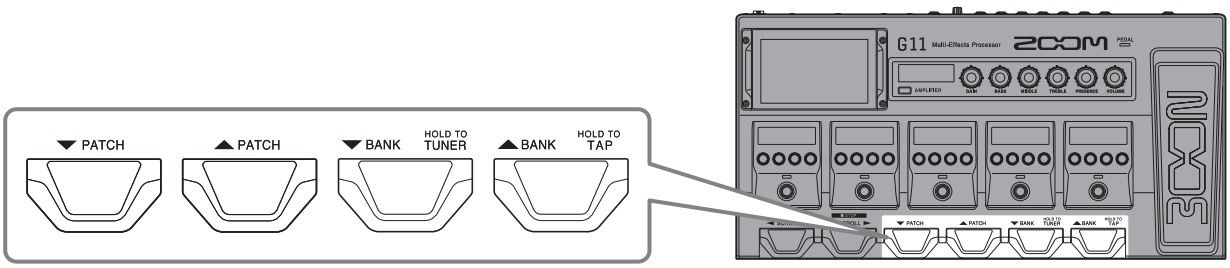
HINT

The previous/next patch memory can also be selected by pressing 

.

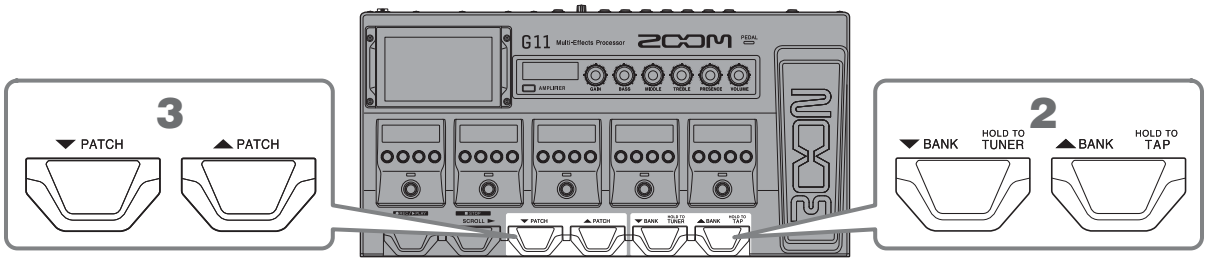
The patch memory in the previous/next bank can be selected by pressing 

.



Showing the entire effects chain while performing

Patch memories can be selected using the footswitches while checking the effects and amps that they use.



1. Touch 

on the Home Screen.

All the effects and the amp used in the patch memory can be seen at a glance.



2. Press 

or 

.

This selects the bank

3. Press 

or 

.

This selects the patch memory.

Showing the bank name while performing

A bank can be shown on the touchscreen, and the four patch memories in it can be selected with one touch.

1. Touch 

on the Home Screen.

2. Touch ▼ or ▲ at either end of the bank name to select the desired bank.



3. Touch the desired patch memory.

   The selected patch memory will be highlighted.

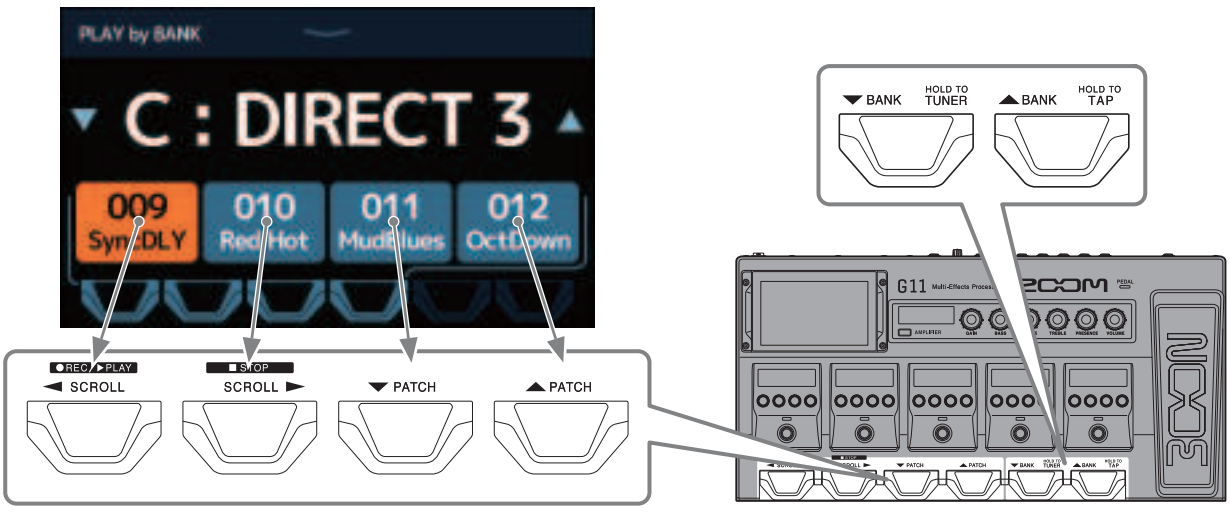


HINT

When PLAY by BANK is open, the patch memories shown can be selected directly by pressing the footswitches.

Press 

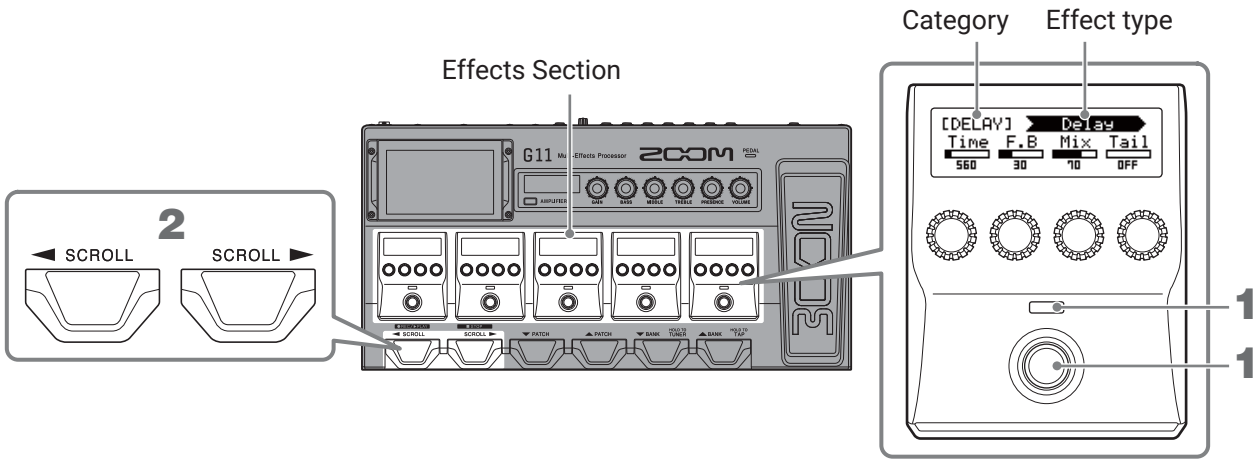
/ to select the previous/next bank.



Adjusting effects

Turning effects on and off

Use the Effects Section to turn on and off the individual effects used in a patch memory.



1. Press ◎.

This turns the effect on/off.

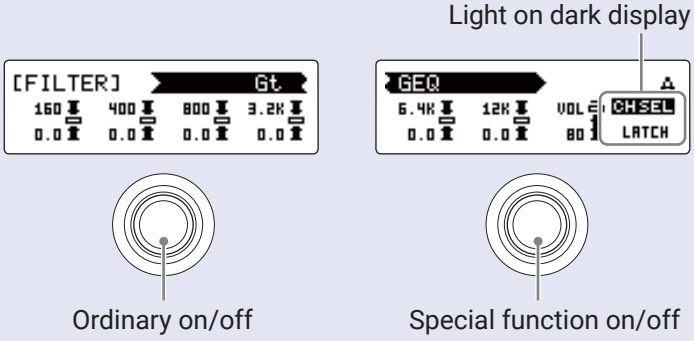
The effect indicator lights when it is on.

2. If a patch memory uses six or more effects, press ◄ SCROLL or SCROLL ► to scroll the effects.

Up to five effects can be operated in the Effects Section. If an effect that you want to turn on/off is not shown in the Effects Section, scroll right/left to show it.

NOTE

Some types of large effects (→ page 29) have special functions assigned to ◎. The parameter function assigned to ◎ is shown on the effect display with white letters on a dark background.

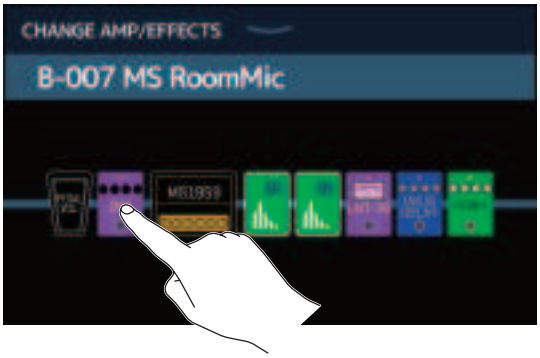


Changing amps and effects

The amp and effects in a patch memory can be changed as you like.

1. Select the patch memory with the amp or effects that you want to change.
2. Touch 

on the Home Screen.
3. Touch the amp or effect that you want to change.



The touched amp or effect is shown in a list.

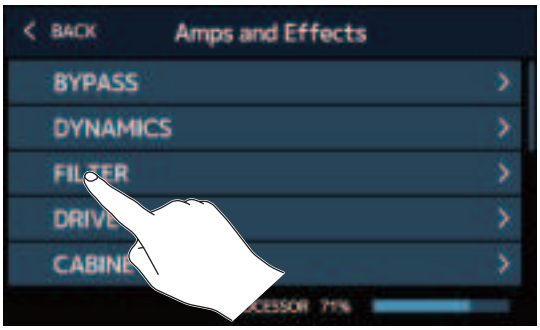


4. Skip to step 6 to select another amp or an effect in the same category.

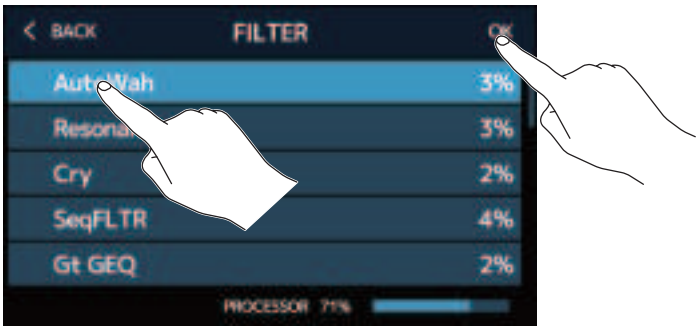
   Touch BACK to select an effect in a different category.



5. Touch a category to select it.



6. Touch an amp or effect to select it. Then, touch OK.



This changes it to the selected amp or effect.



Number of effects in patch memories

The G11 allows you to combine up to 10 effects freely. However, you must select effects that do not cause the processor to exceed 100%.
The processing status can be checked on screens where categories and effects are selected.



Processing status

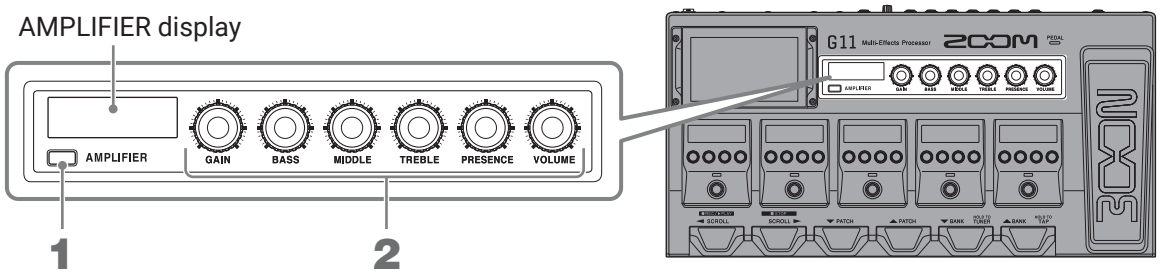
If the processing power is exceeded, the following message will appear and that effect will be bypassed.



Change or remove the amp or one of the effects to end this condition.

Adjusting the amp

Use the Amplifier Section to adjust the amp selected with the patch memory.



1. Press AMPLIFIER.

This turns the amp on/off. (It lights when on.)

The name of the selected amp is shown on the AMPLIFIER display.

2. Turn GAIN BASS MIDDLE TREBLE PRESENCE VOLUME.

These knobs adjust, from the left, the gain, bass frequencies, middle frequencies, treble frequencies, presence and volume.

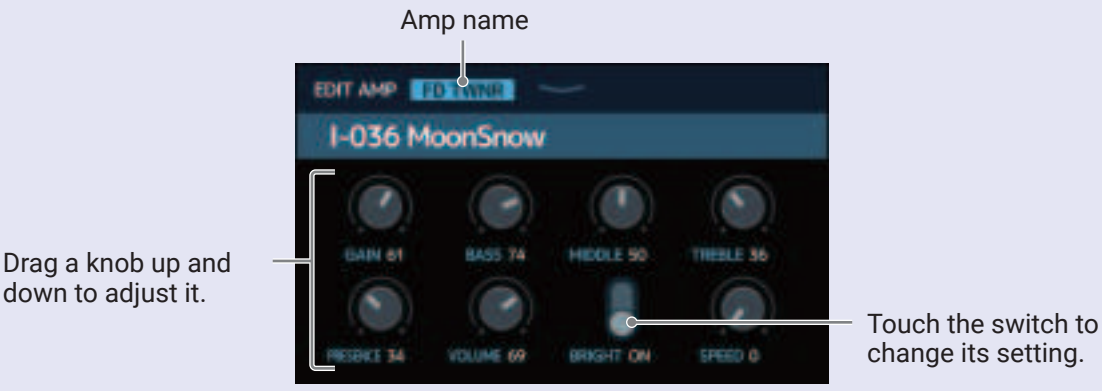
When adjusting the amp, parameter values are shown on the AMPLIFIER display.

NOTE
Items that can be adjusted depend differ according the selected amp.

HINT
Changing the amp (→ "Changing amps and effects" on page 24)

Adjusting the amp with the touchscreen

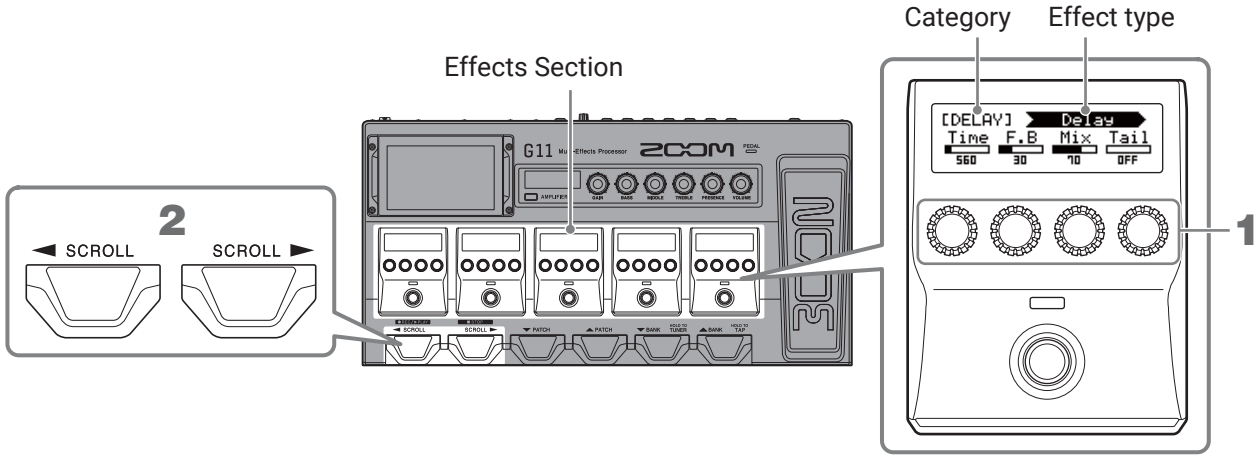
Touch EDIT AMP on the Home Screen.



- The parameters that can be adjusted and set depend on the amp type. (Some parameters can only be adjusted and set using the touchscreen.)
- Adjustments to the values of settings made in the Amplifier Section are reflected on the touchscreen.

