



JM4 Looper

Pilot's Handbook

Manuel de pilotage

Pilotenhandbuch

Pilotenhandboek

Manual del Piloto

Please visit www.line6.com/manuals to
download information on SD Card features.



WARNING: To reduce the risk of fire or electric shock, do not expose this appliance to rain or moisture.

CAUTION: To reduce the risk of fire or electric shock, do not remove screws. No user-serviceable parts inside. Refer servicing to qualified service personnel.

NOTICE: This equipment has been tested and found to comply with the limits for a Class B digital device pursuant to Part 15 of FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.



The lightning symbol within a triangle means “electrical caution!” It indicates the presence of information about operating voltage and potential risks of electrical shock.



The exclamation point within a triangle means “caution!” Please read the information next to all caution signs.

The serial number can be found on the back panel of your JM4 Looper. It’s the number that begins with “(21)”. Please note it here for future reference:

SERIAL NO: _____

Please Note:

All product names referred to in this manual are trademarks of their respective owners, which are in no way associated or affiliated with Line 6. These trademarks of other manufacturers are used solely to identify the products of those manufacturers whose tones and sounds were studied during Line 6’s sound model development.

You should read these Important Safety Instructions

Keep these instructions in a safe place

Before using your JM4 Looper, carefully read the applicable items of these operating instructions and the safety suggestions.

1. Obey all warnings on the amp and in the JM4 Looper Manual.
2. Connect only to AC power outlets rated 100-120V or 200-240V 47-63Hz (depending on voltage range of the power supply; refer to label on the unit).
3. Do not perform service operations beyond those described in the JM4 Looper Manual. Service is required when the apparatus has been damaged in any way, such as:
 - power-supply cord or plug is damaged
 - liquid has been spilled or objects have fallen into the apparatus
 - the unit has been exposed to rain or moisture
 - the unit does not operate normally or changes in performance in a significant way
 - the unit is dropped or the enclosure is damaged.
4. Transformers can get hot during operation. Do not touch during operation or shortly after.
5. Do not place near heat sources, such as radiators, heat registers, or appliances which produce heat. Keep the rear of the unit at least three inches from walls or other items that might block heat radiation.
6. Do not block any of the ventilation openings or use in an enclosed space.
7. Guard against objects or liquids entering the enclosure. Do not use or place unit near water.
8. Do not step on power cords. Do not place items on top of power cords so that they are pinched or leaned on. Pay particular attention to the cord at the plug end and the point where it connects to the amp.
9. Unplug the amp when not in use for extended periods of time. Unplug the amp during lightning storms.
10. Clean only with a damp cloth.
11. Do not defeat the safety purpose of the grounding type plug. A grounding type plug has two blades and a third grounding prong. The third prong is provided for your safety. When the provided plug does not fit into your outlet, consult an electrician for replacement of the obsolete outlet.
12. Only use attachments/accessories specified by the manufacturer.
13. Prolonged listening at high volume levels may cause irreparable hearing loss and/or damage. Always be sure to practice “safe listening.”

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Loop Recording with JM4 Looper 5•1

