

G-DEEC[®] 30

GUITAR DIGITAL ENTERTAINMENT CENTER



OWNER'S MANUAL
INSTRUCCIONES DE FUNCIONAMIENTO
MODE D'EMPLOI
ISTRUZIONI OPERATIVE
BEDIENUNGSANLEITUNG
MANUAL DE INSTRUÇÕES
操作方法

Fender[®]
www.fender.com

ENGLISH

ESPAÑOL

FRANÇAIS

ITALIANO

DEUTSCH

PORTUGUÊS

日本語

Important Safety Instructions



This symbol warns the user of dangerous voltage levels localized within the enclosure of the unit.



This symbol advises the user to read all accompanying literature for safe operation of the unit.

- Read, retain, and follow all instructions. Heed all warnings.
- Only connect the electric line cord to an earth grounded AC receptacle in accordance with the voltage and frequency ratings listed under INPUT POWER on the rear panel of this product.
- **WARNING:** To prevent damage, fire or shock hazard, do not expose this unit to rain or moisture.
- Unplug the AC power line cord before cleaning the unit exterior (use a damp cloth only). Wait until the unit is completely dry before reconnecting it to power.
- Maintain at least 6 inches of unobstructed air space behind the unit to allow for proper ventilation and cooling of the unit.
- This product should be located away from heat sources such as radiators, heat registers, or other products that produce heat.
- This product may be equipped with a polarized plug (one blade wider than the other). This is a safety feature. If you are unable to insert the plug into the outlet, contact an electrician to replace your obsolete outlet. Do not defeat the safety purpose of this plug.
- Protect the power cord from being pinched or abraded.
- This product should be serviced by qualified service personnel when: the power supply cord or the plug has been damaged; or objects have fallen, or liquid has been spilled onto the product; or the product has been exposed to rain; or the product does not appear to operate normally or exhibits a marked change in performance; or the product has been dropped, or the enclosure damaged.
- Only use a cart or stand with this product that is recommended by this product's manufacturer.

- The power supply cord of this product should be unplugged from the outlet when left unused for a long period of time, or during electrical storms.
- Do not drip nor splash liquids, nor place liquid filled containers on the unit.
- **CAUTION:** No user serviceable parts inside, refer servicing to qualified personnel only.
- Fender® amplifiers and loudspeaker systems are capable of producing very high sound pressure levels which may cause temporary or permanent hearing damage. Use care when setting and adjusting volume levels during use.

FCC COMPLIANCE NOTICE

This equipment has been tested and found to comply within the limits for a Class B digital device, pursuant to Part 15 of the FCC rules. These limits are designed to provide a reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and if not used in accordance with the instructions, may cause harmful interference to radio communications and there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures: reorient or relocate the receiving antenna, increase the separation between the equipment and receiver, connect the equipment into an outlet on a circuit different from that of the receiver. Consult the dealer or an experienced radio/TV technician if help is needed.

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FENDER MUSICAL INSTRUMENTS CORPORATION
CORONA, CALIFORNIA USA

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Introduction

G-DEC® 30 Guitar Digital Entertainment Center is an upgraded version of the award-winning, mega-popular original G-DEC®. Like the original, it includes everybody in the band but you! Inside G-DEC 30 you will find a versatile drummer, skilled bass player and flexible accompanist for virtually any style of music. And for you, the guitarist: G-DEC 30 is a warehouse of amplifiers and effects, and what's better—these are ready for your sound check!

Turn the G-DEC 30 **Data Wheel** to access a diverse collection of band setups. 50 permanent Presets furnish a diverse collection always available to you. Another 50 rewritable Presets store the bands that you create for your music and playing style.

G-DEC 30 is the ultimate practice tool whether you are just starting out or playing professionally. As a beginner,

you can have an instructor plug into the rear input. To learn a new song you can plug your CD or MP3 player into the G-DEC 30 and play along. For difficult licks you can record a phrase and play it in a continuous loop—at *half speed* if necessary! Seasoned players enjoy G-DEC 30 as a songwriting partner or jamming buddy.

G-DEC 30 also has MIDI ports which allow you to link up with other G-DEC 30 players to trade Presets. Connect G-DEC 30 to your computer* to backup Presets, play General MIDI files, or store MIDI songs in the G-DEC 30!

It's time to jam—with **G-DEC 30**—your new band...

*MIDI capable sound card (or MIDI-to-USB device) and MIDI software required.

Features

Each G-DEC 30 Preset is a complete "band!" Modify any component or select another from the G-DEC 30 arsenal:

- 17 Guitar Amplifiers, each with Gain, Volume, Tone, Compressor, Timbre and Noise Gate parameters
- 29 studio-quality Effects (many in stereo), each with 4 adjustable parameters
- 10 Reverbs with adjustable levels
- 84 Drum Patterns (including 4 Metronome patterns) with Tempo, Key, Drum Level, Bass Level and Accompaniment Level parameters

G-DEC 30 MIDI ports provide expanded functionality with your computer and other G-DEC 30 players!

- Trade and backup Presets
- Store & Play MIDI files
- Update G-DEC 30 software if necessary
- Rear panel MIDI IN and MIDI OUT ports

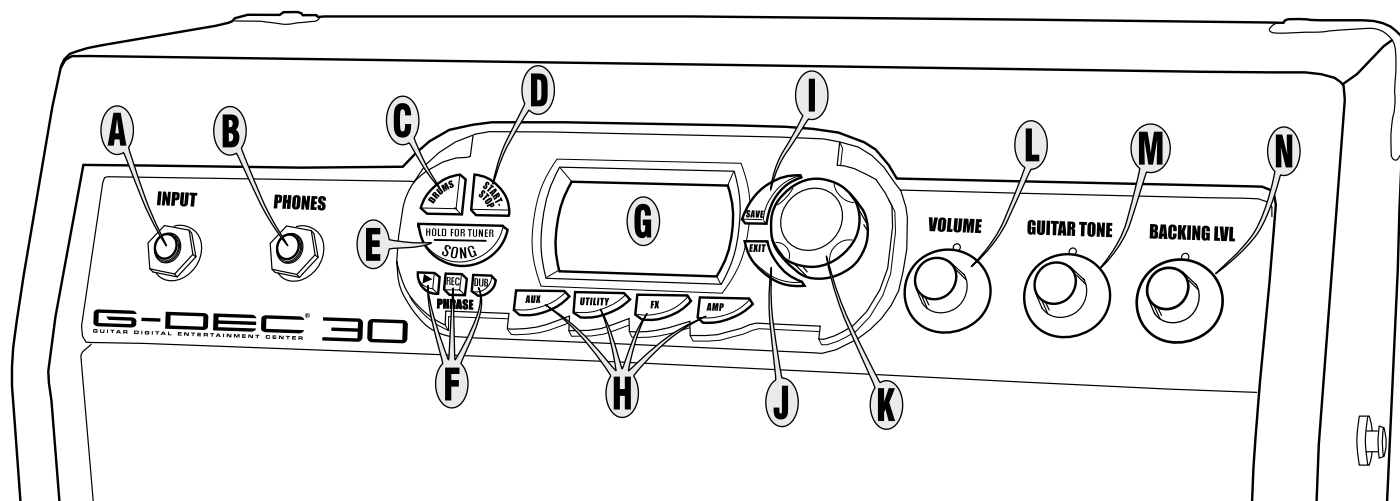
G-DEC 30 delivers world-class Fender tone and world-standard Fender quality!