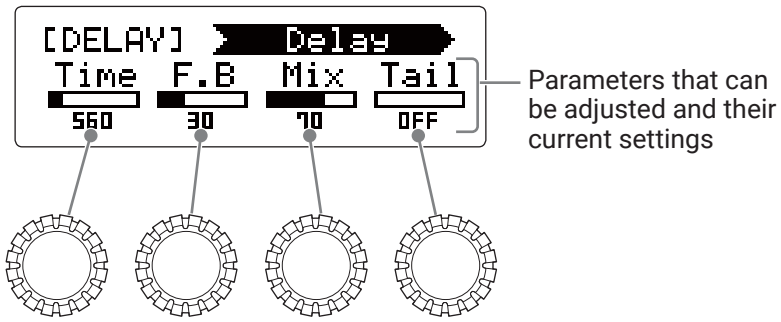
Adjusting effects

Use the Effects Section to adjust the individual effects used in a patch memory.



1. Turn ◯ to adjust an effect parameter.

The knob adjusts the parameter shown above it on the display.



2. If a patch memory uses six or more effects, press SCROLL ◄ or SCROLL ► to scroll the effects.

Up to five effects can be adjusted in the Effects Section. If an effect that you want to adjust is not shown in the Effects Section, scroll right/left to show it.

PLAY by EFFECT BOARD screen



NOTE

- When the AUTOSAVE function is ON, changes to patch memories will be automatically saved. (This function is ON by default.) (→ "Setting the AUTOSAVE function" on page 95)
- Patch memories will not be saved automatically if the AUTOSAVE function is OFF.

  When the content of a patch memory has been changed, the icon will appear at the top right of the touch-screen, showing that it is different from the saved settings. Touch this icon to open the patch memory saving screen, and save the settings as necessary. (→ "Saving patch memories" on page 40)

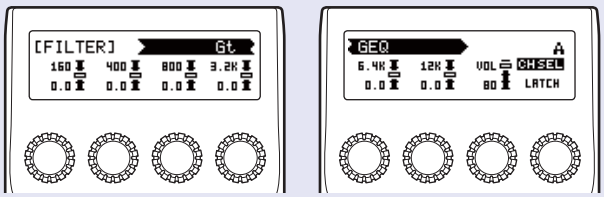


HINT

- Set Time, Rate and other effect parameters to musical notes to sync them to the tempo. (→ "Adjusting the master tempo" on page 39)
- See Guitar Lab for the explanations of each effect.
- Changing effects (→ "Changing amps and effects" on page 24)
- Adding effects (→ "Adding effects" on page 31)
- Deleting effects (→ "Deleting effects" on page 33)

Large effects

Depending on the number of adjustable parameters, some effects use two parts of the Effects Section. These are called "large effects." In these cases, parameters span two parts in the Effects Section.

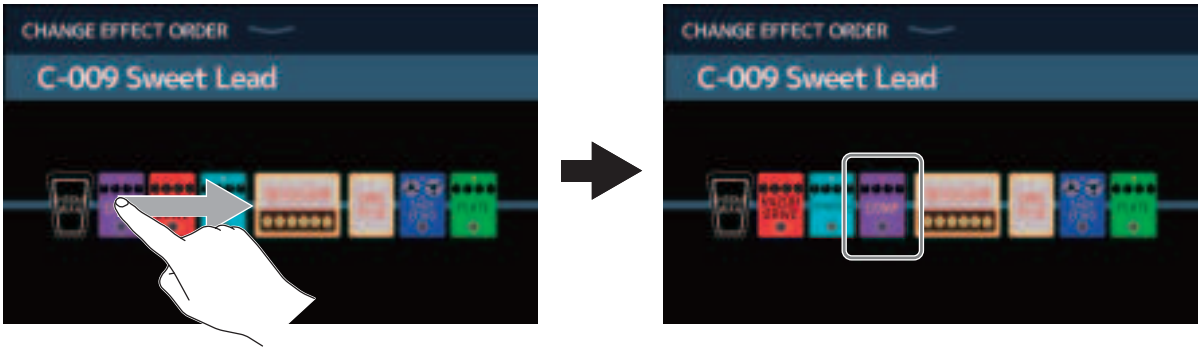


Changing effect order

Effects in a patch memory can be reordered as desired.

1. Select the patch memory that you want to reorder.
2. Touch 

on the Home Screen.
3. Drag an effect icon to move it to the desired position.



Adding effects

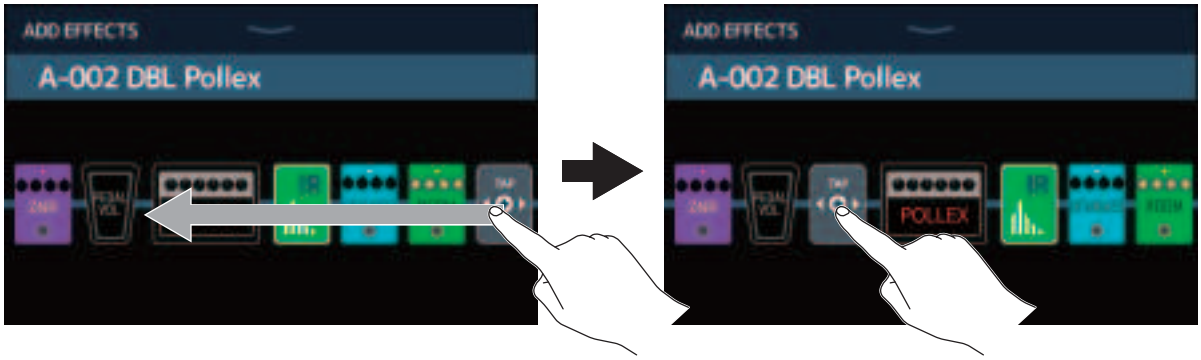
Effects can be added to patch memories as desired.

1. Select the patch memory in which you want to add an effect.

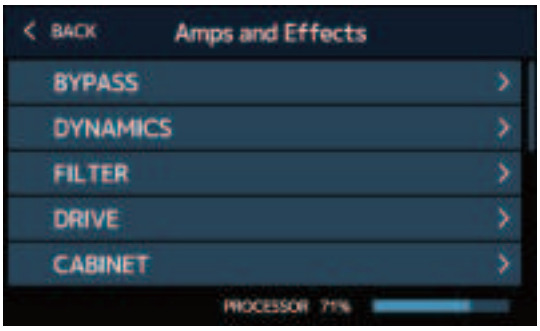
2. Touch 

on the Home Screen.

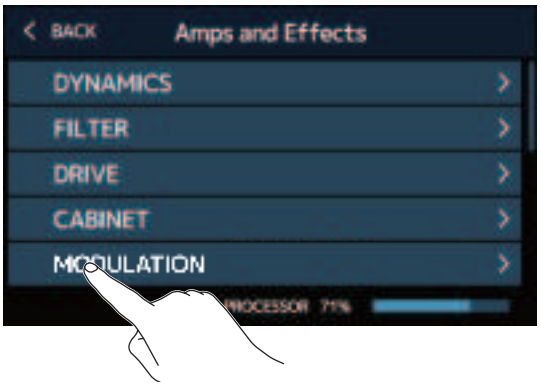
3. Drag the TAP icon to the position where you want to add an effect. Then, touch the TAP icon.



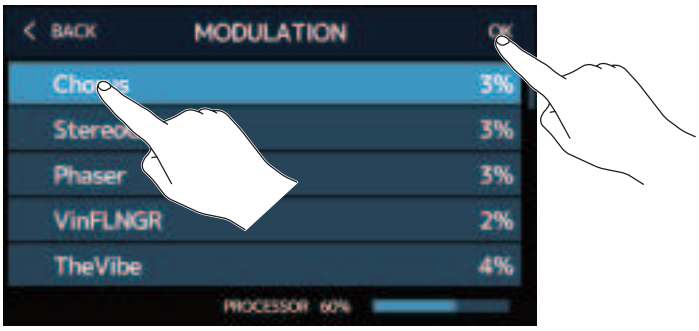
This opens the category selection screen.



4. Touch the category of the effect that you want to add.



5. Touch an amp or effect to select it. Then, touch OK.



The selected effect will be added.



The TAP icon will appear again, so more effects can be added as necessary by repeating steps 3–5.

NOTE
Up to 10 effects can be combined freely using the G11. (→ "Number of effects in patch memories" on page 26)

Deleting effects

Unneeded effects can be removed from patch memories.

1. Select the patch memory that has an effect you want to delete.
2. Touch DELETE EFFECTS on the Home Screen.
3. Touch the icon for the effect that you want to delete.
   The selected effect will be deleted.



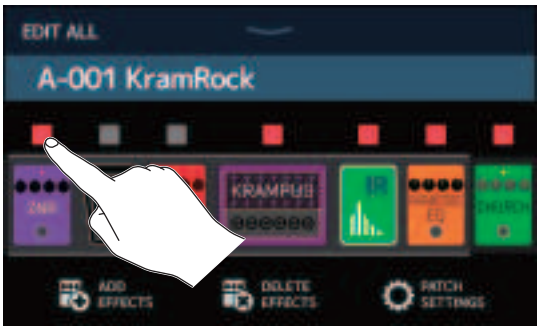
Making all effect settings on one screen

Patch memory editing operations can be conducted on a single screen.

1. Select the patch memory that you want to edit.
2. Touch  on the Home Screen.
3. Edit the patch memory.

Turning amps and effects on/off

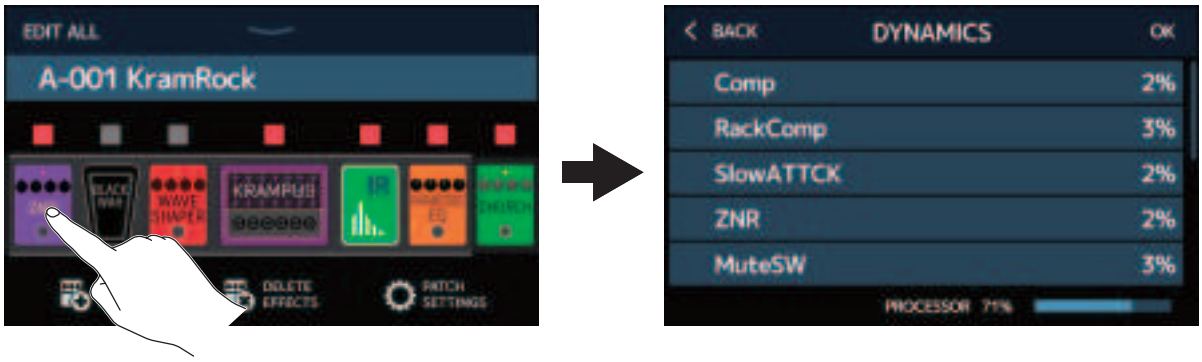
Touch the indicator above an amp or effect to turn it on/off.



The indicator appears lit red when on and unlit when off.

Changing amps and effects

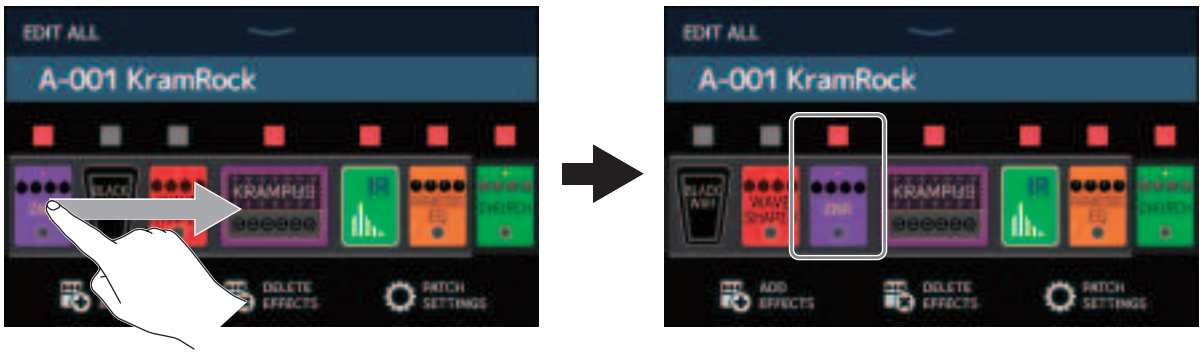
Touch the amp or effect that you want to change.



The touched amp or effect will appear in a list. Follow the procedures in "Changing amps and effects" on page 24 to change it.

Changing effect order

Drag an effect type icon to move it to the desired position.



Adding effects

Touch ADD EFFECTS.



The TAP icon will appear. Follow the procedures in "Adding effects" on page 31 to add an effect.

Deleting effects

Touch DELETE EFFECTS.



Touch the icon on the effect you want to delete to remove it from the patch memory.

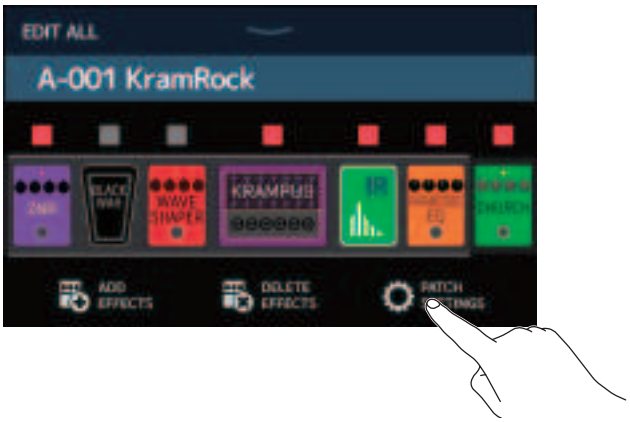
Adjusting the amp

Continue touching the amp for a while to open the amp settings screen. Follow the procedures in "Adjusting the amp" on page 27 to adjust the amp.



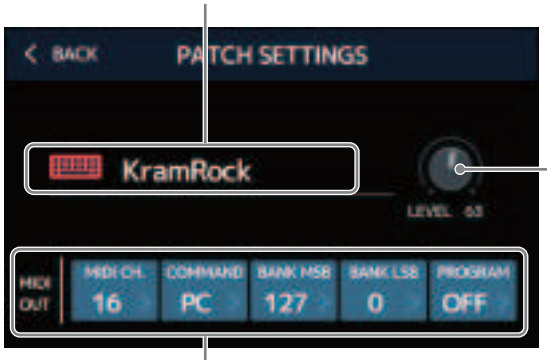
Making patch memory settings

Touch PATCH SETTINGS.



The following settings can be made.

Touch to change the patch memory name.
(→ "Changing patch memory names" on page 38)



Drag to adjust the patch memory volume.
(→ "Setting the patch memory level" on page 37)

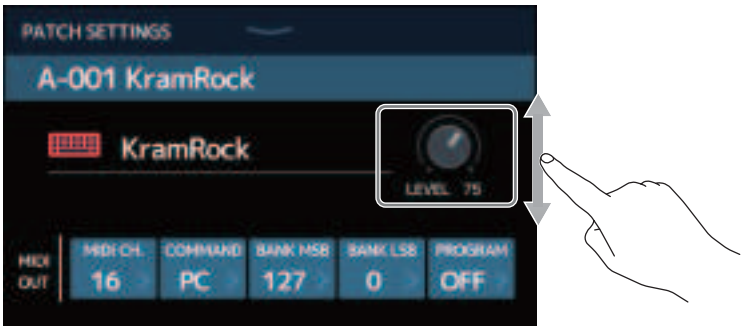
Touch to set the patch memory MIDI output.
(→ "Making patch memory MIDI transmission settings" on page 81)

Setting the patch memory level

The level can be set separately for each patch memory.

1. Select the patch memory for which you want to set the level.
2. Touch 

on the Home Screen.
3. Drag the LEVEL knob to set the volume.



HINT
The level can be set from 0 to 120.

Changing patch memory names

The names of patch memories can be changed.