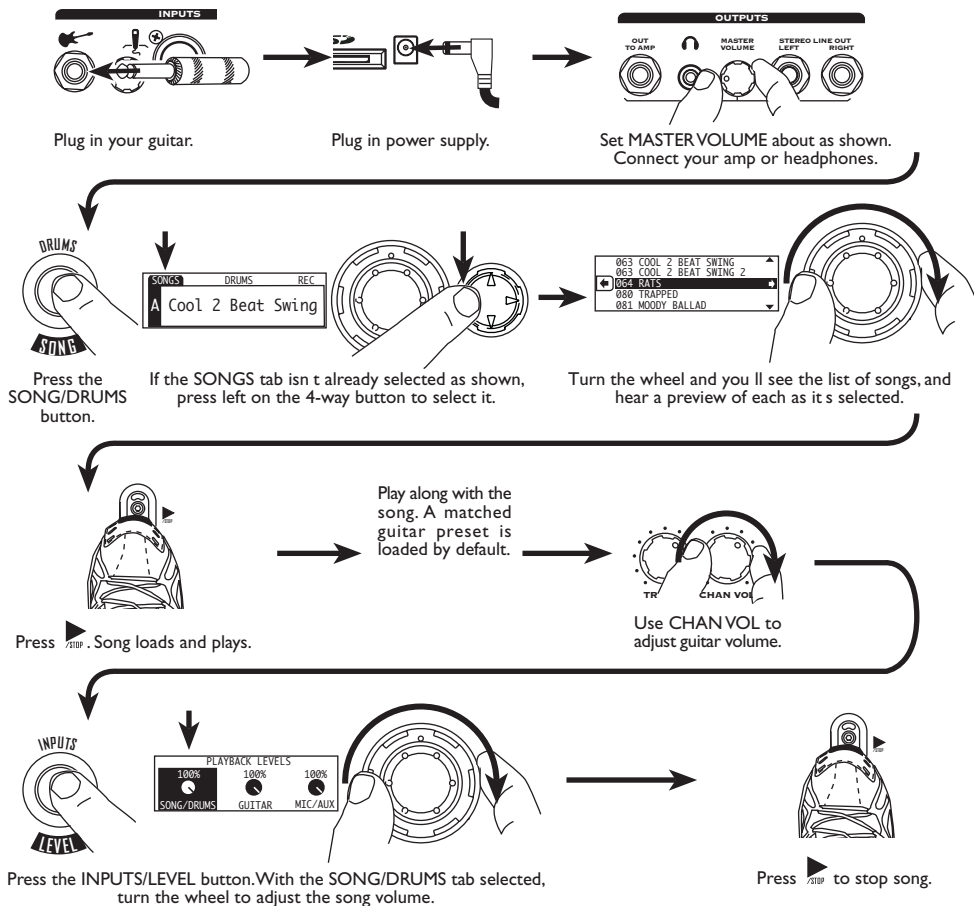
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Appendix A: Modeled Amps..... A•1

Which Amps Are Modeled?.....	A•1
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TUTORIALS