- Second input jack for a friend or instructor
- On-board digital chromatic tuner
- Phones jack can be used with stereo headphones or as a stereo line out jack
- Stereo Line Outs can be configured as All or Synth (and Aux)
- 28-second Phrase Sampler
- On-board General MIDI synthesizer

Thank you for choosing Fender®

—Tone, Tradition and Innovation—since 1946

Control Panel Overview



A. INPUT—Plug your guitar in here.

B. PHONES—Plug in headphones for privacy or connect a pair of powered speakers (such as commonly used with computers); the G-DEC 30 speaker mutes automatically. Enjoy the G-DEC 30's many stereo effects through this jack. You can also run a cable from **PHONES** to "Audio In" on your computer to record with your favorite recording software. **NOTE:** Optional cables, adapters and equipment are required for these connections.

C. DRUMS—Press for **Drums Mode** menus (see page 11).

D. START-STOP—Press to start and stop the Drum Loop. The **START-STOP** button flashes in time with the tempo.

Set Tempo Shortcuts!

Shortcut 1—Hold **START-STOP** and turn the **Data Wheel**

Shortcut 2—Hold **DRUMS** and tap **START-STOP** in time with the beat

E. SONG / HOLD FOR TUNER—Press for **Song Mode** (see page 8) **OR** Hold to activate the **Tuner**.

F. PHRASE SAMPLER—Use the Phrase Sampler to record up to 28 seconds of G-DEC 30 audio for a variety of playback and overdubbing functions (see page 12).

Press: To start/stop...

► **Playback** (replay) of a sampled phrase
REC **Sampling** (recording) a new phrase
DUB **Overdubbing** (adding layers) to previous phrase

G. DISPLAY—Hold **EXIT** and turn the **Data Wheel** (in **Play Mode**) to adjust screen contrast.

H. AUX / UTILITY / FX / AMP—Press for the corresponding **Mode** menus (see pages 8-12).

I. SAVE—Saves the current G-DEC 30 settings to a user preset (U00-U49).

J. EXIT—Press to return to **Play Mode**.

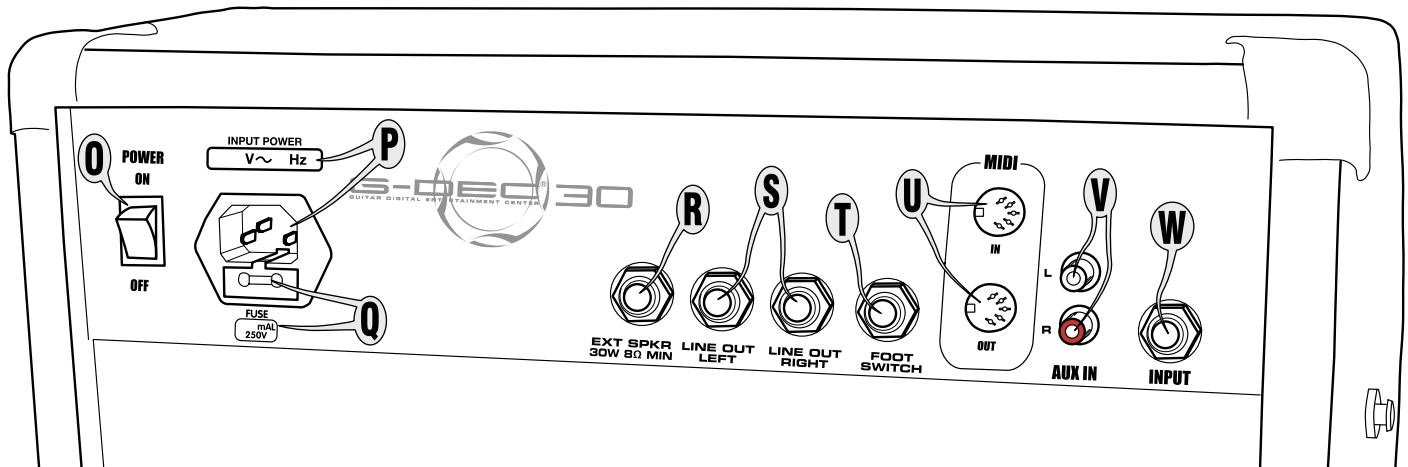
K. DATA WHEEL—Selects presets, songs and settings depending on the current **Mode**.

L. VOLUME—Adjusts the overall loudness of the G-DEC 30.

M. GUITAR TONE—Adjusts the tone characteristics of your guitar. This control does not affect the **Drum** section or the **Auxiliary Input** sound.