1. Select the patch memory for which you want to change the name.

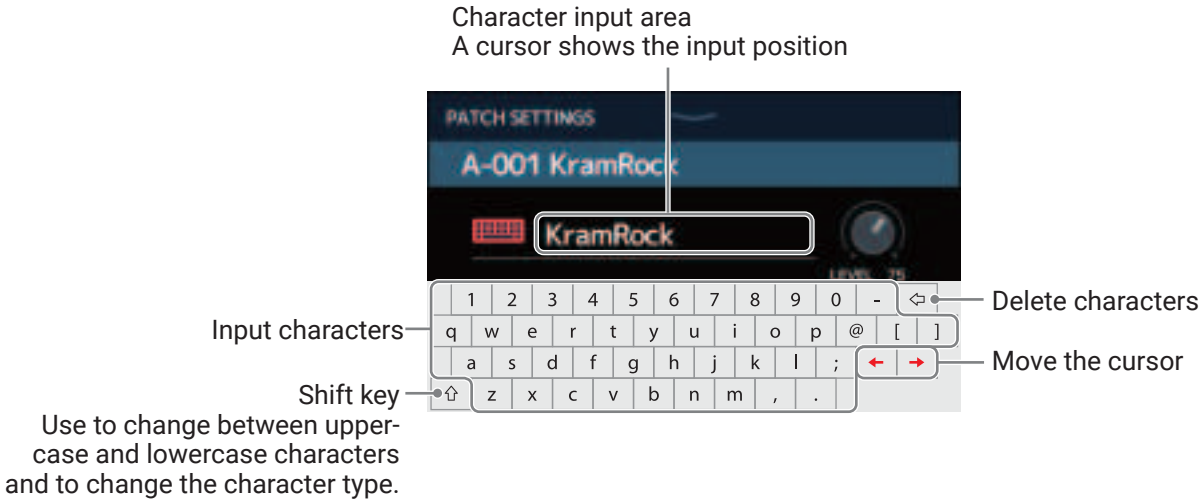
2. Touch 

on the Home Screen.

3. Touch  to open a keyboard.



4. Touch the keyboard and input the patch memory name.



NOTE
The characters and symbols that can be used are as follows.
! # $ % & ' ( ) + , - . ; = @ [ ] ^ _ ` { } (space) A–Z, a–z, 0–9

5. Touch  to confirm the patch memory name.

The previous screen will reopen.

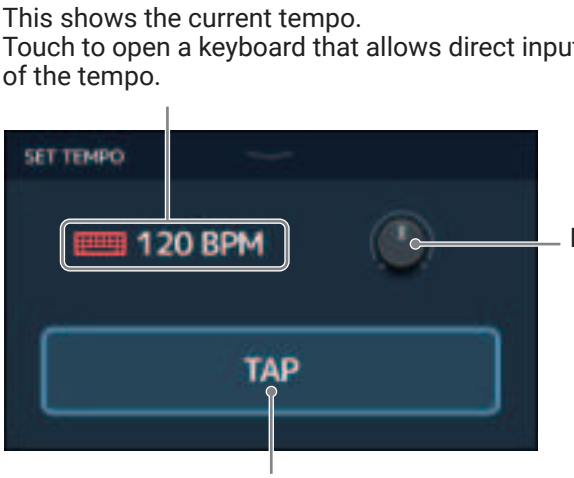
Adjusting the master tempo

The tempo used by rhythms, the looper, delay effects and some modulation effects can be adjusted.

1. Touch 

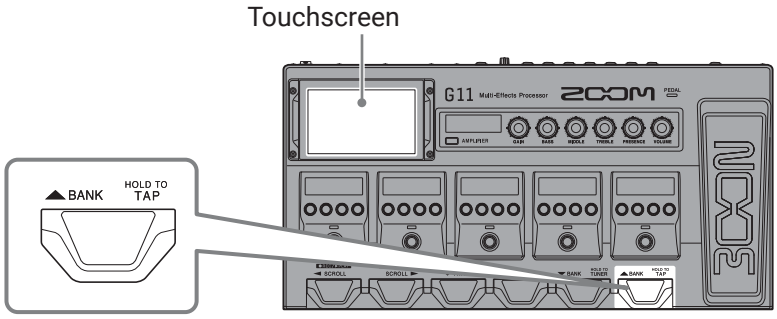
on the Home Screen.

2. Adjust the tempo.



HINT

- The tempo can be set from 40 to 250 ♩ per minute.
- Press and hold HOLD TO TAP to open the tempo on the touchscreen. Then, tap HOLD TO TAP at the desired speed to set the tempo.



Managing patch memories

Saving patch memories

When the AUTOSAVE function is OFF (it is ON by default), effect and amp adjustments, level settings and other changes are not saved automatically. In this case, they can be saved manually.
Patch memories can also be saved to different locations.

> **HINT**
> See "Setting the AUTOSAVE function" on page 95 for details about the AUTOSAVE function.

1. Select the patch memory that you want to save.
2. Touch 

on the Home Screen.
3. Save the patch memory.

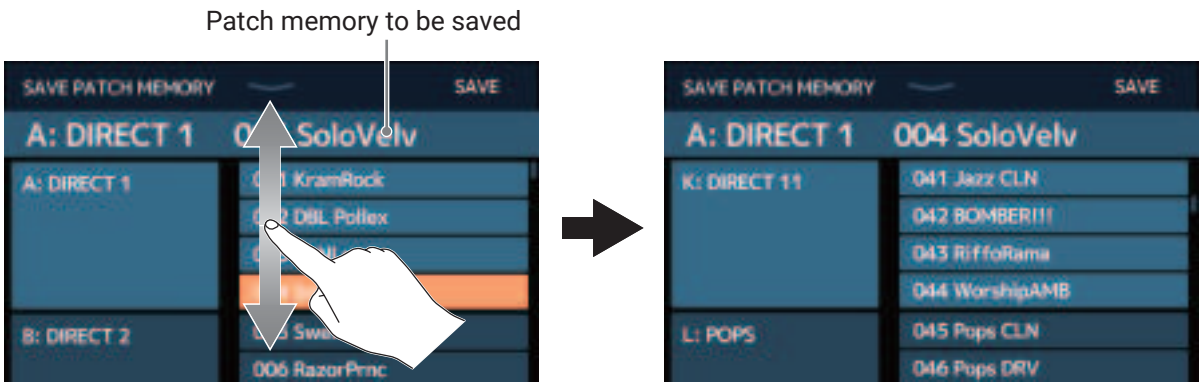
Overwriting

Touch SAVE.



Saving to a different location

1. Swipe up or down to show the save destination.
   Save destinations are shown by bank.

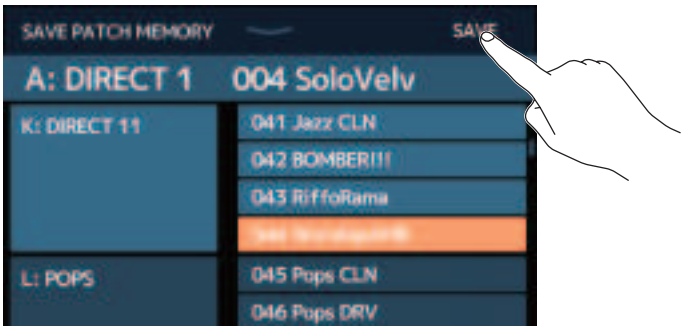


2. Touch the save destination.

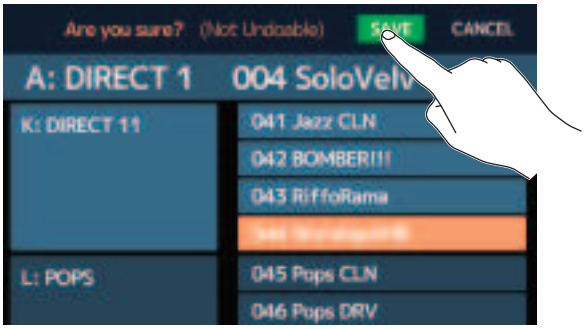


Save destination is highlighted

3. Touch SAVE.



4. Touch SAVE to save in the selected location.



HINT

When the AUTOSAVE function is OFF, if the content of a patch memory has been changed, the icon will appear at the top right of the touchscreen, showing that it is different from the saved settings.

Touch this icon to open a screen where patch memories can be saved.

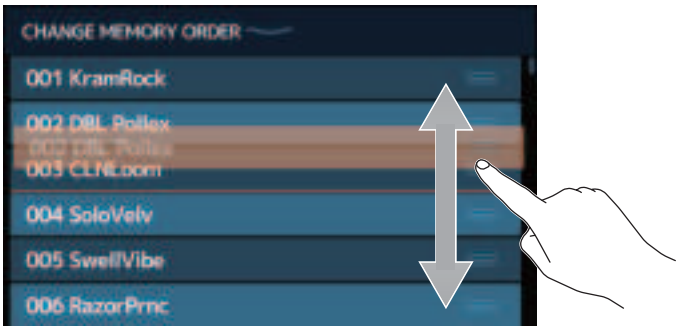


Changing the order of patch memories

The order of patch memories can be changed.

1. Touch  on the Home Screen.

2. Drag the [ ] icon of a patch memory up or down to change its order.



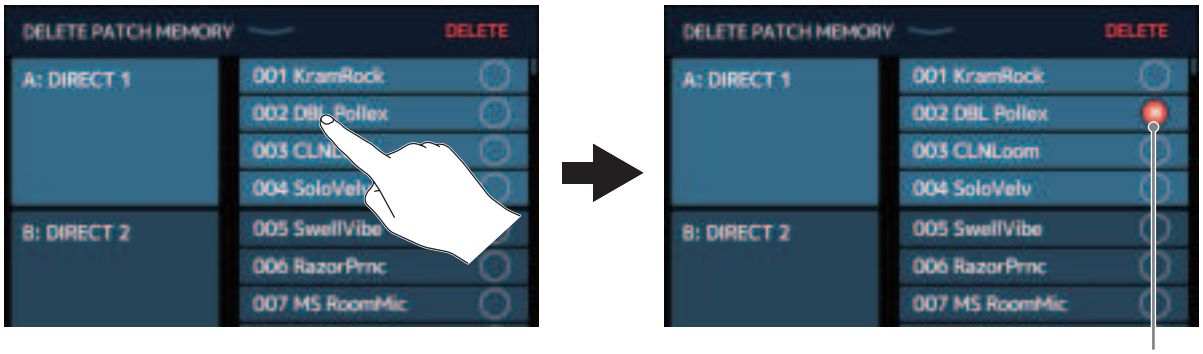
Deleting patch memories

Unneeded patch memories can be deleted.

1. Touch 

on the Home Screen.

2. Touch the patch memory that you want to delete.

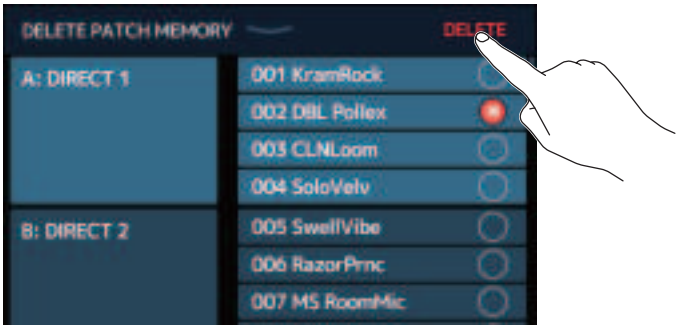


A deletion icon appears next to the touched patch memory.

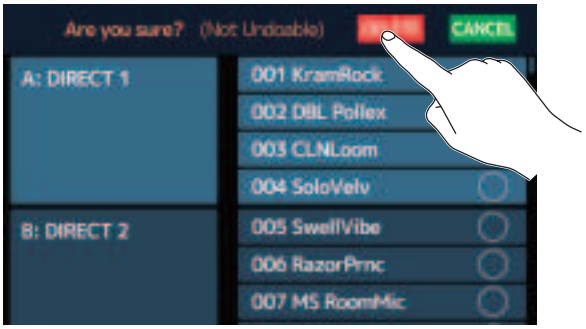
HINT

- Patch memories are shown in banks.
- Multiple patch memories can be selected for deletion.
- To cancel deletion, touch it again to remove the DELETE icon.

3. Touch DELETE.



4. Touch DELETE.



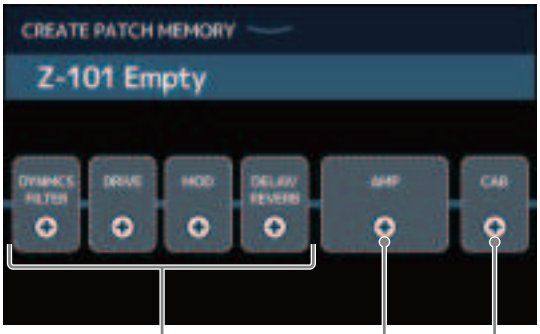
The deleted patch memory will become empty, and “Empty” will appear.

Creating patch memories

New patch memories can be created.

1. Touch 

on the Home Screen.
This opens a screen for patch memory creation.



Select effects

Select a speaker cabinet

Select an amp

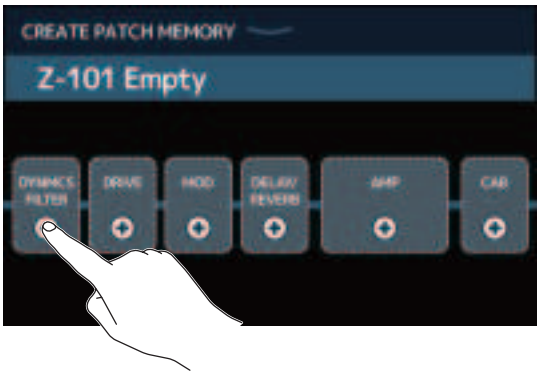
The CREATE PATCH MEMORY screen starts with 4 effect categories, an amp and a speaker cabinet ready for selection. Select the effects, amp and speaker that you like for each to create a patch memory.

- DYNMCS/FILTER: Compressors and other dynamics effects, as well as equalizers and other filter effects
- DRIVE: Distortion, overdrive and similar effects
- MOD: Chorus, flanger and other modulation effects
- DELAY/REVERB: Delays, reverbs and other spatial effects

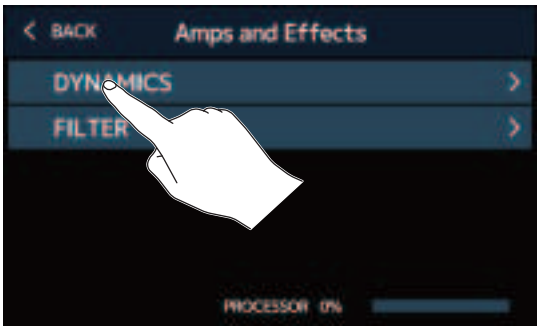
NOTE

- Up to 240 patch memories can be saved. If there are no openings, the patch memory creation screen will not be shown. Delete an unneeded patch memory before creating a new one.
- To select effects in categories not shown on the patch memory creation screen, follow the procedures to add effects after creating the patch memory. (→ "Adding effects" on page 31)

2. Touch the icon for the effect, amp or speaker cabinet that you want to select.

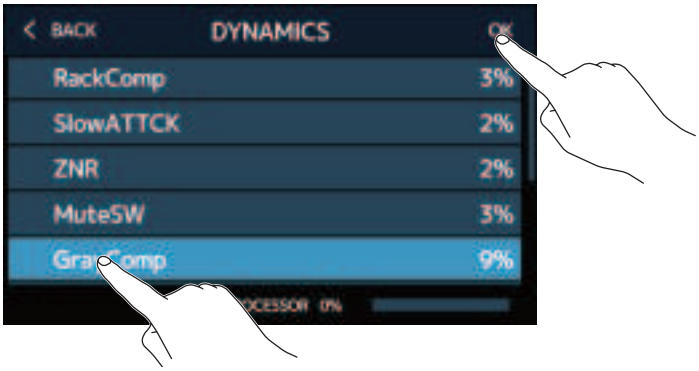


3. Select a category.



The category selection screen only appears when DYNMCS/FILTER or DELAY/REVERB is selected.

4. Touch an amp or effect to select it. Then, touch OK.



The selected effect or amp will be enabled.



5. Repeat steps 2–4 to select amps and effects.

If the AUTOSAVE function (→ page 95) is ON, the patch memory will be saved automatically.

If the AUTOSAVE function is OFF, touch to open the patch memory saving screen. Follow the procedures in "Saving patch memories" on page 40 to save it.

HINT

See "Changing patch memory names" on page 38 to change the patch memory name.

Managing banks

Changing the bank order

The order of banks can be changed.

1. Touch 

on the Home Screen.

2. Drag the [ ] icon of a bank up or down to change its order.



Deleting banks

Unneeded banks can be deleted.

1. Touch 

on the Home Screen.

2. Touch ◯ for the bank that you want to delete.



A deletion icon appears next to the touched bank.

