

## Changes in the G-Force software

The original G-force manual covers software version 1.05.

This addendum describes changes in the G-Force from software 1.05 to 2.03

### Preset Change

Software version 2.03 features two more preset recall mode: Effect mute On/Off. The recall mode is set up in the Utility display. Spillover can be obtained when the Effect Mute is set to off.

### Effect mute ON

When Effect mute is set to on, the G-Force will mute the sound for a very short moment while changing the preset. That will enable you to avoid any kind of artifact when changing preset.

### Effect mute OFF

When effect mute is set to off, the G-Force will bypass the effect blocks according to the Mute mode set in each block while changing preset.

Example: Preset 1 contains a delay. The Mute mode of the delay is set to "FX Input". Since "FX Input" will keep the dry level at the level set by the Mix parameter of the block, this preset will also do that (the Mute modes are explained in the Blocks chapter in the manual).

To avoid level jumps at preset changes, you must carefully consider the Mute mode of the blocks. "Mix 0%" will take the direct signal level up to 100% at the moment of preset change, "FX In/Out" will keep the direct signal level set by the Mix parameter in each block and "Input/Output" will mute the direct signal at preset change.

### Pedal Jack Curve

The response curve of the External 1/4" jack input can now be adjusted. After the External input has been calibrated, select "Pedal Curve" in the Utility, Config display, and press Enter.

Dial the Value wheel to change the response curve. Press Exit to leave the "Pedal Curve" display.

The "Pedal Curve" parameter is global, and is therefore not changed with presets.

### Ext. Modifier Preserve/Reset

This function sets how externally controlled parameters should react to preset change.

### Reset

Will reset the controlled parameter to the value stored in the preset. At the first movement of the External controller, the parameter will be captured.

### Preserve

Will preserve the value of the External controller, meaning that the controlled parameter will start at this value.

Example: You are about to load a preset with an external expression pedal controlling the Delay mix parameter. The Delay Mix parameter is stored at 50%, however, your expression pedal is set to 100%. Now you load the preset. If you selected "Reset" the Ext. modifier input, the Delay mix will be reset to the preset value=50%.

If you selected "Preserve" the Ext. modifier input, the Delay mix will preserve the pedal value=100%

### LFOs Full Stop

All LFOs of the G-Force can now be turned completely off. To achieve this set the speed of the current LFO to "Off". This enables you to control for example Panners, Flangers and Phasers totally manually, by using the External controllers.

### Three New Board Factory Defaults

Three new foot controller defaults have been added to the list in the I/O setup Control display. The complete list is now:

- ADA MXC
- ART X-15 Ultrafoot
- Custom Audio Electronics RS-10
- DMC Ground Control
- Lexicon MPX R1
- Rocktron all Access
- Roland FC-200

# MANUAL ADDENDUM

## MIDI Program Change Re-Transmit

The G-Force is now capable of controlling the re-transmission of an incoming MIDI prg. change. This feature has been added to the Custom map on the I/O Setup, MIDI page. This enables you to not only remap an incoming prg. change but also to determine whether the current prg. change should be re-transmitted to other devices receiving MIDI information from the G-Force MIDI output or not. NOTE: A prg. change is re-transmitted on the G-Force MIDI Out connector, while the MIDI Thru connector transmits a copy of the signals received on MIDI In connector.

## Block Status On/Off Sent Out at Preset Change

The G-Force now sends out the block bypass state at preset change. The bypass state is sent out according to the MIDI controller numbers set up in the I/O Setup, Control page, e.g. the Compressor block's bypass is set up to be controlled by MIDI Basic ch, controller #25, the bypass state will be transmitted on this particular controller at each preset change.

This feature can be used in conjunction with some of the foot controllers on the market that do not have the ability to update bypass switches state at preset change. By connecting the G-Force MIDI Out to the foot controller MIDI In, the G-Force can now update the foot controller's bypass switch state at each preset change.

## Parameter Dial Direction

This parameter enables you to change the cursor direction when dialing the Parameter wheel. Choose whether the cursor should move up or down when dialing the parameter wheel clockwise. The Parameter Dial Direction parameter has been added in the Utility page.

## Multiple Card Banks

The G-Force is now capable of addressing multiple preset banks on cards.

## Store to card banks:

Insert card. To store a preset to a particular bank, press the Store key and scroll the storing spaces using the Value wheel until you see the desired card bank and storing number. Press Enter to confirm. The total number of banks depends on the card size, e.g. a 512KB card can hold up to 9 banks of 100 user presets.

## Recall from card banks:

Insert card. Press the Recall key. Move the cursor to the "bank" selector and dial the Value wheel to select the desired bank. Move the cursor back to the "Preset" parameter. Scroll to the desired preset and press Enter to load the new preset.

## The Noise Gate:

The Gate is now even more efficient than before. With a damping range of up to 90dB, it will remove even the most heavy noise once you stop playing.

## The Two Octave Pitcher

A new Pitch Sub algorithm has been added. This Algo has a pitch range of plus/minus two octaves, making it possible to use the Pitcher for Whammy-like purposes. Try connecting an External controller to the Pitch parameter for real time control of the pitch.

## The Drive

The Drive algorithm has been improved. This algorithm was originally meant as a coloring tool for the effects. In this latest version it has become an even more useful tool. The sound has changed to a more tight and more analog kind of feel. Check out the Drive one more time.

## Pitch Detection Range

The Pitch Detection Range can now be altered making it possible to detect bass strings as well as guitars.

To enter these settings:

- Press MOD to enter modifiers.
- Select the modifier section using the ARROW keys.
- Select Pitch using the VALUE wheel and press ENTER.
- Select Guitar range (6 string or 7 string) or Bass range using the VALUE wheel.

6s GTR : D1 - E5

7s GTR : A0 - E5

Bass Range : A1 - E4

*Note! Default mode is Guitar.*

## Additional Changes

In addition to these changes there has been a number of minor updates and optimizations. E.g. the Intelligent Pitcher has been improved giving an even better Chromatic Tuners detection.