N. BACKING LVL—Adjusts the volume level of **MIDI** accompaniment.

Rear Panel

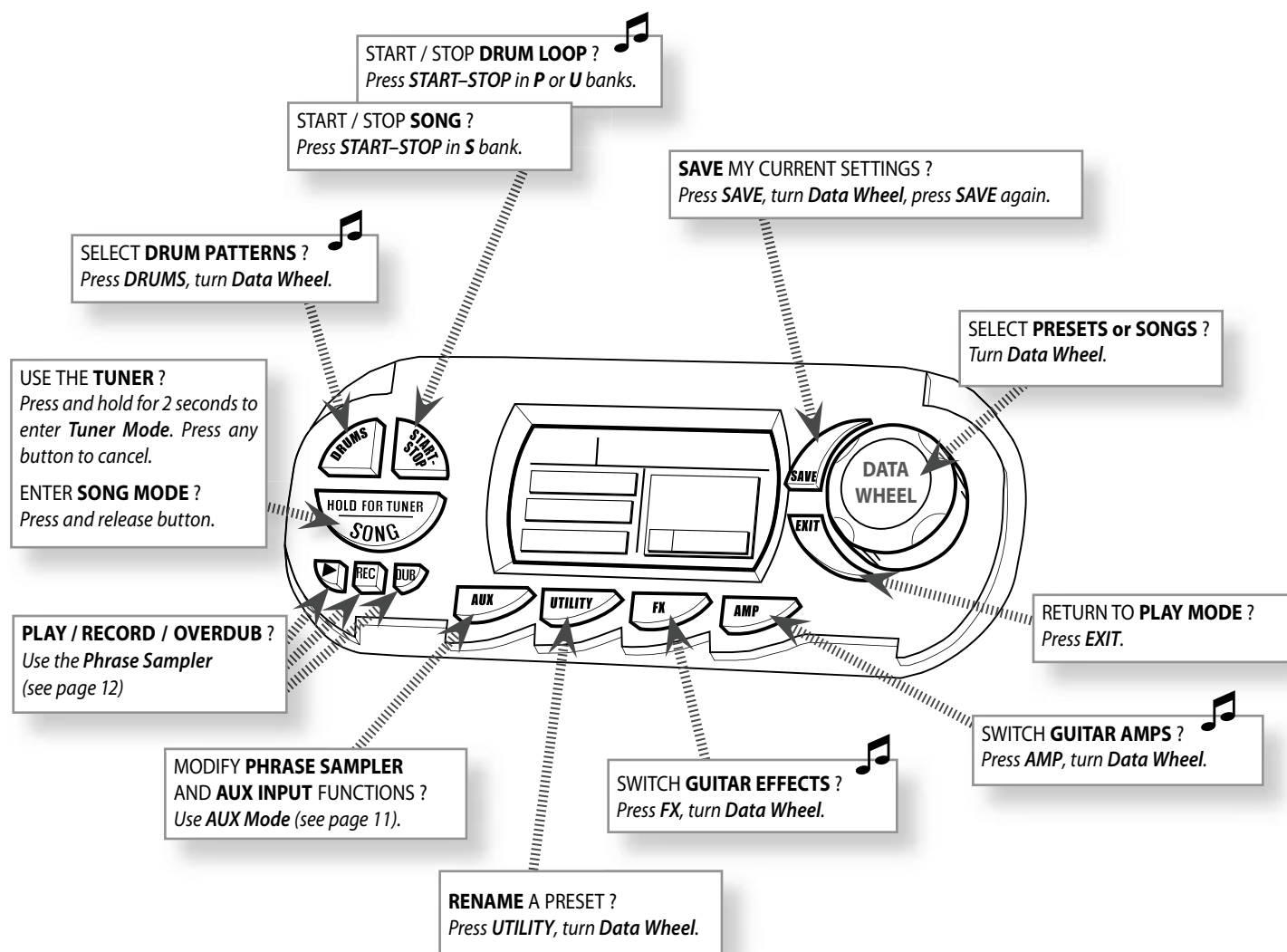


- O. POWER**—Switches the G-DEC 30 on-off.
- P. POWER CORD SOCKET**—Connect your G-DEC 30 to a grounded A/C outlet using the included power cord.
- Q. FUSE**—Protects your G-DEC 30 from electrical faults. Replace a blown fuse *only* with the type and rating specified below the fuse holder. To remove the fuse holder: Unplug the G-DEC 30 power cord from the socket to expose the fuse holder. Use a small screwdriver to pry out the fuse holder using the notch on top.
- R. EXT SPKR**—Auxiliary output for an external speaker cabinet. Your speaker should be rated for 30 watts, 8 ohms minimum.
- S. LINE OUT LEFT / RIGHT**—Line level stereo outputs suitable for connection to recording or sound reinforcement equipment.
- T. FOOTSWITCH**—Connect the (optional) 4-button footswitch (p/n 0994070000) here for remote functions (see page 13).
- U. MIDI IN / OUT**—The G-DEC 30 is well equipped to handle a number of useful MIDI functions. MIDI stands for “Musical Instrument Digital Interface” which is a language that lets multiple digital musical items (keyboards, effects, synthesizers, computers, etc.) communicate with each other. This manual can’t possibly cover all the MIDI possibilities you may encounter. If you desire more information, visit <http://www.midi.org> online or search for “MIDI” using your favorite search engine. See page 14 for basic G-DEC 30 MIDI functions. Log on to fender.com for additional MIDI resources.
- V. AUX IN**—Auxiliary input for your CD or MP3 player. Playback music through your G-DEC 30 for accompaniment or to learn songs. Connect the (headphones) output on your player to the **AUX IN** “RCA” jacks using the proper cable or adapter. You can select an auxiliary mix and adjust the auxiliary input level through the **Aux Mode** menus (see page 11).
- W. INPUT**—An extra input for an instructor or a friend to plug into.

How Do I...?

PLAY MODE

Quick tips and shortcuts you may find useful in **Play Mode**!



Shortcuts—Press and hold this button while rotating the **Data Wheel** to make a quick adjustment without leaving **Play Mode** (except in "**S**" bank)

Play Mode

Play Mode is the default Mode, active when you turn the G-DEC 30 on and also after 60 seconds of inactivity in other Modes. Press **EXIT** to return to **Play Mode** from other Modes.

Turn the **Data Wheel** to select presets in **Play Mode**. There are 3 banks of presets, **P** (permanent), **U** (user) and **S** (song)—each bank is indicated by the first character (**P**, **U** or **S**) in the upper left corner of the display.

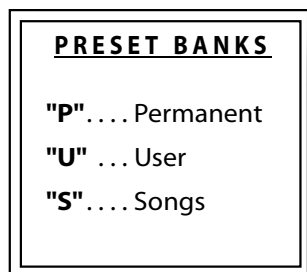
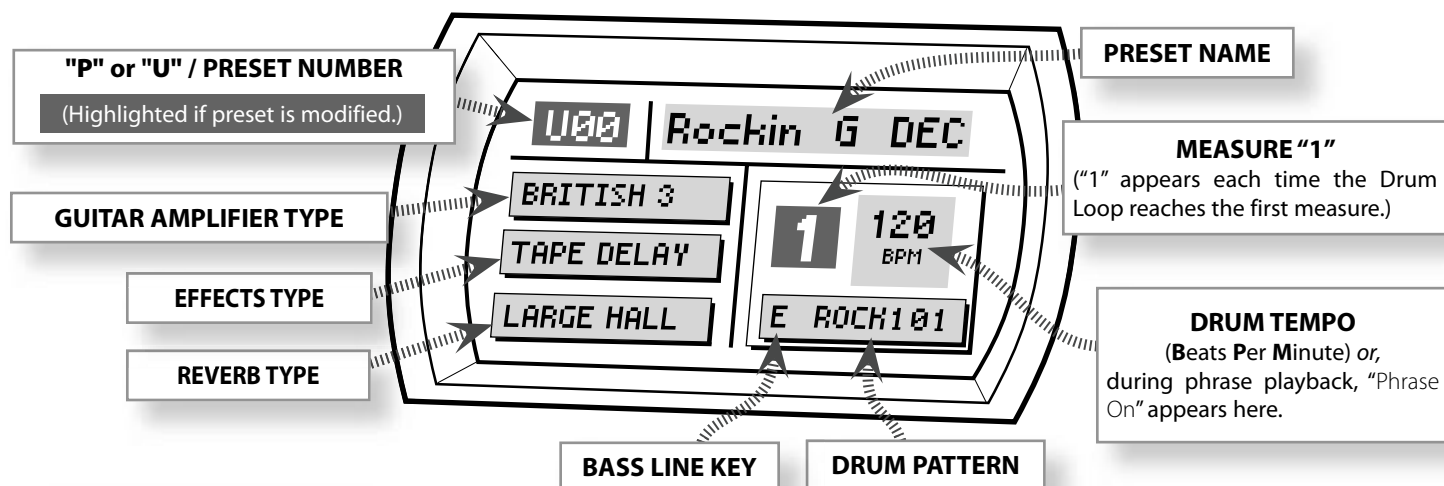
P and **U** bank presets (see illustration below) both include everything in your "band:" your guitar amp and effects, bass player, drummer and occasionally an accompanist.

S bank (see bottom illustration) includes MIDI songs (up to 62 songs, depending on file size) and stores the songs in the order of performance. Press **START-STOP** for song playback. To change the order of your songs, press **SONG** and turn the **Data Wheel** to reorder (see page 8).

Each **S** bank preset displays a song number and name on the top line. The next line shows the current guitar preset (which always starts as **QA1** in the box below). The QA box shows three (quick access) guitar presets. These QA presets are your personal favorites that you want to use with that particular song. Activate any QA preset using the buttons below the quick access labels, **QA1**, **QA2**, **QA3** at the bottom of the display (or the corresponding footswitch button). Change the QA order by pressing the button below **SET QA**, then turn the **Data Wheel** to reorder.

You can play guitar, select presets and play the Drum Loop or the Phrase Sampler in **Play Mode**. To modify components of a preset (Amp Type, Effects, Bass line, etc.) use the Mode menus (see next page, Menu Navigation).