HINT

- Multiple banks can be selected for deletion.
- Touch the DELETE icon to deselect an item.
- Touch ▼ to check the patch memories in the bank.



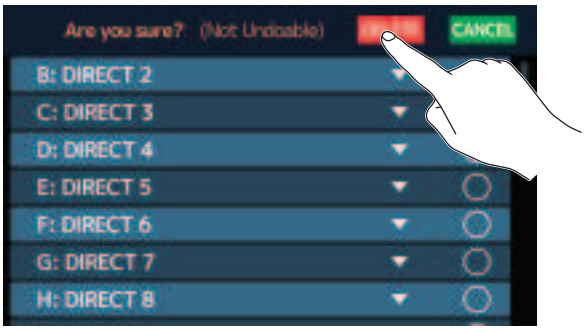
Patch memories in the bank

---

3. Touch DELETE.



4. Touch DELETE.



When a bank is deleted, the banks after it will move up in order.

NOTE
Deleting a bank also deletes the patch memories in it. Be sure this is okay before deleting.

Creating banks

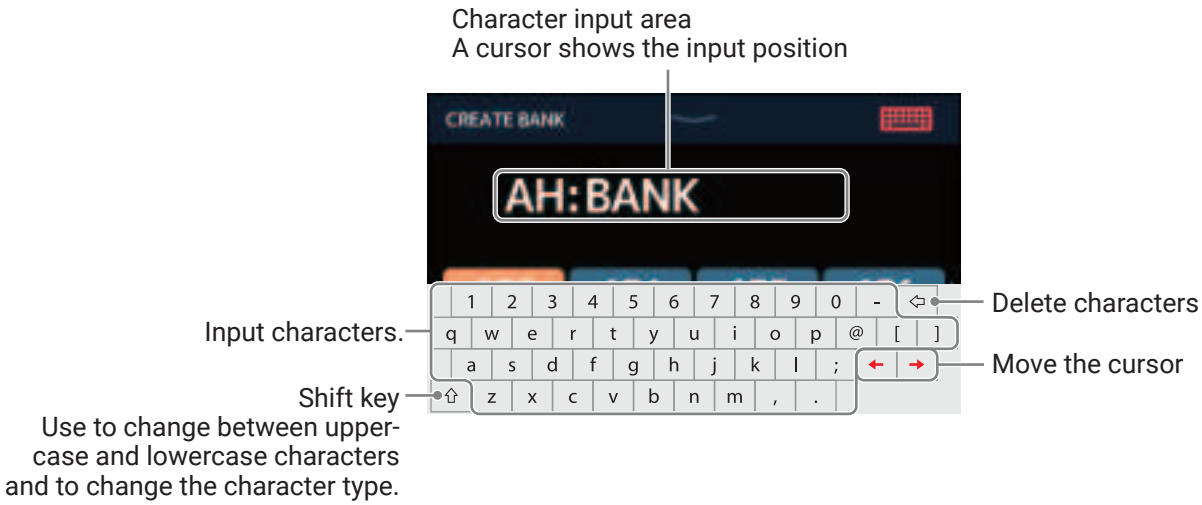
New banks can be created.

1. Touch 

on the Home Screen.

> **NOTE**
> If “All banks are full. Please delete a bank and try again.” appears on the touchscreen, there are no empty banks. Delete an unneeded bank. (→ “Deleting banks” on page 47)

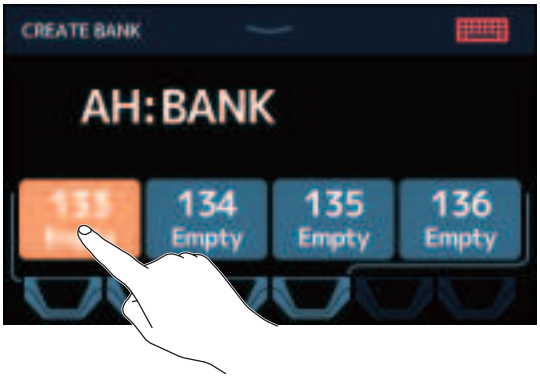
2. Touch  to show the keyboard and input the bank name.



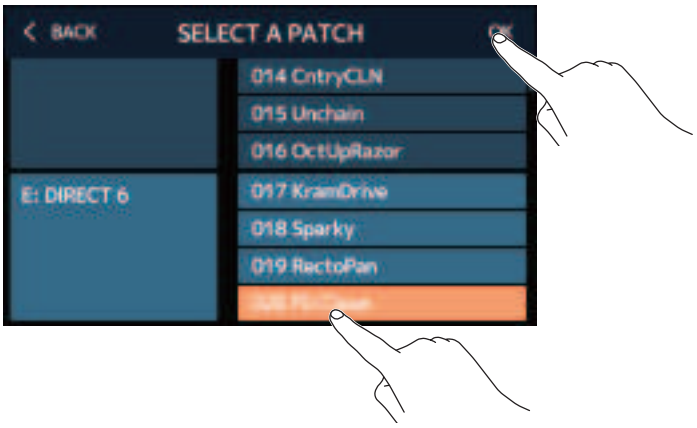
> **NOTE**
> The characters and symbols that can be used are as follows.
> ! # $ % & ' ( ) + , - . ; = @ [ ] ^ _ ` { } (space) A–Z, a–z, 0–9

3. Touch  to confirm the bank name.

4. Touch a location where you want to assign a patch memory.



5. Touch the patch memory you want to assign, and touch OK.



The selected patch memory will be assigned.



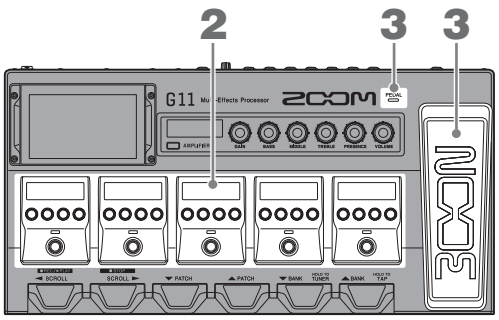
6. Repeat steps 4–5 to select other patch memories.

Using expression pedals

If an effect in the PEDAL category (pedal effect) is selected in a patch memory, the application of the effect can be controlled by an expression pedal.

Using the built-in pedal

The built-in expression pedal can be used to change the application of the effect.



1. Select a patch memory that has a pedal effect you want to adjust.

Touch  on the Home Screen to check the selected effect in the patch memory.



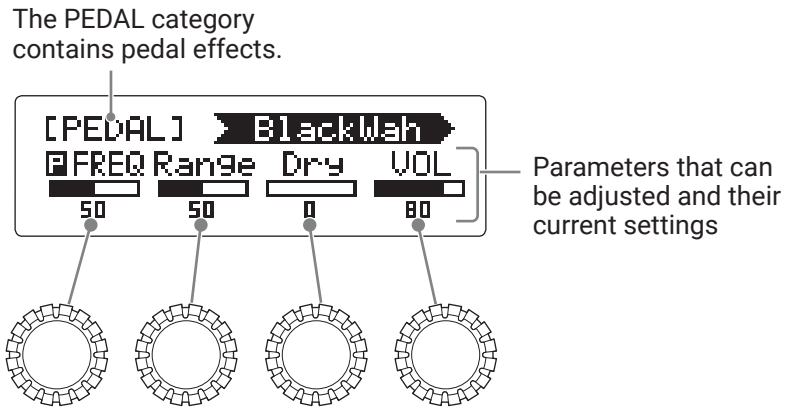
Pedal effect

- To change the pedal effect, see "Changing amps and effects" on page 24.
- To add a pedal effect, see "Adding effects" on page 31.

NOTE
When an external pedal is connected, two effects from the PEDAL category can be used. (→ "Using an external pedal" on page 55)

2. Adjust the pedal effect shown in the Effects Section.

Use the Effects Section parameter knobs to make adjustments. (→ "Adjusting effects" on page 28)



3. Use the expression pedal.

This changes the application of the effect.

Pressing the front of the pedal turns the pedal effect ON/OFF. (When ON, the pedal indicator lights.)

NOTE
The on/off status of the pedal effect changed by pressing the front of the pedal is not saved. (The on/off status changed by pressing the Effects Section footswitch is saved.)

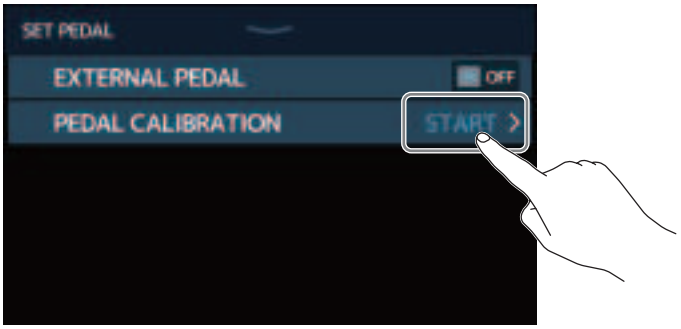
Adjusting the pedal

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

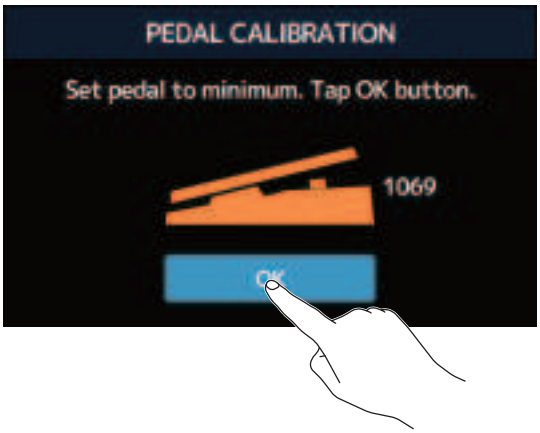
1. Touch 

on the Home Screen.

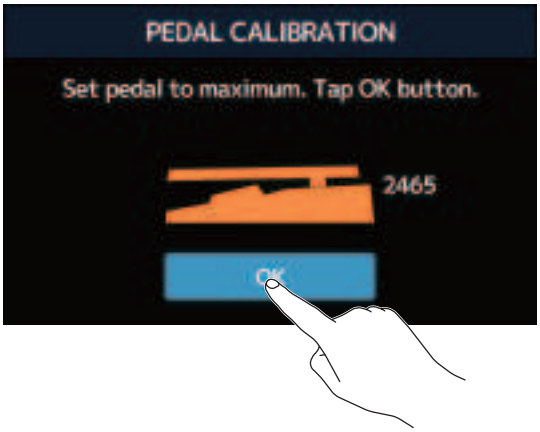
2. Touch START next to PEDAL CALIBRATION.
   This starts pedal calibration.



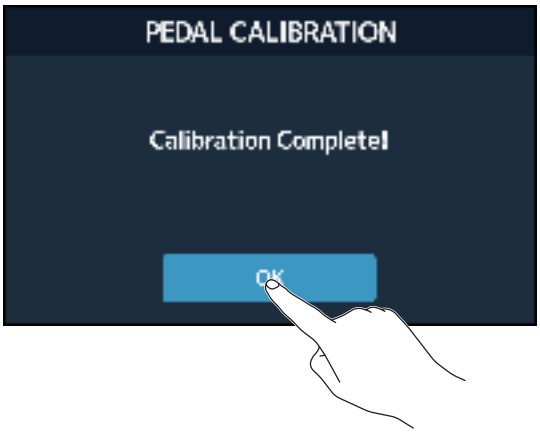
3. When the pedal is in its unpressed state (the front of the pedal is at its highest point), touch OK.



4. When the pedal is in its most pressed state, touch OK.



5. Touch OK to complete calibration.



NOTE

- Adjust the pedal sensitivity in the following cases.
  - Stepping on the pedal has little effect.
  - The volume and tone changes greatly even when the pedal is only pressed lightly.
- If the following message appears on the touchscreen, touch OK and start calibration again.



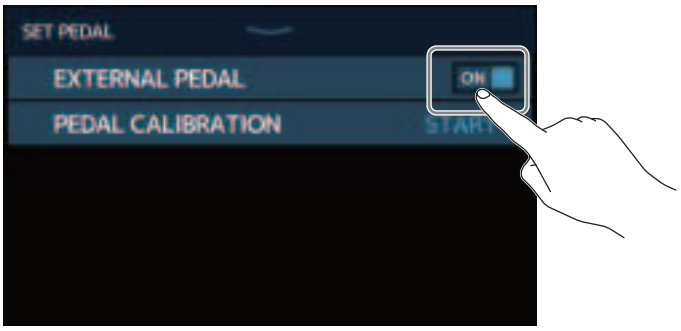
Using an external pedal

When an external pedal is connected, two effects from the PEDAL category can be used.
You can set a pedal effect to be assigned to the connected pedal.

1. Touch 

on the Home Screen.

2. Touch the EXTERNAL PEDAL switch to turn it ON.
Touching this toggles it ON/OFF.

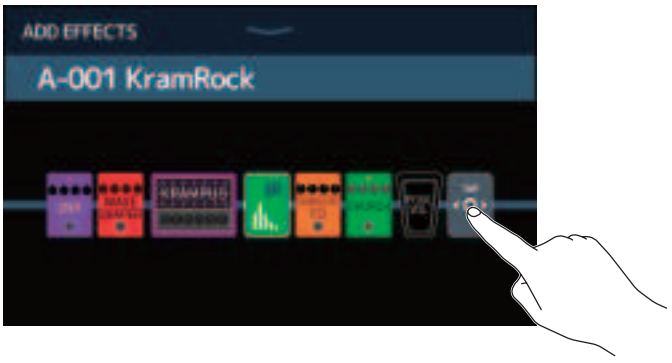


Setting	Explanation
OFF	External pedal use is disabled.
ON	External pedal use is enabled.

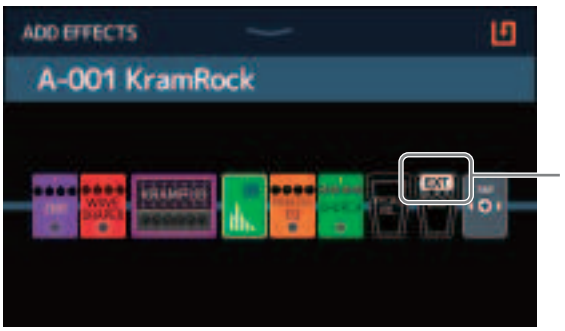
3. Select the patch memory for which you want to set an external pedal.

4. Touch 

on the Home Screen.



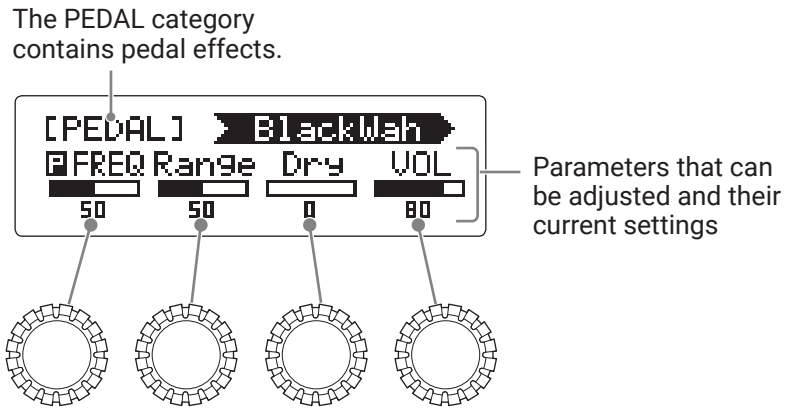
The TAP icon will appear. Follow the procedures in “Adding effects” on page 31 to add a pedal effect.



EXT will appear on the pedal effect used with the external pedal.