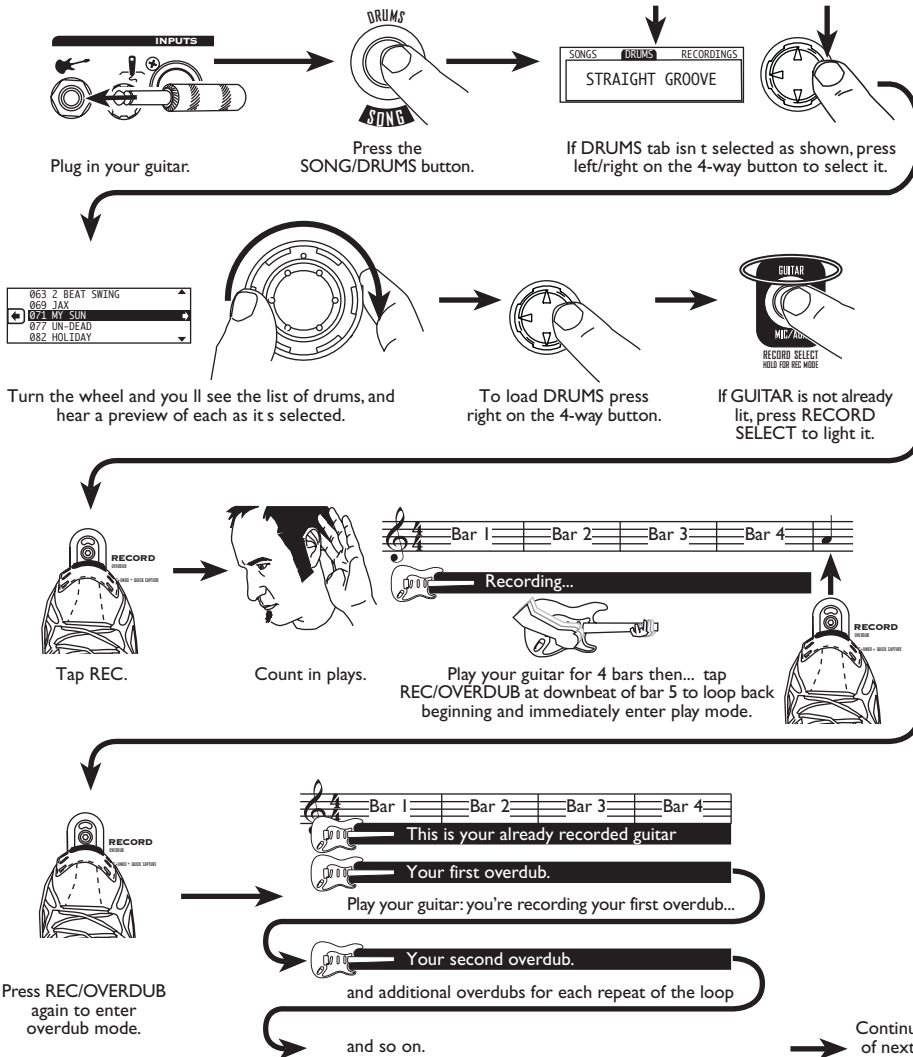
Tutorial I – Jam with a Song



You can also jam with Drums. Give it a try!

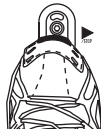
Tutorial 2 – Record & Overdub with Drums

1•2





Tap UNDO to discard most recent overdub.



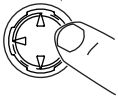
Tap **STOP** once. Loop play/recording stops.



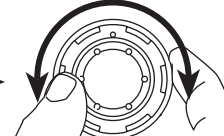
Press SAVE.



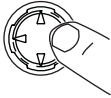
Make sure SAVE RECORDING is selected as shown.



Press RIGHT on the 4-way button. Your display should now look something like this.



Turn the wheel to change the first character.

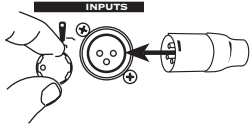


Press right on the 4-way button to select other characters you wish to change.

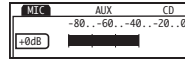


Press down on the 4-way button to finish.

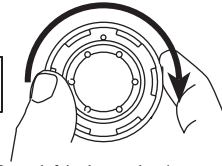
Tutorial 3 – Connect a Mic to the XLR input



Connect your mic to the XLR input. Increase mic TRIM. Decrease if clipping.



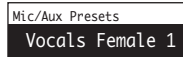
Press LEVEL/INPUTS button twice. Press left/right on the 4-way button to select MIC tab. Turn the wheel to balance Mic Level.



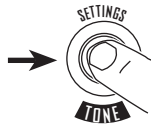
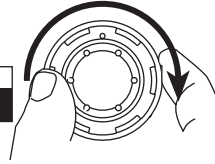
1•4



Press TONE/SETTINGS button twice to show MIC/AUX PRESETS.



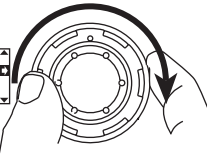
Turn the wheel to select a vocal preset.



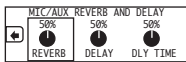
Press TONE/SETTINGS again to show more functions.



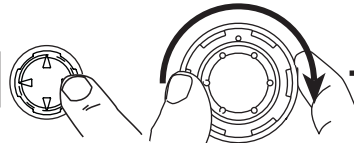
Turn wheel to select MIC/AUX REVERB & DELAY



Press right on 4-way button to see the reverb and delay settings.



Press left/right on 4-way button to select values, and turn wheel to adjust them.

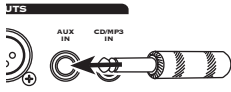


If you want to record your mic, press RECORD SELECT until MIC/AUX is lit.



Pop quiz: Follow the steps for recording as described earlier and create your first ever vocal harmony loop.