▼ "P" and "U" Bank Presets



PRESET BANKS

"P" . . . Permanent

"U" . . . User

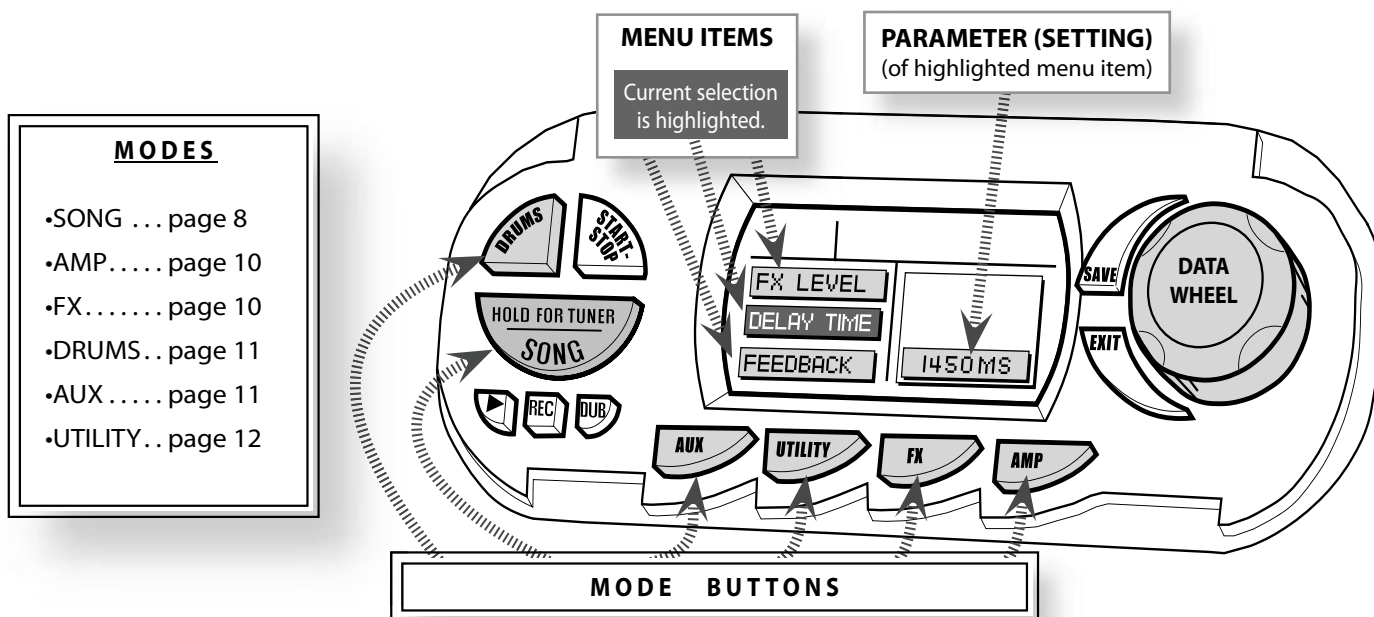
"S" . . . Songs

"S" Bank Presets ▶

Mode Menu Navigation

Use the G-DEC 30 Mode menus to access your Preset settings (the presets you're selecting from **Play Mode**). Press a Mode button (repeatedly) for menus, then turn the **Data Wheel** to adjust the settings for the highlighted menu item. NOTE: Only **Song Mode** may be entered when an **S** preset is selected.

MENU SHORTCUT: After entering a Mode, press and hold the same Mode button while turning the **Data Wheel** (in either direction) rather than pressing the Mode button repeatedly!



Song Mode



Song Mode enables you to compose songs and prepare the G-DEC 30 for performance. Press the **SONG** button (repeatedly) to display each of the menus:

- **SONG ORDER**
- **COMPOSE** (Global / Measure)
- **DELETE SONG**
- **MEM USAGE**

Menus may display instructions, button labels and settings that you can edit using the **Data Wheel**.

You can audition songs while in **Song Mode** by pressing **START-STOP**. To select a different song, hold down the **START-STOP** button while turning the **Data Wheel**.

To start, first compose a song by selecting drums, bass, guitar preset, etc. for the whole song, or any range of measures using the *Compose Global* and *Compose Measure* menus. Then, after saving your songs, you can rearrange them in the order of your performance using the **Song Order** menu. When ready, press **START-STOP** from any **S** bank preset in **Play Mode** to perform!



SONG ORDER MENU

SONG ORDER is the first menu in **Song Mode**. It allows you to rearrange the order of the **S** bank presets (songs) for performance.

Press **SONG**, then turn the **Data Wheel** while **SONG ORDER** is highlighted to start rearranging the **S** bank.

▼ Song Order Menu

S00	Sit Back Down
S01	Anymore
S02	Dont Call
S03	Untitled
S04	Understand
PREV SONG NEXT SONG	

Press either key below **PREV SONG** (AUX / UTILITY) or **NEXT SONG** (FX / AMP) to highlight different songs, turn the **Data Wheel** to move the selected song.

Song Mode



(continued)



COMPOSE MENUS

COMPOSE is the second menu in **Song Mode**. It allows you to compose songs in two screens: **Global** and **Measure**:

- ▶ **Global**—these settings affect the whole song. Turn the **Data Wheel** while **COMPOSE** is highlighted to enter the Global Menu. Here you can edit:

- SONG NAME
- TEMPO
- DRUM LEVEL
- BASS TYPE
- BASS LEVEL

Press **SONG** to highlight the next menu item, then turn **Data Wheel** to edit. In the **NAME** menu, use the buttons below the arrows ← / → (FX / AMP) to highlight each character for editing.

Pressing **START/STOP** will start or stop a preview of your composition. During playback the top portion of the screen will change to show the current measure number.

▼ Global Menu

Name: Any more

TEMPO 120 BPM

DRUM LVL 10.0

BASS TYPE ACOUSTIC

BASS LVL 10.0

MEAS [←] [→]

- ▶ **Measure**—these settings can affect any number of measures from one, to every measure in a song. Press the button below **MEAS** (which is "AUX") from the Global Menu to enter the Measure Menu. Here you can select:

- MEASURE NUMBER
- GUITAR PRESET
- DRUM PATTERN
- BASS PATTERN
- BASS KEY

Press **SONG** to highlight the next menu item, then turn **Data Wheel** to edit. With any Measure Menu item highlighted, you can select a different measure by pressing the buttons below **-MEAS** / **+MEAS** (FX / AMP).

▼ Measure Menu

Measure #64

PRESET VO1 ROCKIN G DEC

DRUM PATTERN END

BASS PATTERN NONE

BASS KEY E

BACK COPY -MEAS +MEAS

Pressing **START-STOP** from the Measure Menu will start or stop a preview of the current measure. Pressing the button below **BACK** (AUX) will return the Global Menu. Pressing the button below **COPY** (UTILITY) will copy the current measure to the next measure. Hold **COPY** and turn the **Data Wheel** to copy through multiple measures (until **COPY** is released). If you select **END OF SONG** for the Drum Pattern the song will end on the previous measure.

Press **EXIT** to get out of songwriting and return to **Play Mode**. Your song data will automatically be stored for recall, even after the amp has restarted. Press **SAVE** while in the Compose Menus to save the song in the **S** bank. Once saved, it can be treated as if the song were downloaded from the PC for performance. The new song will be last in the **S** bank and the 3 song QA's will be the defaults assigned in the utility menu.

If a song or measure is auditioned by pressing **START-STOP** or if the MIDI file is saved, any contents in the Phrase Sampler will be erased (due to system requirements).



SONG DELETE MENU

SONG DELETE is the third menu in **Song Mode**. It allows you to delete songs from the **S** bank. Turn the **Data Wheel** while **DELETE SONG** is highlighted to enter Song Delete Menu. Turn again to select a Song then press **SONG** to confirm the song to be deleted.



MEMORY USAGE MENU

MEM USAGE is the fourth and last menu in **Song Mode**. It displays the percentage of memory used for song storage.

Amp Mode



Use **Amp Mode** to select an Amplifier type (first menu), then modify *that* amplifier's settings in menus 2–9.