5. Adjust the added pedal effect.

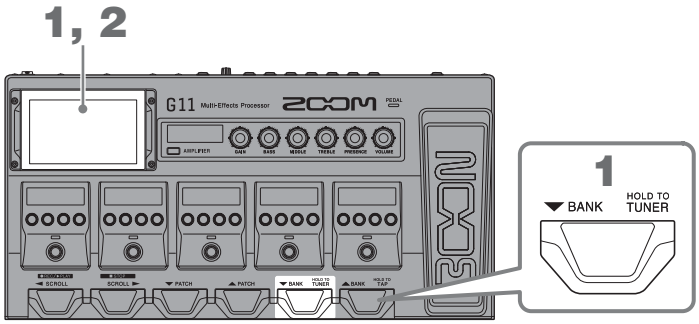
Use the Effects Section parameter knobs to make adjustments. (→ "Adjusting effects" on page 28)



Using the tuner

Enabling the tuner

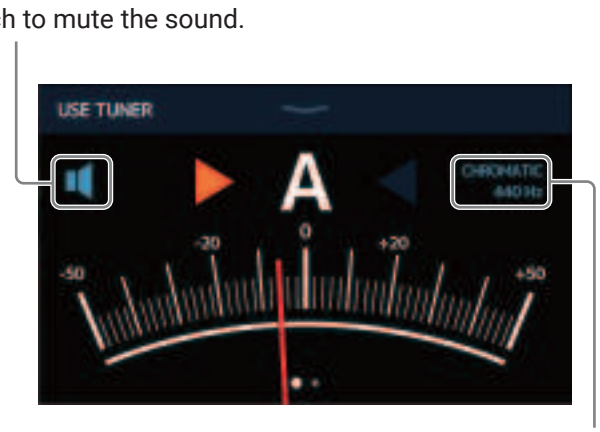
Enable the tuner to use the G11 to tune a guitar.



1. Press and hold HOLD TO TUNER, or touch USE TUNER on the Home Screen.

   This enables the tuner and opens the USE TUNER screen.

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



- The nearest note name and pitch detuning will be shown.
- When the pitch is accurate, the left and right indicators will become green.
- Different tuner types can be shown by swiping right and left.

Closing the tuner

Press HOLD TO TUNER when the tuner is in use to close it and reopen the Home Screen on the touchscreen.

Changing tuner settings

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

1. Touch  on the Home Screen.

2. Changing tuner settings

Changing the standard pitch of the tuner

Drag the CALIBRATION knob up and down to change the standard pitch.



HINT
The setting range is 435–445 Hz for middle A.

Setting the tuner type

Touch the desired tuner type.



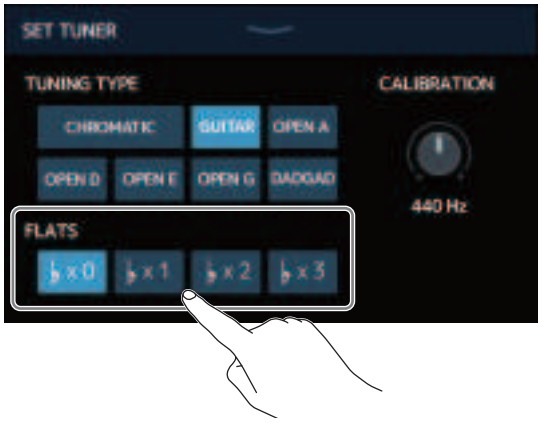
Setting	Explanation
CHROMATIC	The pitch detuning is shown according to the nearest note (in semitones).
Other tuner types	The nearest string number is shown according to the selected type, and the amount of detuning from its pitch is shown. The following tuner types can be selected.

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

Using flat tunings

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

Touch the desired flat tuning.



NOTE

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

Using rhythms

You can play along with built-in rhythms.

Enabling rhythms

When this function is enabled, rhythms can be set and played.

1. Touch 

on the Home Screen.

   This enables the rhythm function and opens the rhythm control screen.



   Rhythms can be played, stopped and set using the touchscreen and footswitches.

Setting rhythms

Various rhythm settings can be made.

Selecting rhythm patterns

The rhythm pattern played can be selected.

1. Touch the rhythm pattern name on the rhythm control screen (→ page 60).



2. Touch the desired rhythm pattern. Then, touch BACK.



The selected rhythm pattern will be enabled.

HINT
See "Rhythm patterns" on page 66 for information about the rhythm pattern types.

Setting the precount

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

1. Touch COUNT on the rhythm control screen (→ page 60).

   Touching this toggles it ON/OFF.

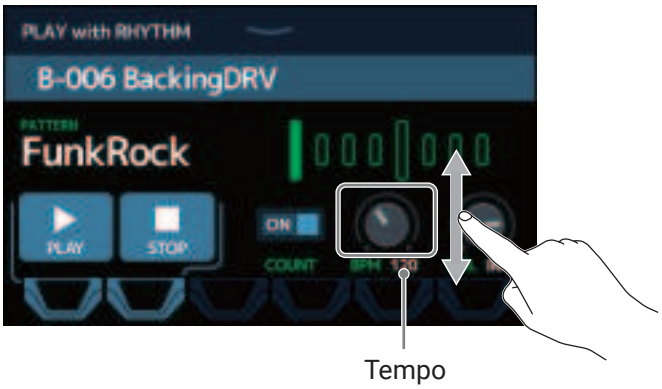


Setting	Explanation
OFF	A precount is not played.
ON	A precount is played.

Adjusting the tempo

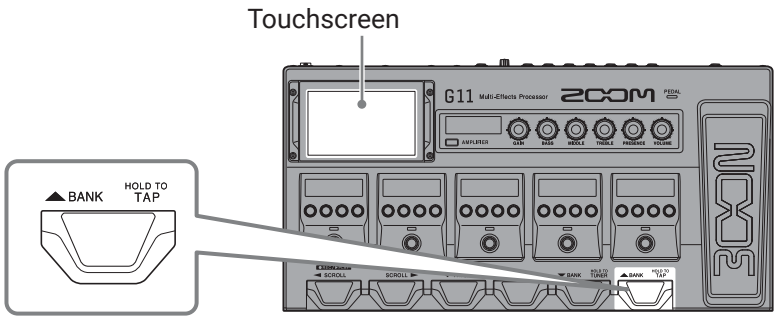
The rhythm tempo can be adjusted.

1. Drag the BPM knob up or down on the rhythm control screen (→ page 60).



HINT

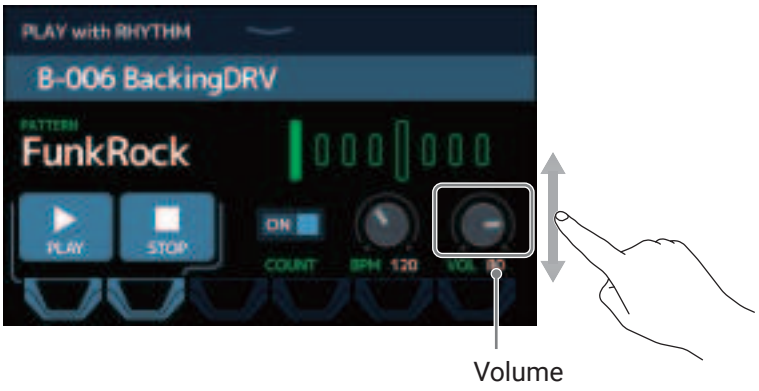
- This can be set from 40 to 250.
- The tempo set here will be shared by the effects and the looper.
- Press and hold HOLD TO TAP to open the tempo on the touchscreen. Then, tap HOLD TO TAP at the desired speed to set the tempo.



Adjusting the volume

The rhythm volume can be adjusted.

1. Drag the VOL knob up or down on the rhythm control screen (→ page 60).



HINT
This can be set from 0 to 100.

Starting/stopping rhythm playback

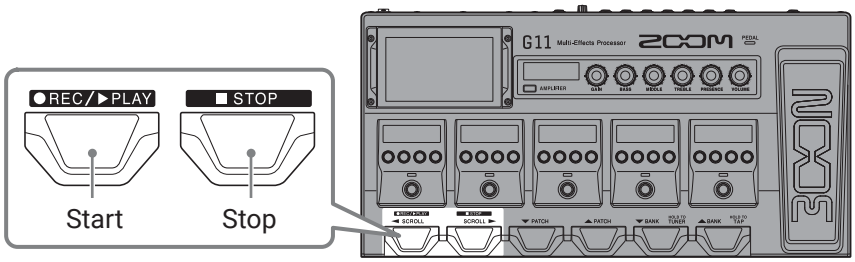
Rhythm playback can be started and stopped.

1. Touch PLAY or STOP on the rhythm control screen (→ page 60).



HINT

- When the rhythm control screen is open, rhythm playback can be started and stopped using footswitches.



- The Home Screen can be opened during rhythm playback. This allows patch memories to be selected and the looper to be used, for example, while the rhythm continues to play.
- To stop the rhythm when doing other operations, touch  on the Home Screen and then stop it.

Rhythm patterns

No.	Pattern name	Time Sig.
1	GUIDE	4/4
2	8Beats1	4/4
3	8Beats2	4/4
4	8Beats3	4/4
5	16Beats1	4/4
6	16Beats2	4/4
7	16Beats3	4/4
8	Rock1	4/4
9	Rock2	4/4
10	Rock3	4/4
11	ROCKABLY	4/4
12	R'n'R	4/4
13	HardRock	4/4
14	HeavyMtl	4/4
15	MtlCore	4/4
16	Punk	4/4
17	FastPunk	4/4
18	Emo	4/4
19	TomTomBt	4/4
20	Funk1	4/4
21	Funk2	4/4
22	FunkRock	4/4
23	JazzFunk	4/4

No.	Pattern name	Time Sig.
24	R&B1	4/4
25	R&B2	4/4
26	70's Soul	4/4
27	90's Soul	4/4
28	Motown	4/4
29	HipHop	4/4
30	Disco	4/4
31	Pop	4/4
32	PopRock	4/4
33	IndiePop	4/4
34	EuroPop	4/4
35	NewWave	4/4
36	OneDrop	4/4
37	Steppers	4/4
38	Rockers	4/4
39	Ska	4/4
40	2nd Line	4/4
41	Country	4/4
42	Shuffle1	4/4
43	Shuffle2	4/4
44	Blues1	4/4
45	Blues2	4/4
46	Jazz1	4/4

No.	Pattern name	Time Sig.
47	Jazz2	4/4
48	Fusion	4/4
49	Swing1	4/4
50	Swing2	4/4
51	Bossa1	4/4
52	Bossa2	4/4
53	Samba1	4/4
54	Samba2	4/4
55	Breaks1	4/4
56	Breaks2	4/4
57	Breaks3	4/4
58	12/8 Grv	12/8
59	Waltz	3/4
60	JzWaltz1	3/4
61	JzWaltz2	3/4
62	CtWaltz1	3/4
63	CtWaltz2	3/4
64	5/4 Grv	5/4
65	Metro3	3/4
66	Metro4	4/4
67	Metro5	5/4
68	Metro	

Using the looper

You can record your playing and create stereo loop phrases that are up to 5 minutes long.

Activating the looper

When this function is enabled, the looper can be set and played.

1. Touch 

on the Home Screen.

   This enables the looper and opens the looper control screen.



   Looper settings can be made and recording and playback can be started and stopped using the touchscreen and footswitches.

Notes about the looper tempo

- The looper tempo is also used by effects and rhythms.
- The tempo can be set as explained in "Adjusting the master tempo" on page 39 and "Adjusting the tempo" on page 63.
- Changing the tempo will delete the recorded data.

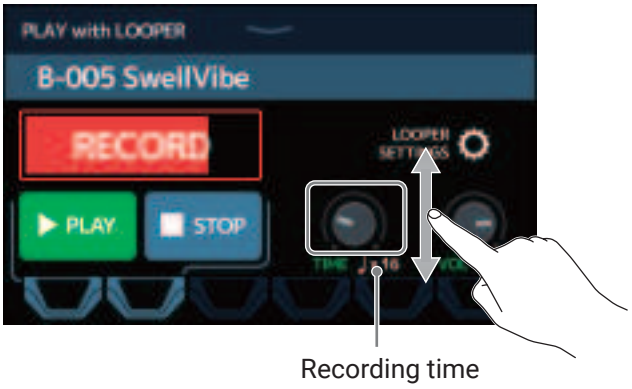
Setting the looper

Various looper settings can be made.

Setting the recording time

The length of the recorded phrase can be set.

1. Drag the TIME knob up or down on the looper control screen (→ page 67).



Setting	Explanation
MANUAL	Recording will continue until stopped manually or the maximum recording time is reached.
♩ ×1–64	Set the value to 1 – 64 quarter notes. The actual recording time depends on the BPM (tempo) setting (→ "Adjusting the master tempo" on page 39). Recording time (seconds) = 60 ÷ BPM × quarter notes

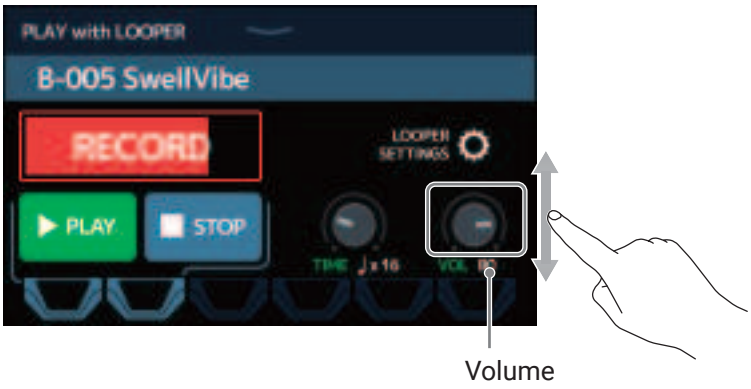
NOTE

- The setting options include MANUAL and 1–64 quarter notes.
- The looper recording time is between 1.5 and 5 minutes when the UNDO function (→ page 72) is OFF.
- If a setting would cause the maximum recording time to be exceeded, it will be reduced automatically.
- Changing the recording time will delete the recorded data.

Adjusting the volume

The looper volume can be adjusted.

1. Drag the VOL knob up or down on the looper control screen (→ page 67).



HINT
This can be set from 0 to 100.

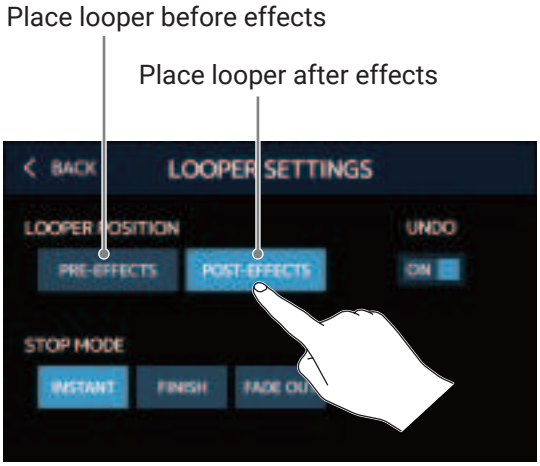
Changing the looper position

The looper position can be changed.

1. Touch LOOPER SETTINGS on the looper control screen (→ page 67).

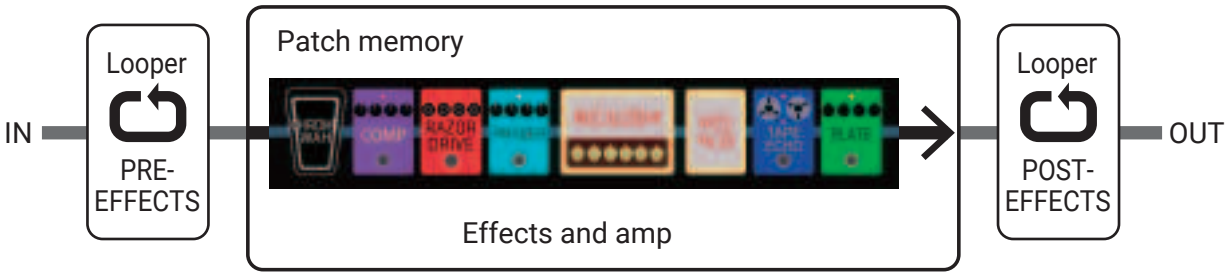


2. Touch the desired looper position.



HINT

By placing the looper before the effects, the sound of a looped performance can be altered to craft the sound without continuing to play.



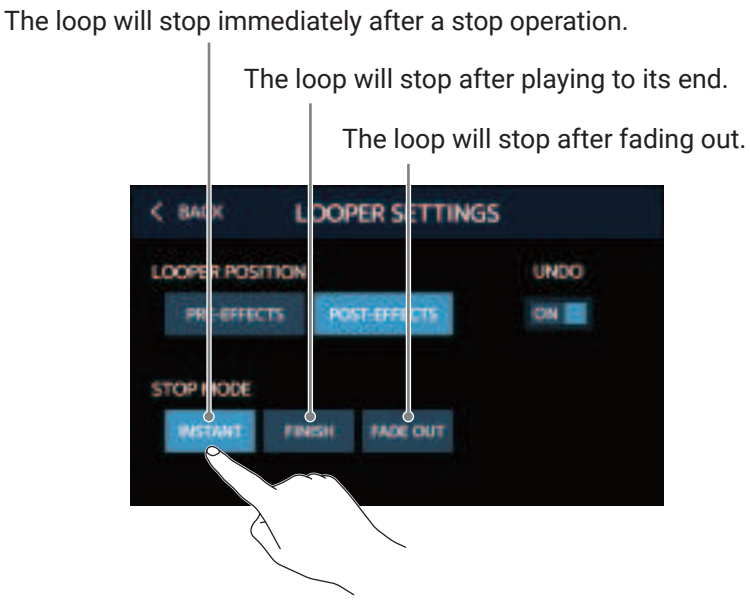
Setting the STOP MODE

How the looper behaves when stopped can be set.