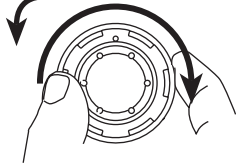
Tutorial 4 – Using the Aux Input



Use the AUX input for a second guitar, bass, keyboard, drum machine, etc.



Hold RECORD SELECT for two seconds.



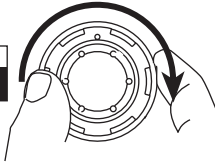
Turn wheel to select MIC if not already selected.



Press TONE/SETTINGS button twice to show MIC/AUX presets.

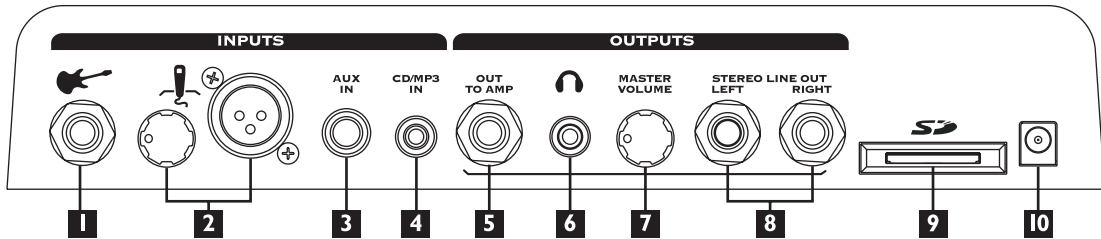


Turn wheel to Select MIC/AUX PRESETS.



If you want to record the AUX input, press RECORD SELECT to light the MIC/AUX light if not already lit.

CONTROLS & CONNECTIONS



2•1

1 Guitar In – Plug your guitar in here. The Guitar input has dedicated Amp and FX processing.

2 Mic In and Trim – Connect a microphone to this XLR input and use the **Trim** knob to adjust its gain. The Mic input has its own independent EQ, Reverb, Delay and Compressor FX processing.

Note: When not using a mic, always turns this all the way left (clockwise) to minimum to avoid any noise from the unconnected mic preamp.

3 Aux In – This 1/4-inch input can be used for a second guitar, mic or just about any other audio source. You can choose whether this input gets processed and recorded with the **Guitar** input or **Mic** input.

4 CD/MP3 – Plug in any audio source to jam with your favorite music or drum machine. Use the device's output control to adjust its volume. **Note:** Start with the volume on your device at it's lowest setting and bring it up to the volume you desire.

This input get mixed with the **Mic** input for recording, but without any processing.

5 Out To Amp – Use this output to connect your JM4 to an instrument amplifier.

6 Phones – To listen with headphones, plug in here. The **Out To Amp** is muted when this jack is in use.

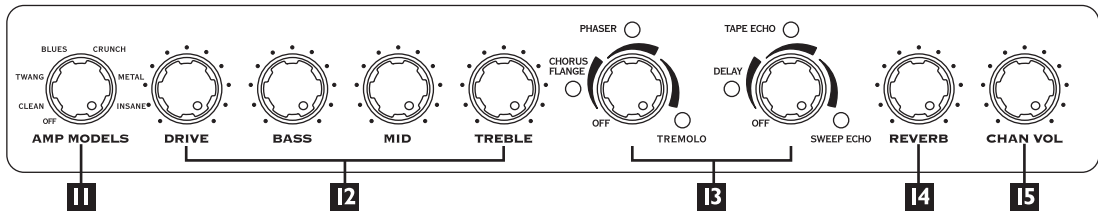
7 Master Volume – Sets the level for the **Out To Amp** and **Stereo Line Outs**. The current setting is shown on the **Display** when you turn this knob, too.

8 Stereo Line Out – Use these outputs to connect your JM4 to a mixer, PA,

recording interface, or other line input equipment.

9 SD Card Slot – You can use standard SD Cards, up to 2GB capacity, to store JM4 Looper recordings and transfer them to/from your computer. Please visit www.line6.com/manuals to download information on SD Card features. This slot is also used at our factory to install the firmware that controls your JM4 Looper.