Menu	Amp Menu Items	Settings—(Function)
1	AMP TYPE	Tweed–1, 2, 3, Blackface–1, 2, 3, Dyna-Touch–1, 2, 3, 4, British–1, 2, 3, Modern–1, 2, 3, Acoustic
2	GAIN	1-10 — (<i>Adjusts amplifier distortion level.</i>)
3	AMP VOLUME	1-10 — (<i>Adjusts the volume of the current amplifier relative to other presets.</i>)
4	BASS	1-10 — (<i>Low frequency tone.</i>)
5	MIDDLE	1-10 — (<i>Mid-frequency tone.</i>)
6	TREBLE	1-10 — (<i>High-frequency tone.</i>)
7	COMPRESSOR	Off, Low, Medium, High, Super — (<i>Moderates volume range and provides sustain.</i>)
8	TIMBRE	None, Full Body, Full Stack, Razors Edge, Bright Lite, Bass Boost, Nu Metal, Super Bright, Acoustic — (<i>Tone filters.</i>)
9	NOISE GATE	Off, Low, Medium, High, Super — (<i>Cuts low volume noise.</i>)

FX/Reverb Mode



Use **FX/Reverb Mode** to select an Effect type (first menu), then modify *that* effect's settings in menus 2–6.

Effect Type Menu 1	Effect Settings (for the Effect selected in Menu 1)				
	Menu 2	Menu 3	Menu 4	Menu 5	Menu 6
NONE	—	—	—	—	—
MONO DELAY	Level	Delay Time	Feedback	Brightness	Input Level
TAPE DELAY	Level	Delay Time	Feedback	Flutter	Brightness
STEREO TAPE DELAY	Level	Delay Time	Feedback	Flutter	Brightness
DUCKING DELAY	Level	Delay Time	Feedback	Release	Response
REVERSE DELAY	Level	Delay Time	Feedback	Reverse Feedback	Brightness
AUTOPAN DELAY	Level	Delay Time	Feedback	Brightness	Input
SINE CHORUS	Level	Rate	Depth	Average Delay	Stereo
TRIANGLE CHORUS	Level	Rate	Depth	Average Delay	Stereo
SINE FLANGE	Level	Rate	Depth	Feedback	Stereo
TRIANGLE FLANGE	Level	Rate	Depth	Feedback	Stereo
PHASER	Level	Rate	Depth	Feedback	Stereo
TREMOLO	Level	Rate	Depth	Duty Cycle	Release
RING MODULATION DELAY	Level	Ring Mod Frequency	Delay Output Level	Delay Time	Feedback
PITCH SHIFT	Level	Pitch	Detune	Feedback	Pre-Delay
TOUCH WAH	Level	Response	Minimum Frequency	Maximum Frequency	Voice Type
FIXED WAH	Level	Frequency	Minimum Frequency	Maximum Frequency	Voice Type
VIBRATONE	Level	Rotor Speed	Doppler Effect	Depth	Stereo
AUTOSWELL	Level	Attack	Depth	Response	Rate
ALIENATOR	Level	Content	Tone	Minimum Content	Maximum Content
RESOLVER	Level	Bit Depth	Tone	Attack	Release
FUZZ	Level	Gain	Octave Level	Low Tone	High Tone
OVERDRIVE	Level	Gain	Low Tone	Mid Tone	High Tone
TOUCH WAH FUZZ	Level	Gain	Response	Octave Mix	Voice Type
FUZZ DELAY	Level	Gain	Delay Level	Delay Time	Feedback
OVERDRIVE DELAY	Level	Gain	Delay Level	Delay Time	Feedback
CHORUS DELAY	Level	Rate	Depth	Delay Time	Feedback
FLANGE DELAY	Level	Rate	Depth	Delay Time	Feedback
PHASE DELAY	Level	Rate	Depth	Delay Time	Feedback
ALIENATOR DELAY	Level	Content	Delay Level	Delay Time	Feedback

(FX/Reverb Menus 7 and 8 continued on next page.)

FX/Reverb Mode (continued)



Use **FX/Reverb Mode** to select a Reverb type (menu 7), and adjust reverb level (menu 8).

Reverb Type Menu 7	Reverb Level Menu 8
NONE	1-10
AMBIENT	1-10
SMALL ROOM	1-10
LARGE ROOM	1-10
SMALL HALL	1-10
LARGE HALL	1-10
ARENA	1-10
SMALL PLATE	1-10
LARGE PLATE	1-10
SPRING	1-10
63 SPRING	1-10

Drums Mode



Use **Drums Mode** to select a Drum pattern (first menu), then modify *that* drum pattern's settings in menus 2–6.

Menu	Drum Menu Items	Settings
1	DRUM PATTERN	1 Drop, 12 8met, 16 Hats, 32 Hats, 3 4 Met, 4 4 Met, 5 4 Met, 5 On 4, 50 Shuf, 80 Funk, 80s Hop, Aerwalk, Ballad, Ballad2, Beastly, Bossa, Chicago, Clave, Classic, Country, Dblkick, Dblshuf, Disco, Dr Hop, Drive, Fever, Fiesta, Funk, Feelin, Grind, Grunge, Halves, Happy, Hardroc, Haze, Hiphop, Hiphop2, Jazz, Kid, Latin, Latpony, Levee, Lilith, Mambo, Metal, Miami, Modern, Motrcty, Party, Pop, Pop2, Popstar, Punk, Punkpop, Rnb New, Rnb Old, Reggae, Ride, Rock101, Rocbell, Rocbluz, Rock, Rocker, Rhythm, Rhythm2, Salsa, Samba, Shaker, Shuffle, Ska, Smoke, So Bell, Soul, Speed, Steely, Surftom, Swedes, Swing, Train, Train2, Viking, Virus, Waltz, Western
2	TEMPO	30-240 Beats per Minute
3	KEY	A, A#, B, C, C#, D, D#, E, F, F#, G, G#
4	DRUM LEVEL	1-10
5	BASS LEVEL	1-10
6	ACCOMPANIMENT LEVEL	1-10

Auxiliary/Phrase Mode



Use **AUX/Phrase Mode** to adjust the AUX IN jack settings (menus 1–2).

Use **AUX/Phrase Mode** to adjust the Phrase Sampler settings (menus 3–7).

Menu	Aux Menu Items	Settings—(Function)
1	AUX INPUT LEVEL	1-10 — (Adjusts the volume of whatever you have connected to the AUX IN jacks.)
2	AUX MIX	Stereo, Center Cancel, Left, Right — (Helpful for emphasizing or de-emphasizing guitar parts on some recorded material)
3	PHRASE LEVEL	1-10 — (Phrase playback level.)
4	OVERDUB FEEDBACK	1-10 — (Level of previous phrase recorded to new phrase)
5	PHRASE MODE	Freeform, Lead In — (Record with or without a lead in. 4 Beat Lead adjusts measure length for correct timing.)
6	PHRASE SOURCE	Aux In, Drums, Aux In + Drums, Guitar, All — (Select the source(s) that the Phrase Sampler records.) NOTE: To include drums in the sample (Source set to "All"), start the Drum Loop before you press Record.
7	PHRASE SPEED	Normal, Half Speed — (Phrase playback speed.)
8	PLAYBACK	Once, Repeat — (Playback the Phrase one time, or in an endless loop.)

Utility Mode



Use **Utility Mode** to rename presets, lock memory, transfer presets (MIDI) and manage the system.