1. Touch LOOPER SETTINGS on the looper control screen (→ page 67).



2. Touch the desired STOP MODE.



Turning the UNDO function ON/OFF

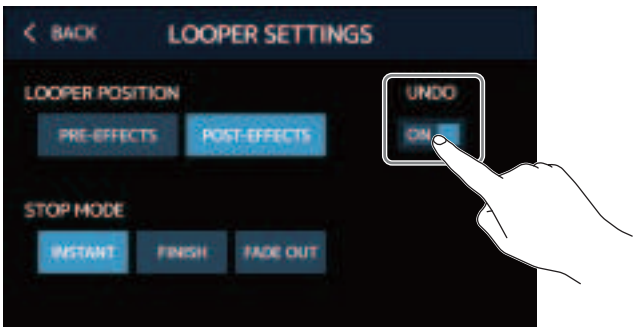
The UNDO function (→ page 75) can be set to ON or OFF.

1. Touch LOOPER SETTINGS on the looper control screen (→ page 67).



2. Touch UNDO to turn it ON/OFF.

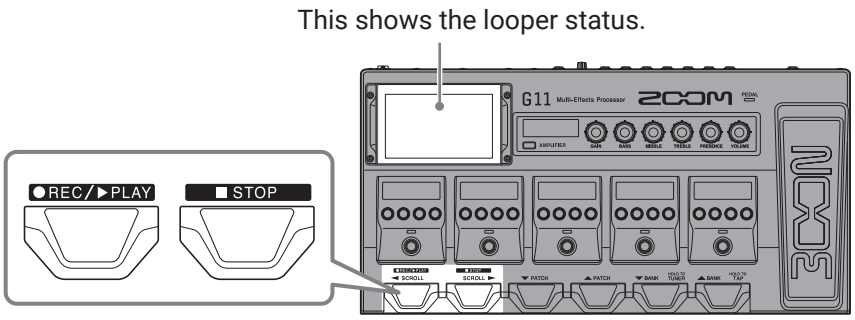
Touching this toggles it ON/OFF.



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

NOTE
When UNDO is ON, the maximum recording time becomes 2 minutes and 30 seconds.

Recording and playing loops



1. Press 

when the looper control screen is open.

   This starts loop recording.



   Press 

when recording to cancel recording.

2. Stop recording and start loop playback.

   ### If the recording time is set to Manual

   Pressing 

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

   ### If the recording time is set to ♩ ×1–64

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



3. Press 

.

   This stops loop playback.



4. Start loop playback of the recorded phrase.

Press 

when stopped.

NOTE

- If the pre-count function is ON (→ "Setting the precount" on page 62), recording will start after the pre-count.
- Changing the tempo of a RHYTHM during loop playback will erase the recorded phrase.
- Sound input through the AUX IN jack will not be recorded.

HINT

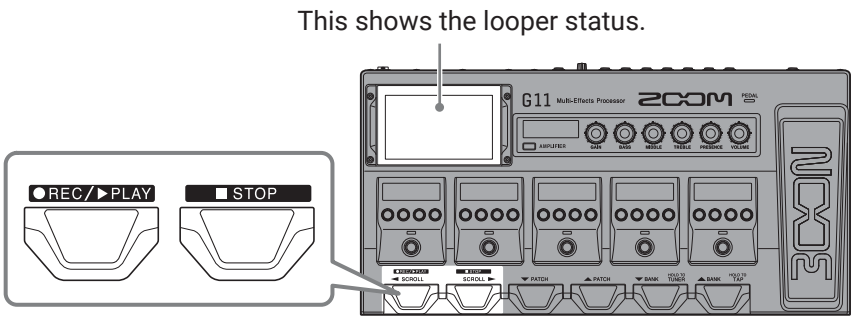
- During rhythm playback, quantization is enabled so even if the recording ending time is not exact, the loop will automatically be adjusted so that loop playback stays in time.
- The Home Screen can be opened during loop playback. This allows patch memories to be selected and rhythms to be used, for example, while the loop continues to play.

  To stop the loop playback when doing other operations, touch  on the Home Screen and then stop it.
- Instead of using the footswitches, operation is also possible by touching the screen.



Overdubbing loops

Additional performances can be added to the recorded loop.



1. Press REC/PLAY during loop playback.

   This starts overdubbing.

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



2. Press REC/PLAY during overdubbing.

   This stops overdubbing, but continues loop playback.

Erasing the last overdub (UNDO)

Enable the UNDO function before using it (→ “Turning the UNDO function ON/OFF” on page 72).

1. Press REC/PLAY twice during loop playback.



Restoring an undone overdub (REDO function)

1. After erasing an overdub, press REC/PLAY twice again.



Clearing the loop

1. When loop playback is stopped, press and hold 

.

   This clears the recorded loop.

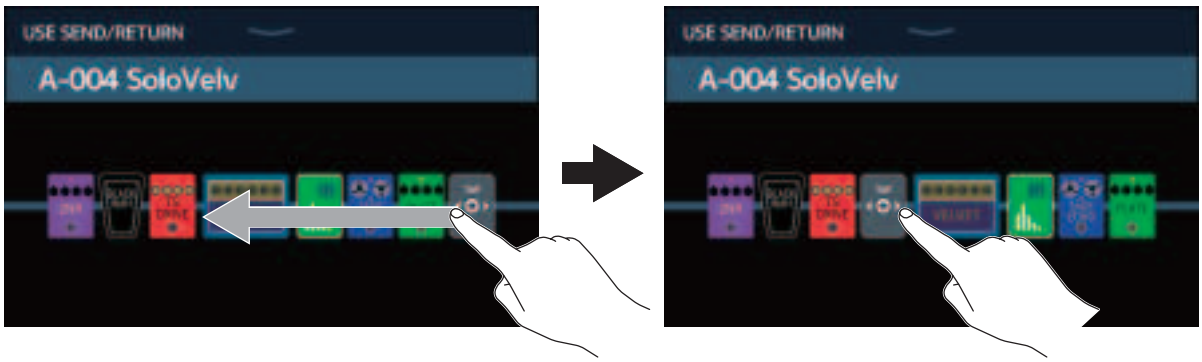


Using the sends and returns

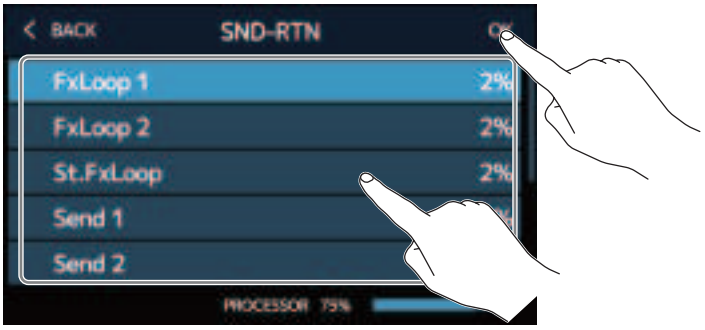
External effects can be used by connecting them to the send and return jacks.
The send/return positions can be set as desired and saved in each patch memory.
Since there are two pairs of send/return jacks, two effects or a stereo effect can be used.

> **NOTE**
> The send/return is counted as one of the maximum number of the effects in the patch memory. (→ "Number of effects in patch memories" on page 26)

1. Select the patch memory in which you want to set a send/return.
2. Touch  on the Home Screen.
3. Drag the TAP icon to the position where you want to set the send/return. Then, touch the icon.

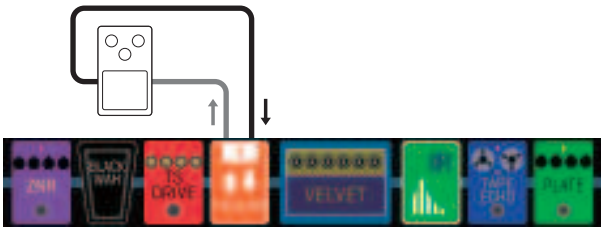


4. Touch the send/return setting. Then, touch OK.
   Refer to the following applications when selecting the setting.



FxLoop 1, FxLoop 2

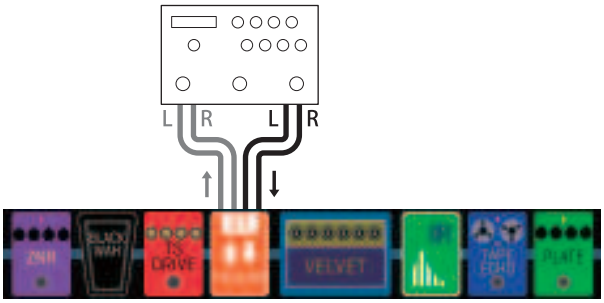
A signal will be sent to the external effect from the position set on the USE SEND/RETURN screen and a signal will be returned to the same position.



- FxLoop 1: A signal is sent from the SEND-1 jack and a signal is returned to the RETURN-1 jack.
- FxLoop 2: A signal is sent from the SEND-2 jack and a signal is returned to the RETURN-2 jack.

St.FxLoop

A stereo signal will be sent to the external effect from the position set on the USE SEND/RETURN screen and a stereo signal will be returned to the same position.



- A stereo signal is sent from the SEND-1/2 jacks, and a stereo signal is returned to the RETURN-1/2 jacks.

Send 1, Send 2

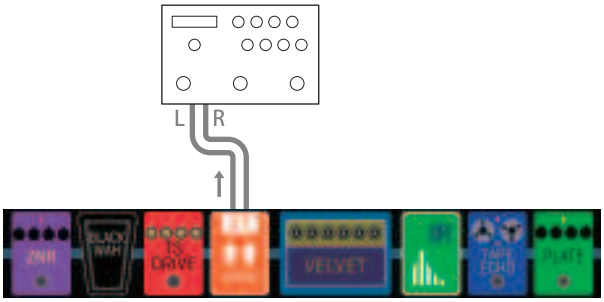
A signal will be sent to the external effect from the position set on the USE SEND/RETURN screen.



- Send 1: A signal will be sent from the SEND-1 jack.
- Send 2: A signal will be sent from the SEND-2 jack.

St.Send

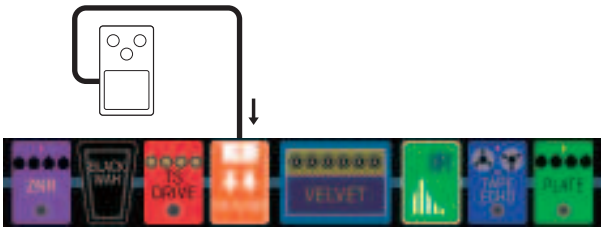
A stereo signal will be sent to the external effect from the position set on the USE SEND/RETURN screen.



- A stereo signal will be sent from the SEND-1/2 jacks.

Return 1, Return 2

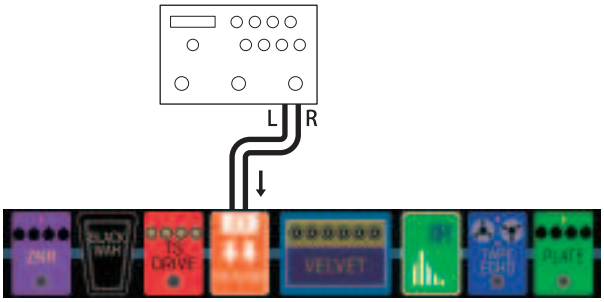
A signal will be returned from the external effect to the position set on the USE SEND/RETURN screen.



- Return 1: A signal will be returned to the RETURN-1 jack.
- Return 2: A signal will be returned to the RETURN-2 jack.

St.Return

A stereo signal will be returned from the external effect to the position set on the USE SEND/RETURN screen.



- A Stereo signal will be returned to the RETURN-1/2 jacks.

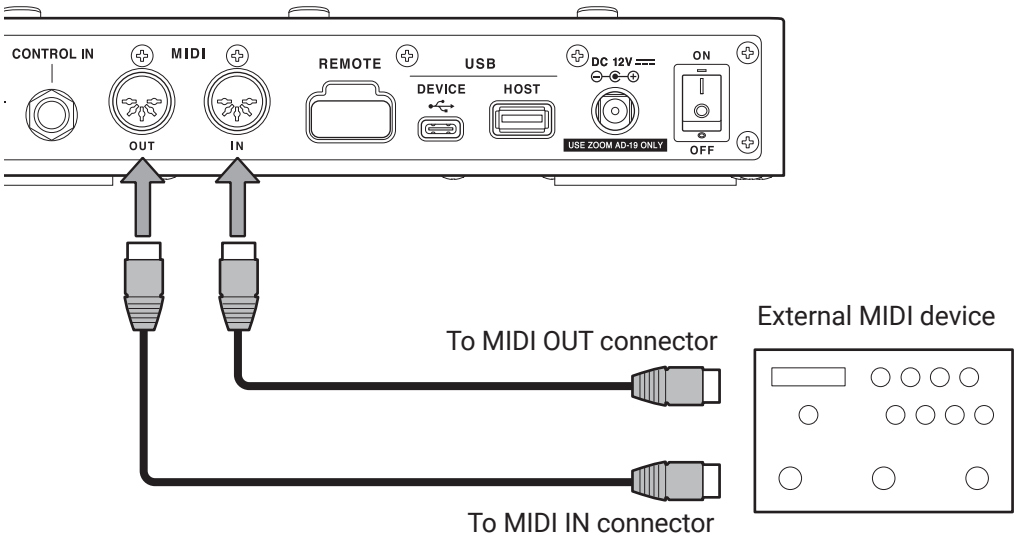
NOTE
- To delete a send/return, see "Deleting effects" on page 33.
- To change a send/return, see "Changing amps and effects" on page 24.

HINT
Sends/returns can also be added on the CHANGE AMP/EFFECTS screen (→ "Adding effects" on page 31)

Connecting MIDI devices

What can be done with connected MIDI devices

By connecting the G11 with a MIDI device, they can operate and interact with each other.



What can be done from the G11

- Settings of the MIDI device can be changed when G11 patch memories are changed.
- The tempo used by the G11 can be used to synchronize the delay and modulation effects of the MIDI device.

What can be done from the MIDI device

- The MIDI device can change G11 patch memories.
- The tempo used by the MIDI device can be used to synchronize the delay and modulation effects of the G11.

Making patch memory MIDI transmission settings

MIDI transmission settings can be made for each patch memory.

1. Select the patch memory for which you want to set MIDI transmission.

2. Touch 

or 

on the Home Screen.

Set the MIDI data sent when a patch memory is selected

Setting the channel used to transmit MIDI data

Touch MIDI CH., and then touch the desired MIDI channel.



Set it to BASE to transmit on the channel set following the procedures in "Setting the channel used to receive MIDI data" on page 83.

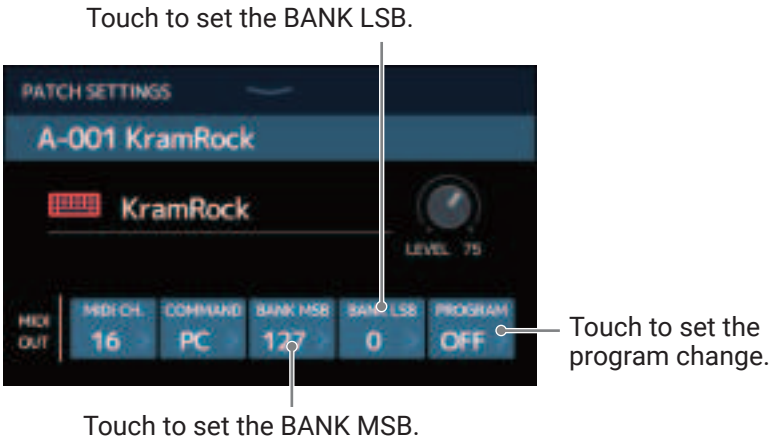
Setting the type of MIDI data transmitted

Touch COMMAND, and then touch the desired type of MIDI data.