10 Power – Connect the included 9v AC power supply here. Remove to turn your JM4 off.



11 Amp Models – Spin this knob to select one of (12) Amp Models. All the guitar tone and FX controls will automatically be set to sound great with that Amp Model, so you can just play! When you turn this knob, the **Display** will briefly show the currently-loaded Amp Model name, along with the current settings of the **Drive**, **Bass**, **Mid**, **Treble**, and **Chan Vol** knobs. Turn the knob all the way counterclockwise (left) to its minimum position to turn the Amp Modeling off.

12 Tone Controls – **Drive** is like the volume or gain knob on guitar amps; controls how much “dirt” you get in your sound. **Bass**, **Mid**, and **Treble** controls are customized for each Amp Model to give you optimal tonal control. When you turn any of these knobs, the **Display** will briefly show the currently-loaded Amp Model name, along with the current settings of the **Drive**, **Bass**, **Mid**, **Treble**, and **Chan Vol** knobs.

13 Smart Control FX – Spin one of these knobs to get great FX, fast and easy:

Knob A picks Chorus/Flange, Phaser or Tremolo, with a range of settings – from subtle to extreme – for each effect. The LED shows the active effect. Turning the knob all the way down turns this effect off.

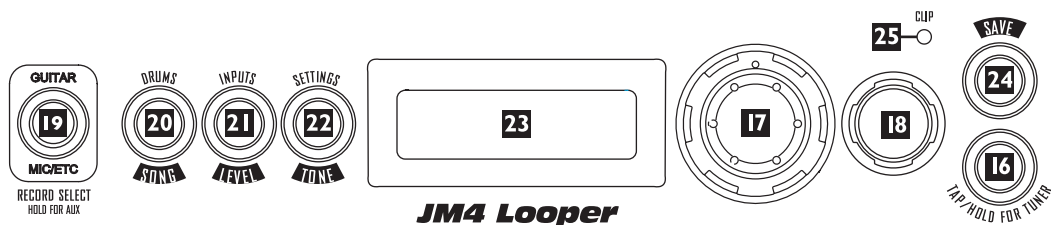
Knob B picks Delay, Tape Echo or Sweep echo, with a range of mix settings from low to high. The LED shows the active effect and the **Tap** LED flashes the delay time. To change

the delay time, tap the **Tap** button. Turning this knob all the way down turns the effect off.

When you turn either knob, **Display** will briefly show you the current settings.

14 Reverb – Dial up more or less virtual room. While turning the knob, the **Display** will show you the current setting.

15 Channel Volume – This control helps you balance the volumes of different amp-and-effect setups that you store in your JM4 Looper's (36) User preset channels. When you turn this knob, the **Display** will briefly show the currently-loaded Amp Model name, along with the current settings of the **Drive**, **Bass**, **Mid**, **Treble**, and **Chan Vol** knobs.



16 Tap / Hold for Tuner – Tap on the **Tap** button a few times to set the delay time. The **Display** will briefly show the delay time you tapped in BPM (beats per minute).

Hold the **Tap** button for 3 seconds to activate the built-in chromatic tuner.

17 Select Knob – Turn this knob to change the selected item on the **Display**.

18 4-way Navigation Button – Press **Up**, **Down**, **Left**, and **Right** on this button to get to a setting that you'd like to change.

19 Record Select Button and LEDs – Press this button to select an input for recording, either **Guitar** or **Mic/Aux**. The **Display** and corresponding text will light up to show what's been selected.

Press and hold for 2 seconds to choose whether the Aux should feed the guitar tone and get recorded with guitar, or feed the Mic FX and get recorded with the mic.