Menu	Utility Menu Items	Procedure—(Function)
1	EDIT PRESET NAME	Rotate Data Wheel, then follow the instructions displayed on screen.
2	SYNTH EQ	Rotate Data Wheel — (Select 1-10 as the Tone for the MIDI Synth instruments)
3	LINE OUT	Rotate Data Wheel — (Select All or Synth to be supplied to the LINE OUT jacks.)
4	LINE LEVEL	Rotate Data Wheel — (Select 1-10 as the Volume level for the LINE OUT jacks.)
5	SPEAKER	Rotate Data Wheel — (Select All or Guitar (and Phrase) to output to the speaker.)
6	DEFAULT QA1	Rotate Data Wheel — (Select the default Guitar Preset to be assigned when Composing a new S bank preset)
7	DEFAULT QA2	Rotate Data Wheel — (Select the default Guitar Preset to be assigned when Composing a new S bank preset)
8	DEFAULT QA3	Rotate Data Wheel — (Select the default Guitar Preset to be assigned when Composing a new S bank preset)
9	MIDI CONTROL	Rotate Data Wheel — (Select AMP or SYNTH. See page 16.)
10	MEMORY LOCK	Rotate Data Wheel — (Prevents accidental preset saves and MIDI dumps, but NOT a Factory Reset, see below.)
11	DUMP PRESET	Press SAVE — (Transfers the current preset to another G-DEC 30 or computer connected to the MIDI OUT port.)
12	DUMP ALL	Press SAVE — (Transfers ALL Presets to another G-DEC 30 or computer connected to the MIDI OUT port.)
13	FACTORY RESTORE	Press SAVE twice — (Restores every G-DEC 30 setting to the original settings. OVERRIDES MEMORY LOCK.)
14	AMP UPDATE	(Reserved for future G-DEC 30 software updates.)

Phrase Sampler



GENERAL NOTES: (Phrase Sampler behavior that you should know about)

DUB: This button is ignored if the amp is set to half speed playback.

OVERDUB FBCK: The Overdub Feedback setting (found in the AUX menu) controls the level of decay (fade out) of the previously recorded signal when overdubbing (10.0 = no decay). Overdubbing only records the guitar signals. MIDI patterns stop when overdubbing starts and they cannot be restarted until overdubbing is complete.

Phrase Sampler—States and Controls (how the current state affects what each of the buttons do)

OFF (If you start with the Phrase Sampler "OFF," pressing **PLAY**, **REC** or **DUB** will cause this to happen)...

PLAY: Start playback if a loop has been previously recorded, ignore otherwise.

RECORD: Enter record mode and start recording.

OVERDUB: Start overdubbing if a loop has been previously recorded, otherwise start recording.

PLAYING (If you start with the Phrase Sampler "PLAYING," pressing **PLAY**, **REC** or **DUB** will cause this to happen)...

PLAY: Stop playback.

RECORD: Enter record mode and start recording.

OVERDUB: Start overdubbing on next pass through (tapping again, prior to the overdubbing starting, cancels overdubbing before it starts and continues playback).

RECORDING (If you start with the Phrase Sampler "RECORDING," pressing **PLAY**, **REC** or **DUB** will cause this to happen)...

PLAY: Exit record mode and begin playback (truncates loop to nearest measure if the amp is set to 4 beat lead in mode).

RECORD: Stop the recording process.

OVERDUB: Exit record mode and begin playback and begin overdubbing (truncates loop to nearest measure if the amp is set to 4 beat lead in mode).

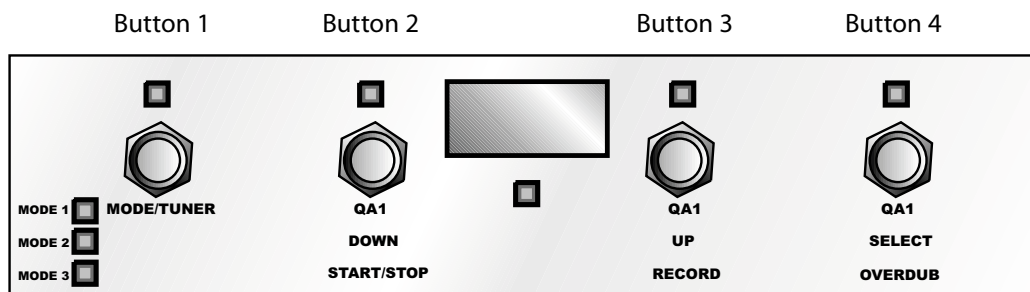
OVERDUBBING (If you start with the Phrase Sampler "DUBBING," pressing **PLAY**, **REC** or **DUB** will cause this to happen)...

PLAY: Stop overdubbing and continue playback on next pass through.

RECORD: Enter record mode and start recording.

OVERDUB: Stop overdubbing and playback on next pass through.

Footswitch (optional equipment)



The footswitch (p/n 0994070000) has four modes indicated by the three LEDs on the left side of the footswitch (no LEDs lit indicates the fourth mode—**Tuner Mode**). Press the **MODE/TUNER** button repeatedly to cycle through the modes (press and hold for a shortcut to **Tuner Mode**). The footswitch will only control the amp if the G-DEC 30 is in **Play Mode** or **Tuner Mode**. In Modes 1, 2 or 3 the display will show the current Preset or Song number that is loaded on the amp, and in **Tuner Mode** the display will show the current note. You cannot change footswitch modes while the Phrase Sampler is recording or overdubbing.

MODE 1—Quick Access Mode:

- Button 1: Hold for Tuner, Press and release for Mode 2
- Button 2: Loads Song QA1 or Default QA1 if no song is currently loaded. Also turns on the LED above the button.
- Button 3: Loads Song QA2 or Default QA2 if no song is currently loaded. Also turns on the LED above the button.
- Button 4: Loads Song QA3 or Default QA3 if no song is currently loaded. Also turns on the LED above the button.

MODE 2—Down/Up/Start Stop Mode:

- Button 1: Hold for Tuner, press and release for Mode 3
- Button 2: Decrements to the next preset (U or P) or Song.
- Button 3: Increments to the next preset (U or P) or Song.
- Button 4: Starts or Stops a pattern if the user is on a U or P preset. If the user is on a S preset the song starts and the footswitch switches to QA mode so that the user can access the 3 QA presets associated with that song during playback. Upon completion of the song the footswitch will automatically return to mode 2 so that the user can select the next song

MODE 3—Phrase Sampler Mode:

- Button 1: Hold for Tuner, Press and release for Mode 1
- Button 2: Starts/stops Phrase Sampler playback. LED will blink if the amp is finishing overdubbing a loop and will turn on once playback begins or off when playback has halted.
- Button 3: Starts/stops Phrase Sampler recording. LED will turn on once recording begins and off when playback has halted.
- Button 4: Starts/stops Phrase Sampler overdubbing. LED will blink if the amp is waiting to overdub on the next pass or stop at the end of the current pass and will turn on once overdubbing has begun or off when overdubbing has finished.

TUNER MODE:

NOTE: The four red LEDs on the top of the footswitch, along with the green LED in the middle will be used to indicate whether the note is sharp, flat, or in tune.

- Any Button: Press any button to return to the previous footswitch mode.

G-DEC 30 MIDI Guide

Basic MIDI Setup

The most basic MIDI operations on the G-DEC 30 require use of a MIDI interface device connected to a personal computer. Most MIDI interface devices will use USB or the game port on older PCs and are available at most musical instrument retailers. Refer to the interface manufacturer for proper device setup. To get the most out of the G-DEC 30 MIDI capability, connect the MIDI In port on the G-DEC 30 to the MIDI Out port on your MIDI interface with a standard MIDI cable. Also connect the MIDI Out port on the G-DEC 30 to the MIDI In port on your MIDI interface. See figure for connections.