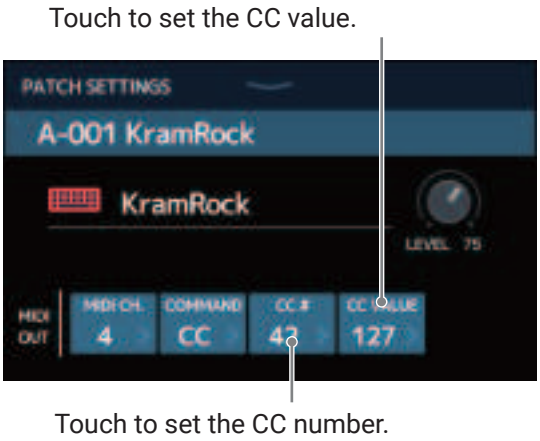


Setting	Explanation
OFF	No MIDI data is transmitted
PC	Program change data is transmitted.
CC	Control change data is transmitted.

When set to PC, make the following specific settings.



When set to CC, make the following specific settings.



NOTE
When MIDI PROGRAM CHANGE SEND is set to OFF, MIDI data will not be transmitted. (→ "Setting whether or not program change messages are transmitted to external MIDI devices" on page 85)

Making other MIDI settings

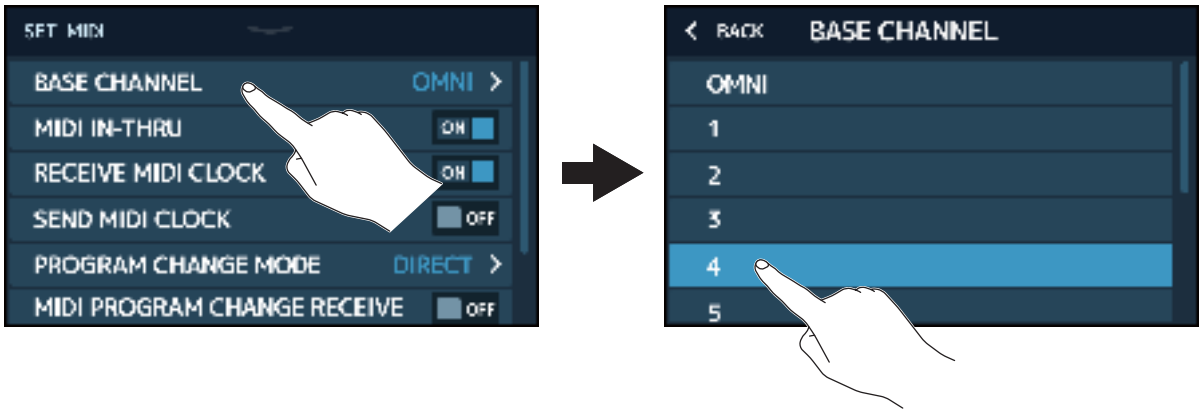
Other G11 MIDI settings can be made.

1. Touch 

on the Home Screen.

Setting the channel used to receive MIDI data

Touch BASE CHANNEL, and then touch the desired MIDI channel.



Set it to OMNI to receive data on all channels.

Setting whether or not MIDI data received through the MIDI IN connector is transmitted from the MIDI OUT connector

Touch the MIDI IN-THRU switch to set it to ON/OFF.



Setting	Explanation
OFF	Data is not transmitted.
ON	Data is transmitted.

Setting whether or not clock data is received from external MIDI devices

Touch the RECEIVE MIDI CLOCK switch to set it to ON/OFF.



Setting	Explanation
OFF	Data is not received.
ON	Data is received. (The G11 will synchronize to the tempo of the external device.)

Setting whether or not clock data is transmitted to external MIDI devices

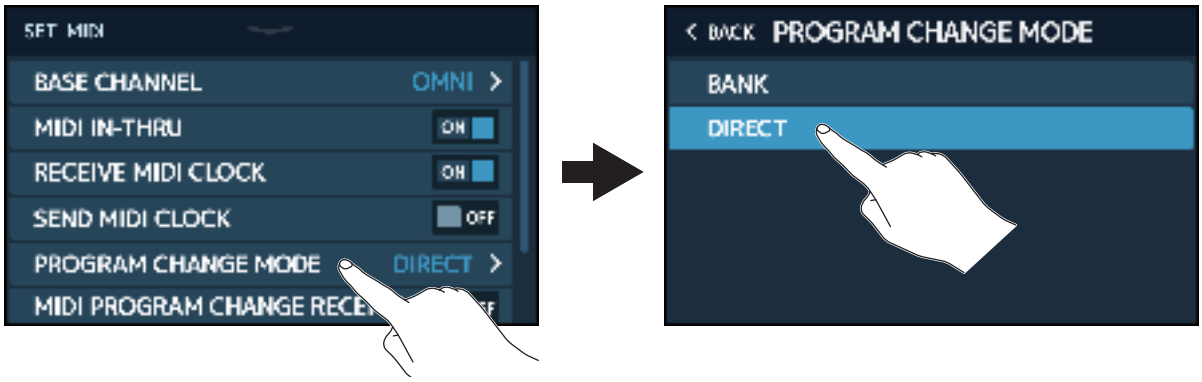
Touch the SEND MIDI CLOCK switch to set it to ON/OFF.



Setting	Explanation
OFF	Data is not transmitted.
ON	Data is transmitted. (An external device can be synchronized to the G11 tempo.)

Setting how program change messages are received

Touch PROGRAM CHANGE MODE and then touch the desired mode.



Setting	Explanation
BANK	This should usually be selected.
DIRECT	Select this when the external media device cannot send bank change messages.

Setting whether or not program change messages are received from external MIDI devices

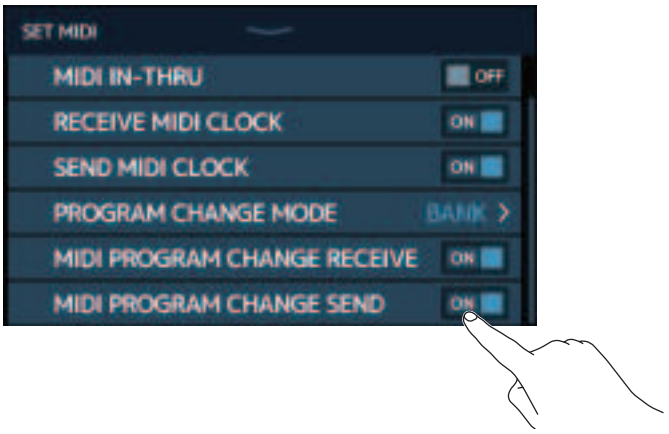
Touch the MIDI PROGRAM CHANGE RECEIVE switch to set it to ON/OFF.



Setting	Explanation
OFF	Messages are not received.
ON	Messages are received.

Setting whether or not program change messages are transmitted to external MIDI devices

Touch the MIDI PROGRAM CHANGE SEND switch to set it to ON/OFF.



Setting	Explanation
OFF	Data is not transmitted.
ON	Data is transmitted.

Using impulse responses (IR)

Impulse responses capture the acoustic characteristics of spaces and quantify them as data.
By capturing the acoustic characteristics of a guitar sound output from a speaker cabinet recorded by a microphone, the characteristics of various speaker cabinets can be quantified as data and used for effects.
Real guitar sounds can be re-created without output from speaker cabinets.

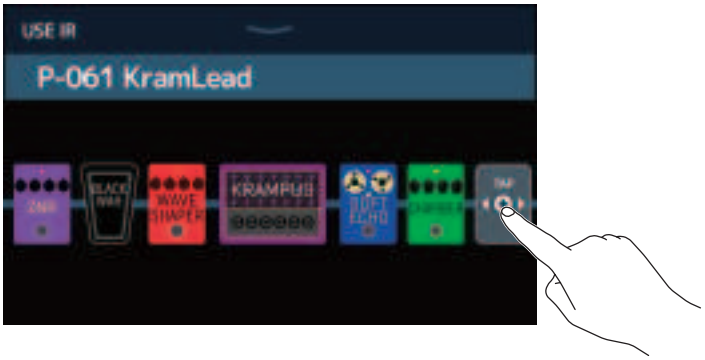
The G11 ships new with data for 70 impulse responses.
You can also load and use your own impulse response data and impulse response data from third parties.

Assigning impulse responses (IR)

Assign an impulse response to a patch memory.

1. Select the patch memory in which to use the impulse response.
2. Touch 

on the Home Screen.
3. Touch the TAP icon.



You can drag the TAP icon to the position where you want to set the impulse response.

4. Touch the desired impulse response.



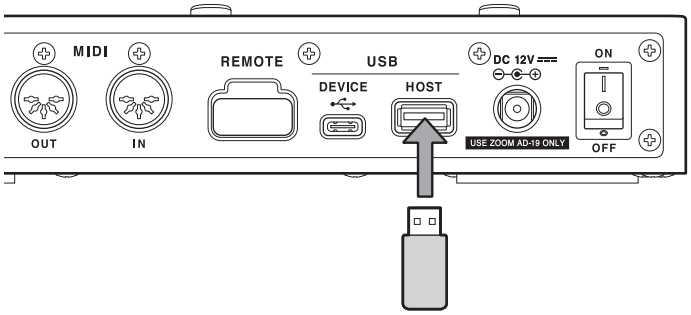
The selected impulse response will be added.

Loading impulse response (IR) data

You can load your own impulse response data and impulse response data from third parties.

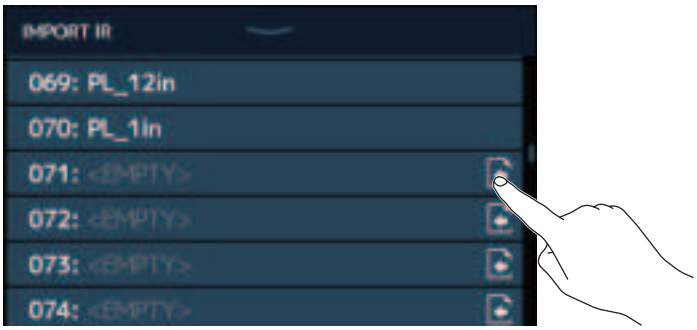
> **NOTE**
> Impulse response data in the following format can be loaded.
> • Format: WAV
> • Sampling frequency: 44.1–192 kHz

1. Copy the impulse response data to a USB flash drive.
2. Connect the USB flash drive to the USB HOST port.



3. Touch 

on the Home Screen.
4. Touch  for the location where you want to save it.

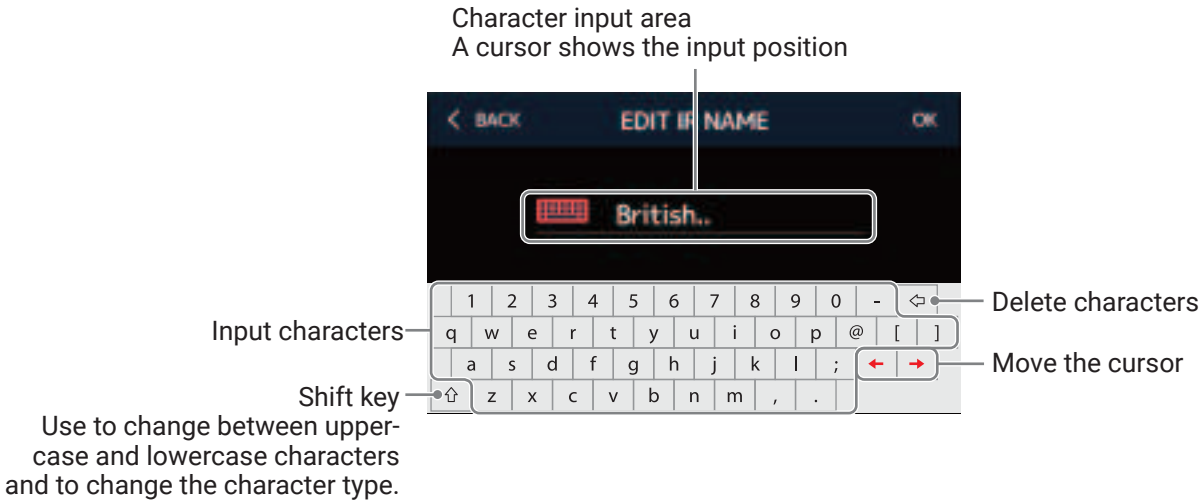


Impulse response data is already assigned to locations 001–070. You can assign impulse response data as you like to 071–200.

5. Touch the impulse response data that was assigned.



6. Touch  to open a keyboard, and input a name for the impulse response.



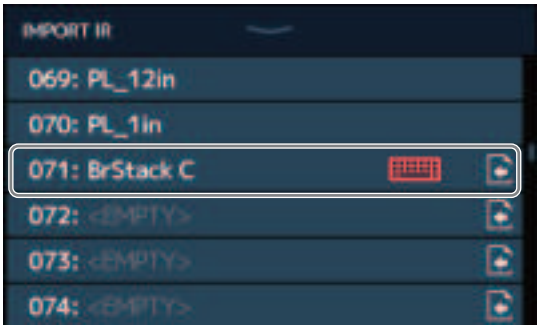
NOTE
The characters and symbols that can be used are as follows.
! # $ % & ' ( ) + , - . ; = @ [ ] ^ _ ` { } (space) A–Z, a–z, 0–9

7. Touch  to confirm the impulse response name. Then, touch OK.



The selected impulse response will be assigned.

Touch  to change the name.



Using audio interface functions

The G11 can be used as a 4-in/4-out audio interface.
A total of 4 channels can be sent to a computer: 2 each before and after effect processing.
From a computer, 2 channels each can be sent to before and after effect processing.
See “Signal flow” on page 7 for input and output positions.

Installing the driver

Windows

1. Download the ZOOM G11 Driver from www.zoom.co.jp to the computer.

> **NOTE**
> The latest ZOOM G11 Driver can be downloaded from the above website.

2. Launch the installer and follow its instructions to install the ZOOM G11 Driver.

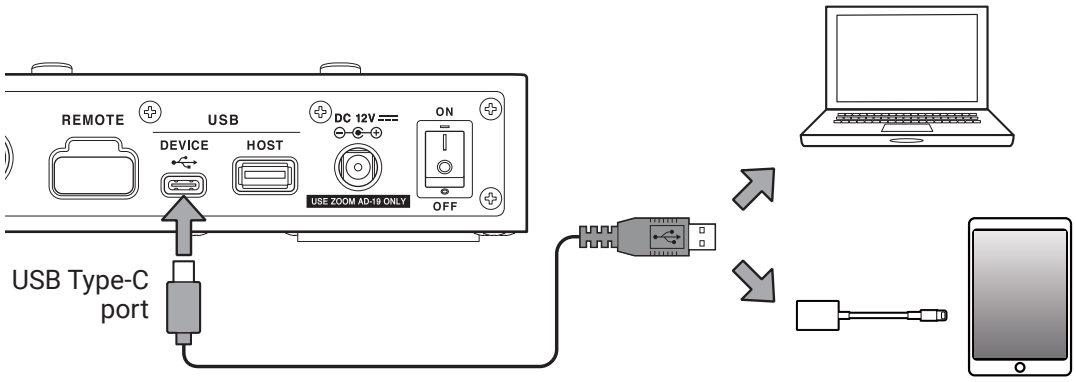
> **NOTE**
> See the Installation Guide included in the driver package for detailed installation procedures.

Mac or iOS/iPadOS device

No driver is necessary for use with a Mac or iOS/iPadOS device.

Connecting to a computer or iOS/iPadOS device

1. Use a USB cable to connect the G11 with the computer or iOS/iPadOS device.



NOTE
Use a Lightning to USB Camera Adapter (or Lightning to USB 3 Camera Adapter) to connect to an iOS/iPadOS device with a lighting connector.

2. Set 

to ON.
Turn the G11 on and connect the iOS/iPadOS device.

If connecting to a computer, skip to step 3.

3. When connecting a computer, set the G11 as the sound device.

Making audio interface settings

The recording levels can be adjusted and the monitoring balance can be set, for example.

1. Touch 

on the Home Screen.

2. Make audio interface settings.

Adjust the volume (recording levels) sent to the computer

Drag the RECORDING GAIN (audio after effects) and RECORDING GAIN (DRY) (audio before effects) knobs up and down to adjust the recording levels. The setting values are shown above the knobs.