20 **Song / Drums** – A first press of this button gives you:

- Song Select
- Drums Select
- Recording Select
- A second press gives you:
 - Endless Play On/Off
 - Time Stretch/Transpose
 - Speed/Pitch Adjust
 - Play Preview On/Off
 - Recorder Overdub Level

21 **Level / Inputs** – A first press of this button gives you:

- Song/Drums Volume
- Guitar Track Volume
- Mic/Aux Track Volume
- A second press gives you:
 - Mic Input Level
 - Aux Input Level
 - CD Input Level

22 **Tone / Settings** – A first press of this button gives you:

- Guitar Tone Presets
- A second press gives you:
 - Mic/Aux Presets
- A third press gives you:
 - Mic/Aux EQ
 - Mic/Aux Delay and Reverb

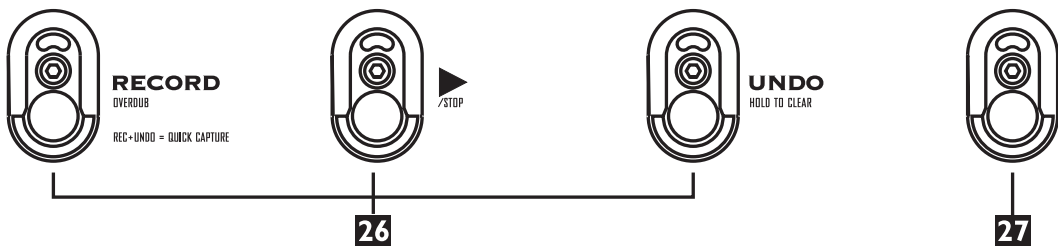
- Mic/Aux Compressor
- Footswitch Mode
- Gate/Boost On/Off
- FX Auto Select
- Songs Set Tone
- Recording Set Tone
- Output Routing

23 Display – The LCD (*liquid crystal display*) is your window into the power of JM4 Looper. Here, you’ll see various “pages” as you work the controls.

24 Save – Pressing this button allows you to:

- Save Recording
- Save Guitar Tone
- Erase Saved Recording
- Check Firmware Version

25 Clip Light – This lights to say, “Whoa, Nelly! That’s too much input!” If the **Guitar** and **Aux** inputs cause clipping, turn down the device that’s feeding your JM4 Looper. If the **Mic** input causes clipping, turn down the JM4 Looper **Mic Trim**.



26 Control Footswitches – These can control a variety of functions, but by when your JM4 Looper shipped from our factory, they were set to control the built-in jam and recording functions:

- **Rec/Overdub** – Press to start and stop recording or overdubbing.

- **Play/Stop** – Press to start and stop the loaded Song, Drum Loop or Recording.
- **Undo/Hold to Clear** – After recording, press to undo (delete) your last recorded section or hold for 3 seconds to clear (erase) the entire recording, just the guitar track, just the mic/aux track, or just the song/drum selection using the clear menu.

27 **Mode Footswitch** – Want to get nuts controlling other things with the footswitches? No problem! Press this footswitch to choose the next footswitch control mode. What foot switch modes, you ask? The details, my friend, are revealed on **page 4•5**
Setting The Footswitch Mode.

JM4 LOOPER THE FX PROCESSOR

Getting The Best Sound Feeding a Guitar Amplifier

If you'll be running your JM4 Looper in front of a guitar amplifier and using the JM4 Looper Amp Models, we recommend that you set your amp's tone controls "flat". If your amp has a drive/gain control, try setting it to minimum, set your amp's bass and treble to max, and its mid to minimum. Select the OFF position for JM4 Looper's Amp Model knob, and ensure that you're getting a clean sound, then select the JM4 Amp Model of your choice if you want to "hot rod" your amp's tone with one of the Amp Models. Experiment with different settings, to see what works best for you and your setup.

3•1

Recalling Guitar Tone Presets



Your new JM4 Looper amplifier is loaded with over 300 guitar amp-and-effect presets to cover a wide range of tones and styles. Many presets have been dialed-in by some of today's influential artists!

When selecting presets, the display looks like this:



- Press **Up** and **Left** on the **4-way** button to select the top left area (it will be shown as a black box with inverted text on the display).
 - While this is selected, turn the **Select** knob to choose the *Artist*, *Style*, or *User* presets.
- Press **Up** and **Right** on the **4-way** button to select the top right area (it will be shown as a black box with inverted text on the display).
 - For the *Artist* and *Style* presets, turn the **Select** knob while this is selected to choose from the available folders.
 - For the *User* presets, turn the **Select** knob while this is selected to choose a user preset.