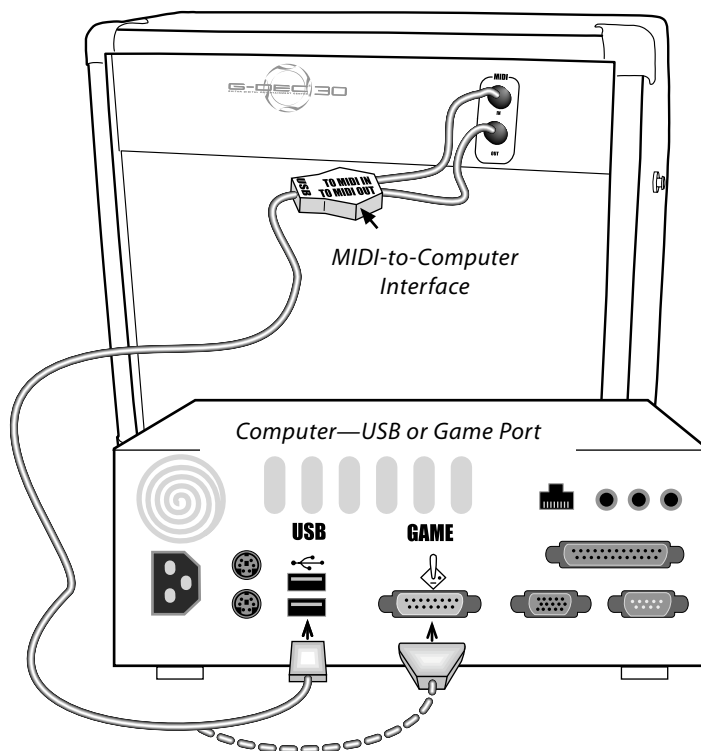
Dumping and Loading Presets

The above configuration will allow you to dump and load presets to and from the computer. To dump any one or all presets (see Utility Mode page 12) you will need third party software running on the PC. Search for a MIDI librarian utility or SYSEX utility from your favorite search engine online that works with your specific computer. You will need an application that accepts SYSEX dumps from external devices. Within your selected software package, you will need to configure MIDI ports and tell the application to wait to receive a SYSEX dump. Consult the documentation for your specific SYSEX application on how to perform these tasks. Once configured, you can then dump presets to a ".SYX" file which then can be posted or emailed to share with other G-DEC 30 users.

To load a preset into the G-DEC 30 you will also need third party software running on the PC. The same application used for receiving SYSEX dumps will most likely be able to send SYSEX data as well. Load a G-DEC 30 preset file (ending in .SYX) into your configured SYSEX application and send the preset. The G-DEC 30 is always ready to receive these files. Once a valid preset file is received by the G-DEC 30, it will bring you to the Save prompt (see How Do I...? on page 6 for the Save function).

Updating the G-DEC 30 Software

The above MIDI configuration will also allow you to update your G-DEC 30 software if and when an update becomes available from Fender, downloadable from <http://www.fender.com>. G-DEC 30 update information will be made available from the download site. In general, to perform this operation, access the "Amp Update" item in the Utility Menu (see Utility Mode, page 12) and follow the on-screen instructions. Press Save to start the process. When the G-DEC 30 states it is ready to receive a MIDI Update, use your selected SYSEX application (the same used for preset dumps and loads) to send the G-DEC 30 update file to the amp. Other important instructions may be included with the update package.



Using the On-Board Synthesizer with an External Controller

The G-DEC 30 has a full General MIDI compatible synthesizer on board that may be triggered using an external MIDI controller. Simply connect the MIDI Out port of your MIDI controller device (typically a keyboard or PC) to the MIDI In port on the G-DEC 30. Set your MIDI controller device onto any channel other than 10 and it will control the onboard G-DEC 30 synthesizer (channel 10 is used for a drum kit). To change voices, use the appropriate program change message on your MIDI controller. Consult the MIDI controller device documentation on how to perform this function on your specific controller. Refer to the Appendix for channels of General MIDI voicings.

Streaming MIDI Files to the G-DEC 30

If you wish to play any available General MIDI file from your PC through the G-DEC 30, you will need a third party PC application that is able to play MIDI files to an external MIDI port. Search for a MIDI player or MIDI sequence utility from your favorite search engine online that works with your specific computer. Consult the documentation for your application on proper configuration. Once properly configured, play any MIDI file (typically a file with the .MID extension) from your MIDI player or sequence application. The MIDI Out port of your MIDI interface device must be connected to the MIDI In port on the G-DEC 30. Note that if the song is playing but sounds cluttered, make sure any MIDI thru function in your application is disabled, or simply unplug the MIDI cable from the MIDI Out port on the G-DEC 30. The G-DEC 30 always outputs any MIDI information received on the MIDI In port on the MIDI Out port which may result in a repeated loop if your application has MIDI throughput enabled.

Advanced MIDI sequence applications will allow you to create your own MIDI songs for playback on the G-DEC 30. Note that although the G-DEC 30 can store MIDI music, G-DEC 30 will only play streamed audio from a PC and will not store streamed audio directly. Storing MIDI music is accomplished through a different mechanism. To store audio to the G-DEC 30, see section "Storing MIDI Files to the G-DEC 30" below.

If you would like to construct a MIDI song of your own using some of the patterns onboard the G-DEC 30 simply play the pattern you would like and record as much MIDI Out data from the G-DEC 30 as you desire using your MIDI sequence utility application on the PC. Note this will not record any guitar audio, simply MIDI data from the patterns. You can then modify and arrange patterns into songs using your MIDI sequencer software application and stream the resulting file back to the G-DEC 30 as mentioned above. Refer to the Appendix for channels of General MIDI voicings.

Connecting Two G-DEC 30s Together

You may also share presets directly from one G-DEC 30 to another by simply connecting the two G-DEC 30s with a standard MIDI cable. Connect the MIDI cable to the MIDI Out port of the G-DEC 30 that holds the preset you want to share. Then connect the other end of that MIDI cable to the MIDI In port on the G-DEC 30 into which you wish to load the preset. Then follow the Dump preset procedure (see Utility Mode, page 12) on the G-DEC 30 that holds the preset you want to share.

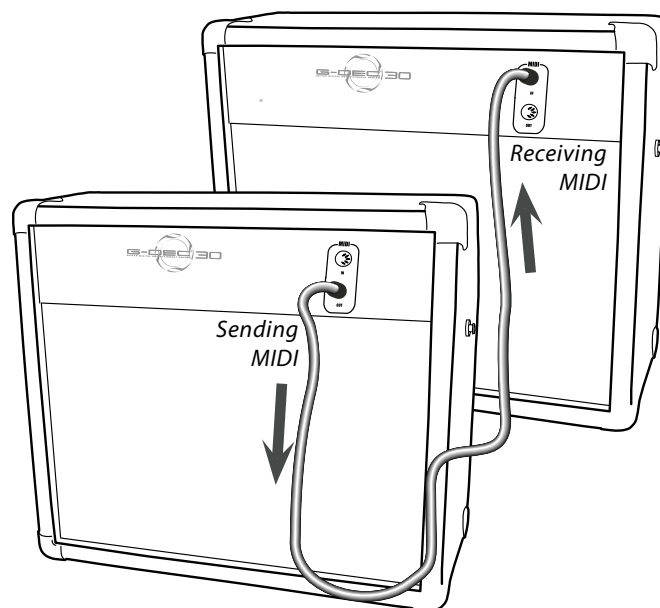
Another fun thing to try with two G-DEC 30s is to connect them with a MIDI cable as described above for a synchronized jam session or lesson! On the G-DEC 30 with the MIDI Out port connected, select a desired preset to jam along with. On the other G-DEC 30 select any guitar tone desired. Then press Start/Stop on the first G-DEC 30 to start the drum pattern. The MIDI data is then sent from the first G-DEC 30 to the second and is synchronized. Now you are both able to jam along to the same synchronized drum pattern with two different guitar tones!

