

G-SYSTEM ADDENDUM FOR SOFTWARE 4.0

This manual addendum explains the new features in G-System software 4.0

Before we look at the details let us make sure that you get your G-System software updated correctly.

- First download the software updater from <http://www.tcelectronic.com/g-systemsoftware> to a location on your computer where you can easily find it again, e.g. on your desktop.
- Then connect G-System to your computer using a USB cable.
- Make sure that your G-System is powered up and then click on the software updater.
- Do NOT turn off or remove power from G-System while the software is uploaded.

Vintage Univibe (mod block)

The Vintage Univibe is an emulation of the classic rotary speaker effect. The effects that can be achieved range from a “phasey”, thick chorus to lush vibrato.

By switching between the two Speed settings, you will get a noticeable speed change similar to the effect you hear when the rotary speaker in a Leslie is turned on/off. As you will discover though, Univibe is not a Leslie, but rather has a character of its own.

Speed 1 & Speed 2

Range: 150 Hz to 10 kHz

Two speed settings can be set. By assigning a G-System switch or an external controller to switch between the two speeds, you can “shift gears”. The greater the difference between the two settings, the more noticeable the change in speed will be.

Depth

Range: 0 to 100 %

Defines the intensity of the pitch modulation.

Tempo 1 & Tempo 2

Range: Ignored, 1 to 1/32T

(T= Triplet & D= Dotted)

When set to any value between 1 and 1/32T, the Global Tempo is subdivided according to this setting. When set to “Ignored”, the speed set using the Speed parameter is used instead.



The Tap Master parameter – located in the Global menu – specifies whether the Global tempo or the tempo set by the Speed parameter in each preset should be used at preset change.

Attack

Range: 0.05 to 5 sec

The attack parameter defines the time it takes for the effect to go from slow to fast.

Beware that the parameters; Speed 1 and Speed 2, have the same range and it is up to you whether Speed 1 or Speed 2 is the slowest/fastest.

Release

Range: 0.05 to 5 sec

Opposite to the Attack parameter, Release defines the time that the effect takes to switch from the faster Speed setting to the slower one.

Select

Settings: Speed 1 / Speed 2

Use this parameter to specify whether Speed 1 or Speed 2 is the default setting for the effect. If you assign a Modifier to this parameter, you can switch between the two speeds e.g. by using a MIDI pedal to send a MIDI CC message.

UNIVIBE

BpMode

Settings: Direct/Delayed

This parameter defines how the effect behaves when the effect is bypassed and when switching between Speed 1 and Speed 2 within the same preset. When "Direct" is selected, Univibe is switched off immediately. When "Delayed" is selected, you will hear that the speed slows down gradually according to the setting of the "Release" parameter.

PhaseReverse

Settings: Off/On

By turning the phase 180°, you will get a very intense effect. Just try it!

Mix

Range: 0 to 100 %

This parameter sets the relationship between the level of the dry signal and the level of the effect in this block.

OutLev – Out Level

Range: -100 to 0 dB

This parameter sets the overall output level for this effect.

Modern Univibe

Although it is equipped with the same parameters as the Classic Univibe, the Modern variation sounds quite different – slightly less “swirly”, more radical and with more phasing.

DOUBLER (PITCH BLOCK)

Doubler

The Doubler effect simulates the phenomenon occurring when two guitars play the exact same riff. Even though the intention is to play the exact same notes at the exact same time, the reality is that there is always a small deviation in time and pitch between the two guitars. This is exactly what makes that cool doubler effect. Try playing around with the delay time, and use the Side parameter to spread the sound if you play in stereo. A small deviation in pitch also enhances the perception of two guitars playing at the same time. Set the amount using the Pitch parameter.

Delay

Range: 3 to 60 ms

Delays the signal in the channel selected by the Side parameter. This is the key parameter in the Doubler effect. It is difficult to advise on a specific setting. It all depends on how far apart your cabinets are placed and the listening position. If the cabinets are miked for PA try consulting the sound engineer to get the effect you want. Even a few milliseconds of delay will give a wide doubler feeling. - Set too high you might find the result a bit blurred.

Pitch

Range: -20 to +20

Sets the pitch of the processed signal. A slight change of pitch on the processed signal is ideal to best simulate a second guitar player playing the exact same notes as you.

Side

Range: L (Left) or R (Right)

With this parameter you decide which channel is delayed.

OutLev – Out Level

Range: -100 dB to 0 dB

This parameter sets the overall output level for this effect.

Enable

Range: On or Off

Determines whether the effect is active or not.

MISC. - KILL DRY

Killdry - Utility menu

Range: On/off

When using G-System in a parallel setup or in a parallel loop, the Kill Dry function comes in handy. With Kill Dry activated, no direct signal is passed to the outputs of G-System.

A few comments regarding the Kill Dry function and a parallel setup:

First of all:

- In such a setup, we recommend using the Parallel routing.
- When the Kill Dry parameter is set to “On”, no clean signal is passed to the outputs, and the “Mix” parameter changes to “Wet” in all algorithms.

You should also be aware that the way the signal is routed in a parallel loop is similar to the signal path within a mixer. The signal is split: One part runs unprocessed to the output and never passes the actual effects processor. The other part of the signal is processed within G-System and summed with the unprocessed signal. Therefore, you will not get to enjoy the benefits from all effects when running a parallel setup. This goes especially for level-based effects such as Tremolo and Panner, but the Chorus/Flanger Phaser, Vibrato and Pitch blocks.

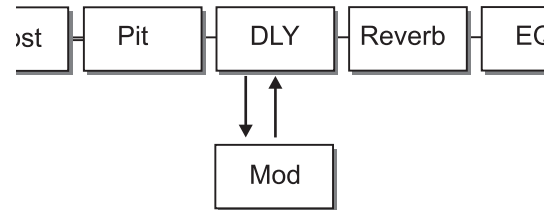
SERIAL 2 ROUTING

Serial 2 Routing

The Serial 2 routing is a variation of the Serial routing that allows you to apply modulation effects to the delay repeats only.



The advantage of the Serial 2 routing is that with longer delay times, you can use rather extreme modulation effects without blurring the dry signal.



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