- Press **Down** on the **4-way** button to select the preset name (it will be shown as a black box with inverted text on the display).
 - While this is selected, turn the **Select** knob to select the next/previous presets from the currently selected preset group.

Want to know more about these presets? We're glad you asked:

- **Artist** – These presets were dialed-in by a team of insane guitar slinging rock stars that cover a great range of styles. We sent an amp to each of them to create a bank of inspiring tones. Some chose to capture the tone of their records, while some explored the insane range of tonal possibility that Spider Jam offers. Whatever the outcome, their work is at your disposal. It's as if they came to your home and helped you dial in your amp! There are separate folders for each artist. These presets cannot be erased, but they can be modified and saved to one of the 36 User preset locations.
- **Style** – Presets organized by style or song, including based on the top 200 guitar rock songs of all time. There are separate folders for each style and year that the song came out. These, too, are read-only and cannot be erased, but can be modified and saved to one of the 36 User presets.
- **User** – 36 great-sounding presets that you can overwrite with your own custom tones. The User presets are numbered 1A - 9D and can also be recalled using Guitar Preset Footswitch Mode. A factory reset (see page 3•8) will restore these presets to their factory defaults.

3•2

Saving Guitar Tone Presets



You can store your current settings to one of the 36 User preset locations as follows:

- Press the **Save** button.
- Turn the **Select** knob to highlight *Save Guitar Tone*.
- Press **Right** on the **4-way** button. If you've modified a User preset, you'll be taken to that User preset location. If you've modified any other preset, you'll go to User preset location 1A.
- Turn the **Select** knob to select the User preset location you want to store to.
- Press **Right** on the **4-way** button.

- If you want to rename the new preset, use **Left/Right** on the **4-way** button to pick a character and the **Select** knob to change that character.
- Press **Down** on the **4-way** button to save, or press the **Song, Level,** or **Tone** buttons to cancel.
- The settings of all the knobs in the amp/effects control panel are saved, as well as the current tapped delay tempo.

Mic/Aux FX Presets



3•3

The **Microphone** input has its own FX. If you've chosen to mix the **Aux** input with the **Microphone** input (see page 3•3), the **Aux** input will share this processing, too. To select a preset for these FX:

- Press the **Tone / Settings** button twice to show this display:



- Turn the **Select** knob to select from the presets.

Aux Input Assign

The **Aux** input can be used for a second guitar or any other audio source. This input can either share the Amp and FX processing with the **Guitar** input, or share the **Microphone** input's EQ, Reverb, Delay and Compressor FX. You get to decide. If you're connecting a second guitar, you'll want to share the Guitar processing. For just about everything else, you'll want to share the Microphone processing. Here's how you make that choice:

- Hold the **Record Select** button for two seconds.
- Turn the **Select** knob to select *Mixed with Microphone* or *Mixed with Guitar*.
- Press the **Song / Drums, Level / Inputs** or **Tone/Settings** button to exit.

Guitar Noise Gate



JM4 Looper includes a built-in Noise Gate, which helps to cut down on hiss and noise. Here's how you turn it on and off:

- Press the **Tone / Settings** button three times to show additional functions.
- Turn the **Select** knob to highlight *Guitar Gate/Boost*.
- Press **Right** on the **4-way** button.
- Turn the **Select** knob to turn the Noise Gate on or off.

This setting is stored and recalled with presets.

Guitar Distortion Boost



There's also a Distortion Boost available. This gives the kind of extra 'dirt' that you'd expect from a Distortion pedal with the distortion control set low and the output control set high. It boosts your guitar signal before it reaches the Amp Model, so that you hit the model harder and get a more distorted sound.