This adjusts the recording level of signals after effect processing.



This adjusts the recording level of signals before effect processing.

HINT

- The setting range is −6 dB to +6 dB.
- A total of 4 channels of audio are sent to the computer: 2 channels after RECORDING GAIN (audio after effects) and 2 channels after RECORDING GAIN (DRY) (audio before effects).

Adjusting the volume input from the computer

Drag the REAMP GAIN knob up and down to adjust the input level. The setting value is shown above the knob.



HINT

- The setting range is −6 dB to +6 dB.
- A total of 4 channels can be input from a computer: 2 each to positions before and after effect processing.

Adjusting the monitoring balance

This adjusts the balance between the computer output and the direct (G11 audio) signals.

Drag the MONITOR BALANCE knob up and down to adjust the balance. The setting value is shown above the knob.



HINT

The setting range is 0–100.

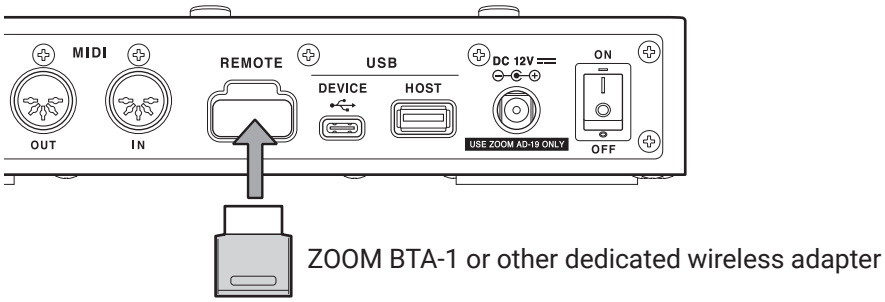
The balance will be only the direct signal when set to 0 and only the computer output when set to 100.

Connecting to iOS/iPadOS devices wirelessly

By connecting a ZOOM BTA-1 or other dedicated wireless adapter, the G11 can be controlled wirelessly from an iPhone/iPad using the Guitar Lab iOS/iPadOS app.

NOTE
- Before turning the G11 power on, connect a ZOOM BTA-1 or other dedicated wireless adapter.
- Download the dedicated app from the App Store.

1. While the G11 power is off, connect a ZOOM BTA-1 or other dedicated wireless adapter.



ZOOM BTA-1 or other dedicated wireless adapter

2. Set 

to ON.

3. Launch Guitar Lab on the iPhone/iPad.

4. Make the connection on the Guitar Lab settings screen.

HINT
For Guitar Lab setting procedures, see its manual.

Making unit settings

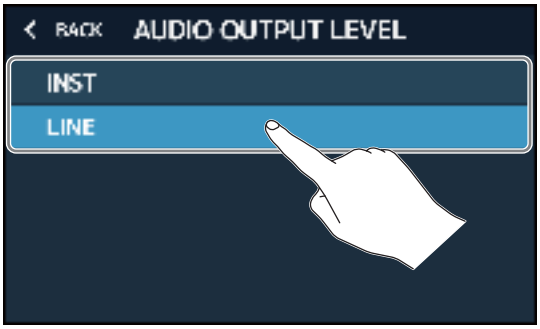
Setting the reference output level

The level of the G11 output can be set according to the connected output device.

1. Touch SET SYSTEM SETTINGS or SET OUTPUT on the Home Screen.
2. Touch AUDIO OUTPUT LEVEL.



3. Touch the desired setting.



Setting	Explanation
INST	Use when connected to a guitar amp
LINE	Use when connected to monitor speakers, PA systems or other line input devices

Setting the AUTOSAVE function

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

1. Touch SET SYSTEM SETTINGS or SET AUTO SAVE on the Home Screen.

2. Touch the AUTOSAVE switch to set it to ON/OFF.

   Touching this toggles it ON/OFF.



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

HINT

Patch memories will not be saved automatically if the AUTOSAVE function is OFF.

When the content of a patch memory has been changed, the icon will appear at the top right of the screen, showing that it is different from the saved settings.

Touch this icon to open the patch memory saving screen, and save the settings as necessary. (→ "Saving patch memories" on page 40)



Setting the PRESELECT function

When the PRESELECT function is ON, switching banks with 

will not change the patch memory immediately. Selecting a new patch memory will confirm the change. This makes it possible to switch directly to a patch memory that is not near the current one during live performance.

1. Touch 

on the Home Screen.

2. Touch the PRESELECT switch to set it to ON/OFF.
   Touching this toggles it ON/OFF.



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

Adjusting the display brightness and contrast

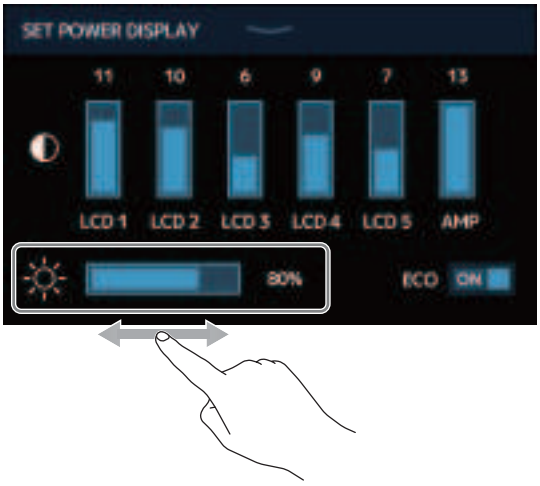
The brightness of the touchscreen and the contrast of the amplifier and effects section displays can be adjusted.

1. Touch 

on the Home Screen.

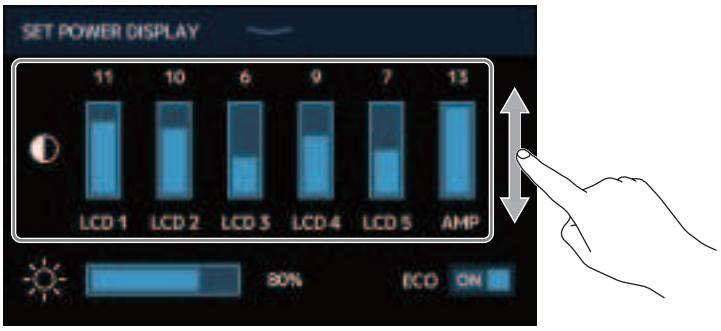
2. Adjust the brightness of the touchscreen.

   Drag left and right to adjust the brightness.



3. Adjust the contrast of the displays.

   Drag up and down to adjust the contrast.



Displays that can be adjusted	Explanation
LCD 1–5	Effects Section displays
AMP	Amplifier Section display

Setting the ECO mode

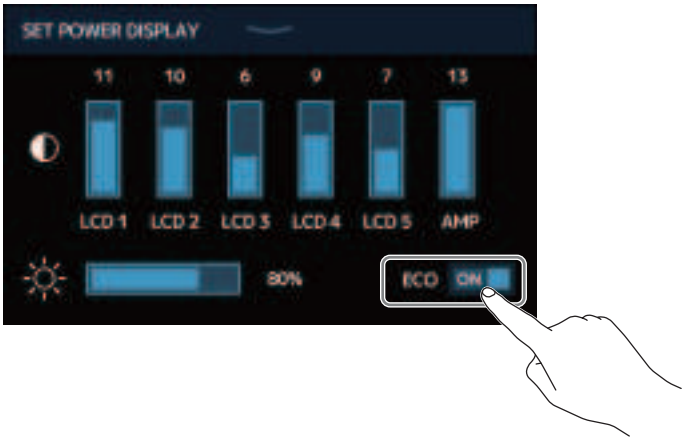
This function can be used to turn the power off automatically if unused for 10 hours.

1. Touch 

on the Home Screen.

2. Touch the ECO switch to set it to ON/OFF.

   Touching this toggles it ON/OFF.



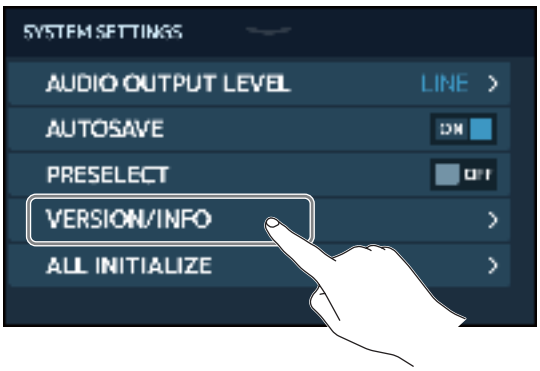
Setting	Explanation
ON	The power will automatically turn off if unused for 10 hours.
OFF	This disables ECO mode.

Managing the firmware

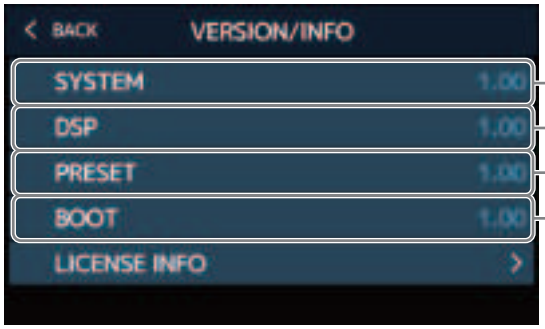
Checking the firmware versions

The firmware versions used by the G11 can be checked.

1. Touch SET SYSTEM SETTINGS on the Home Screen.
2. Touch VERSION/INFO.



This shows the firmware and preset versions.



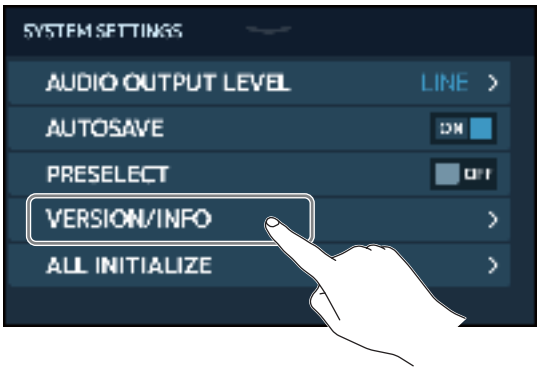
Checking license information

The license information for the G11 can be checked.

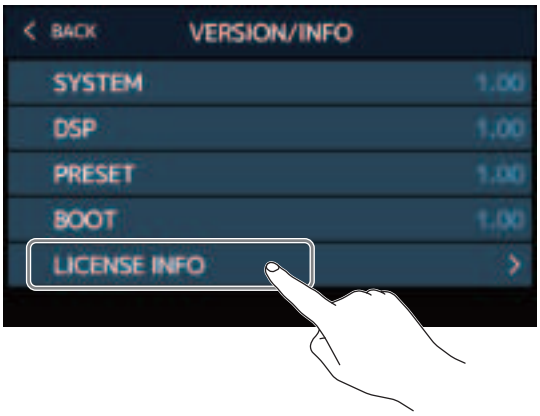
1. Touch 

on the Home Screen.

2. Touch VERSION/INFO.



3. Touch LICENSE/INFO.



This shows G11 license information.



Updating

The G11 firmware can be updated to the latest versions.
Files for the latest firmware updates can be downloaded from the ZOOM website (www.zoom.co.jp).

Restoring factory default settings

The factory default settings can be restored.

1. Touch 

on the Home Screen.

2. Touch ALL INITIALIZE.



3. Touch ALL INITIALIZE.



Initialization will be executed, restoring default settings. Then, the G11 will start up normally.

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

HINT
To cancel initialization, touch BACK in step 3.

Troubleshooting

The unit will not power on

- Confirm that the POWER switch is set to ON.
- Check the connections. (→ “Connecting” on page 17)

There is no sound or output is very quiet

- Check the connections. (→ “Connecting” on page 17)
- Adjust the levels of the effects. (→ “Adjusting effects” on page 28)
- Adjust the level of the patch memory. (→ “Setting the patch memory level” on page 37)
- Adjust the output volume. (→ “Adjusting the overall volume” on page 19)
- If you are using an expression pedal to adjust the volume, adjust the pedal position until the volume level is suitable.
- Confirm that the tuner output is not set to “MUTE”. (→ “Using the tuner” on page 57)

There is a lot of noise

- Confirm that a shielded cable is not the cause.
- Use a genuine ZOOM AC adapter. (→ “Connecting” on page 17)

Effects are not working

- If the effect processing power is being exceeded, “PROCESS OVERFLOW” will appear on the display. When “PROCESS OVERFLOW” appears for an effect, it will be bypassed. (→ “Number of effects in patch memories” on page 26)

An expression pedal does not work well

- Select the pedal effect. (→ “Using the built-in pedal” on page 51)
- Check the expression pedal settings. (→ “Using the built-in pedal” on page 51)
- Adjust the expression pedal. (→ “Adjusting the pedal” on page 53)
- Confirm the setting of the connected pedal. (→ “Using an external pedal” on page 55)

The level recorded in the DAW is low

- Check the recording level setting. (→ “Making audio interface settings” on page 91)

Specifications

Maximum number of simultaneous effects		Amplifier + 9 effects
User patches		240
Sampling frequency		44.1 kHz
A/D conversion		24-bit 128× oversampling
D/A conversion		24-bit 128× oversampling
Signal processing		32-bit
Frequency characteristics		20 Hz – 20 kHz (+1 dB/−2 dB) (10kΩ load)
Displays		5” TFT color LCD (800×480) Dot-matrix LCDs (128×32) (6)
Inputs	INPUT	Standard mono phone jack Rated input level: −20 dBu Input impedance (line): 500 kΩ
	RETURN	Standard mono phone jacks (2) Rated input level: −20 dBu Input impedance (line): 1 MΩ
	AUX IN	Stereo mini jack Rated input level: -10 dBu Input impedance (line): 10 kΩ
Outputs	Left/Right	Standard mono phone jack Maximum output level: INST/LINE +11.4 dBu/+19 dBu (when output impedance 10 kΩ or higher)
	PHONES	Standard stereo phone jack Maximum output level: Line +11.4 dBu (when output impedance 10 kΩ or higher) Headphones 24 mW + 24 mW (at 32Ω load)
	SEND	Standard mono phone jacks (2) Maximum output level: Line +11.4 dBu (when output impedance 10 kΩ or higher)
Input S/N		123 dB
Noise floor (residual noise)	L/R	INST/LINE −99.5 dBu/−92.5 dBu
	SEND	−99.0 dBu
MIDI IN/OUT		5-pin DIN connectors
Control input		FP02M input
Power		AC adapter: 12V DC, center plus, 2000 mA (ZOOM AD-19)
USB		Port: USB 2.0 Type-C/Supported cable type: Type-C Guitar Lab: USB 1.1 Full Speed Audio interface: USB 2.0 High Speed, 44.1kHz/32-bit, 4 in, 4 out • Use a USB cable that supports data transfer. USB bus power is not supported.
USB HOST		Port: USB 2.0 Type-A/Standard: USB 2.0 High Speed • Use a USB flash drive.
REMOTE		ZOOM BTA-1 or other dedicated wireless adapter
External dimensions		253 mm (D) × 495 mm (W) × 64 mm (H)
Weight		2.8 kg

• 0 dBu = 0.775 V

MIDI implementation chart

Multi-Effects Processor
Model: G11
MIDI implementation chart

Date: March 16, 2020
Version: 1.00

Function...		Transmitted	Recognized	Remarks
Basic Channel	Default Changed	1 - 16 1 - 16	1 - 16 1 - 16	Memorized
Mode	Default Messages Altered	x x **********	x x	
Note Number	 True voice	x **********	x	
Velocity	Note ON Note OFF	x x	x x	
Aftertouch	Key Channel	x x	x x	
Pitch Bend		x	x	
Control Change	0–127	o*	x	
Program Change	 True #	o 0–127 **********	o 0–127 0–127	
System Exclusive		x	x	
System Common	Song position Song selection Tune	x x x	x x x	
System Real-time	Clock Command	o x	o x	
Aux Messages	Local ON/OFF All Notes OFF Active Sense Reset	x x x x	x x x x	
Notes		*Values sent by MIDI Output can be changed using the “SET MIDI OUT” setting.		

Mode 1: OMNI ON, POLY
Mode 2: OMNI ON, MONO
Mode 3: OMNI OFF, POLY
Mode 4: OMNI OFF, MONO

o: Yes
x: No

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www.zoom.co.jp

Z2I-3886-01