Storing MIDI Files to the G-DEC 30

Download the G-DEC 30 MIDI file utility available at:

<http://www.fender.com/support/downloads/index.php>

Follow the instructions included with the application.



G-DEC 30 MIDI Configuration

In Utility Mode you can set MIDI CONTROL (menu 9) to SYNTH or AMP. If set to AMP, data sent on MIDI channel 16 will control the amp, and channels 1-15 will be routed to the synth. This will present a problem if a normal MIDI song is played with music on channel 16 (which could affect the amp settings in unexpected ways). In this case you can either delete channel 16 or move it to a different channel. If MIDI CONTROL is set to SYNTH, all MIDI data will be routed to the synth. When

songs are created in the COMPOSE Mode, program changes will be saved in the song on channel 16 regardless of the MIDI Amp Control setting, but the program changes will only work during playback if the amp is set to AMP. MIDI on channel 16 is also passed from the MIDI input jack to the DSP during playback of songs or patterns if the MIDI CONTROL is set to AMP.

GDEC30 MIDI Controls

If the MIDI CONTROL is set to AMP the following commands can be used (on CH 16).

Amp Control	Control Type	Value Range
Preset Num	Program Change	0-99,127=Tuner
Amp Volume	CC#07	0-127
Synth Volume	CC#11	0-127
Start/Stop MIDI	CC#85	Don't care
Play	CC#86	Don't care (Ignored if the amp is busy playing a pattern or song)
Record	CC#87	Don't care (Ignored if the amp is busy playing a pattern or song)
Overdub	CC#88	Don't care (Ignored if the amp is busy playing a pattern or song)
Data Increment	CC#96	Don't care
Data Decrement	CC#97	Don't care
Amp Gain	CC#102	0-127
RVB Level	CC#108	0-127
FX Level	CC#110	0-127
FX Param1	CC#111	0-127
FX Param2	CC#112	0-127
FX Param3	CC#113	0-127
FX Param4	CC#114	0-127
Select Song	CC#119	0-63 (Ignored if the amp is busy playing a pattern or song)

APPENDIX: MIDI CHANNEL – (Any except Channel 10)

PROGRAM CHANGE	GENERAL MIDI	PROGRAM CHANGE	GENERAL MIDI
1	(Grand) Piano 1	33	Acoustic Bass
2	(Bright) Piano 2	34	Finger Bass
3	(Electric Grand) Piano 3	35	Picked Bass
4	Honky-Tonk Piano	36	Fretless Bass
5	Electric Piano 1	37	Slap Bass 1
6	Electric Piano 2	38	Slap Bass 2
7	Harpsichord	39	Synth Bass 1
8	Clavi	40	Synth Bass 2
9	Celesta	41	Violin
10	Glockenspiel	42	Viola
11	Music Box	43	Cello
12	Vibraphone	44	Contrabass
13	Marimba	45	Tremolo Strings
14	Xylophone	46	Pizzicato Strings
15	Tubular Bells	47	Orchestral Harp
16	Santur	48	Timpani
17	Drawbar Organ	49	String Ensemble 1
18	Percussive Organ	50	String Ensemble 2
19	Rock Organ	51	Synth Strings 1
20	Church Organ	52	Synth Strings 2
21	Reed Organ	53	Choir Aahs
22	Accordian (French)	54	Voice Oohs
23	Harmonica	55	Synth Voice
24	Tango Accordion	56	Orchestra Hit
25	Acoustic Guitar (Nylon)	57	Trumpet
26	Acoustic Guitar (Steel)	58	Trombone
27	Electric Guitar (Jazz)	59	Tuba
28	Electric Guitar (Clean)	60	Muted Trumpet
29	Electric Guitar (Muted)	61	French Horn
30	Overdriven Guitar	62	Brass Section
31	Distortion Guitar	63	Synth Brass 1
32	Guitar Harmonics	64	Synth Brass 2

(continued on next page)

APPENDIX (continuation): **MIDI CHANNEL** – (Any except Channel 10)


PROGRAM CHANGE	GENERAL MIDI	PROGRAM CHANGE	GENERAL MIDI
65	Soprano Sax	97	FX 1 (Rain)
66	Alto Sax	98	FX 2 (Soundtrack)
67	Tenor Sax	99	FX 3 (Crystal)
68	Baritone Sax	100	FX 4 (Atmosphere)
69	Oboe	101	FX 5 (Brightness)
70	English Horn	102	FX 6 (Goblins)
71	Bassoon	103	FX 7 (Echoes)
72	Clarinet	104	FX 8 (Sci-Fi)
73	Piccolo	105	Sitar
74	Flute	106	Banjo
75	Recorder	107	Shamisen
76	Pan Flute	108	Koto
77	Blown Bottle	109	Kalimba
78	Shakuhachi	110	Bag Pipe
79	Whistle	111	Fiddle
80	Ocarina	112	Shanai
81	Lead 1 (Square)	113	Tinkle Bell
82	Lead 2 (Sawtooth)	114	Agogo
83	Lead 3 (Calliope)	115	Steel Drums
84	Lead 4 (Chiff)	116	Woodblock
85	Lead 5 (Charang)	117	Taiko Drum
86	Lead 6 (Voice)	118	Melodic Tom
87	Lead 7 (Fifths)	119	Synth Drum
88	Lead 8 (Bass + Lead)	120	Reverse Cymbal
89	Pad 1 (Fantasia)	121	Guitar Fret Noise
90	Pad 2 (Warm)	122	Breath Noise
91	Pad 3 (Polysynth)	123	Seashore
92	Pad 4 (Choir)	124	Bird Tweet
93	Pad 5 (Bowed)	125	Telephone Ring
94	Pad 6 (Metallic)	126	Helicopter
95	Pad 7 (Halo)	127	Applause
96	Pad 8 (Sweep)	128	Gunshot

Access G-DEC 30 Drums from an External Controller

The G-DEC synthesizer also contains a standard drum kit accessible using MIDI channel 10 using a program change

value of 1 (which may be set on most MIDI controller devices). Most MIDI notes on the keyboard correspond to a different instrument within the standard drum kit (not all notes are used). Other drum kits are available on MIDI channel 10 using program change values 9, 17, 25, 26, 33, 41, 49, 57, or 127.

Specifications

TYPE:	PR 695	
PART NUMBER:	235-0500-000 (120V, 60Hz)	235-0500-900 (120V, 60Hz) DS
	235-0501-900 (110V, 60Hz) TW DS	235-0503-900 (240V, 50Hz) AUS DS
	235-0504-900 (230V, 50Hz) UK DS	235-0505-900 (220V, 50Hz) ARG DS
	235-0506-900 (230V, 50Hz) EUR DS	235-0507-900 (100V, 50Hz) JPN DS
	235-0509-900 (220V, 60Hz) ROK DS	
POWER REQUIREMENTS:	75W	
POWER OUTPUT:	30W RMS into 8Ω @ 5%THD	
POWER AMP INPUT IMPEDANCE:	1MΩ	
FOOTSWITCH (OPTIONAL)	P/N 0994070000	
FUSES:	1A, 250V for 100/110/120V versions	
	500mA, 250V for 220V/230V/240V versions	
DIMENSIONS	HEIGHT: 15.5 in (40 cm)	
	WIDTH: 16.75 in (43 cm)	
	DEPTH: 8.125 in (21 cm)	
WEIGHT:	21 lb (9.6 kg)	

Product specifications are subject to change without notice.