- Press the **Tone / Settings** button three times to show additional functions.
- Turn the **Select** knob to highlight *Guitar Gate/Boost*.
- Press **Right** on the **4-way** button.
- On the page showing the gate and boost settings, press **Right** on the **4-way** button to select *Boost*.
- Turn the **Select** knob to turn the Distortion Boost on or off.

This setting is stored and recalled with presets.

Guitar Tuner

Press and hold the **Tap** button for 2 seconds or more and you get instant digital tuner. The volume is muted during tuning so you won't hear anything coming out of the JM4 Looper. Press any button to exit Tuner Mode. The display on the top panel of the JM4 Looper will work as the tuner display.

FX Auto Select



When you select an Amp Model from the front panel, JM4 Looper will also automatically dial-in the effects to make that effect shine. If you'd like to disable this feature, you can:

- Press the **Tone / Settings** button three times to show additional functions.
- Turn the **Select** knob to highlight *FX Auto Select*.
- Press **Right** on the **4-way** button.
- Turn the **Select** knob to turn the FX Auto Select on or off.

Microphone Trim Knob

The first step after connecting a microphone is to set this knob:

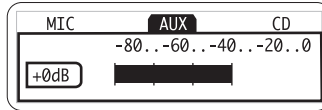
- Sing into your microphone at maximum volume and turn this knob until the **Clip** light starts to light slightly.
- Turn the knob back down slightly so clipping won't occur.
- When not using a mic, always turns this all the way left (clockwise) to minimum to avoid any noise from the unconnected mic preamp.

Microphone, Aux, and CD/MP3 Input Levels



Before using the **Mic**, **Aux** and **CD/MP3** inputs, set their levels as follows:

- Press the **Level / Inputs** button twice to show this display:



- Press **Left/Right** on the **4-way** button to select *Mic*, *Aux*, or *CD*.
- Sing or play into the selected input and observe the readings on the meter.
- Turn the **Select** knob up or down until the meter shows a peak reading between -20 and 0 when you're singing or playing.

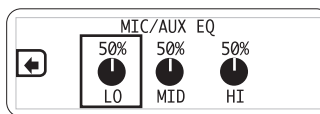
Tip: Start by turning the **Select** knob until you see +0 dB (as shown above) on the screen. Then, turn whatever is connected to Spider Jam up or down to get a peak meter reading between -20 and 0. If you can't get there from the other unit, use the **Select** knob as described above.

Mic/Aux EQ



If you'd like to customize the Mic/Aux EQ yourself:

- Press the **Tone / Settings** button three times to show additional functions.
- Turn the **Select** knob to highlight *Mic/Aux EQ*.
- Press **Right** on the **4-way** button.
- Press **Left/Right** on the **4-way** button to select *Lo*, *Mid*, or *Hi*.
- Turn the **Select** knob to adjust what you've selected.

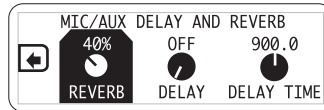


Mic/Aux Delay and Reverb



If you'd like to customize the Mic/Aux Delay and Reverb:

- Press the **Tone / Settings** button three times to show additional functions.
- Turn the **Select** knob to highlight *Mic/Aux Delay and Reverb*.
- Press **Right** on the **4-way** button.
- Press **Left/Right** on the **4-way** button to select *Reverb Level*, *Delay Level*, or *Delay Time*.
- Turn the **Select** knob to adjust what you've selected.

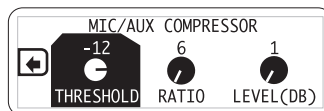


Mic/Aux Compressor



The Compressor will help even out your performance by reducing the volume of the loudest sounds to better match the volume of the quieter sounds.

- Press the **Tone / Settings** button three times to show additional functions.
- Turn the **Select** knob to highlight *Mic/Aux Compressor*.
- Press **Right** on the **4-way** button.
- Press **Left/Right** on the **4-way** button to select between *Threshold* (at what level should the compressor start working?), *Ratio* (how aggressive should the compressor be when it starts working?) and *Level* (turn it up if the compressor ends up lowering your volume too much).
- Turn the **Select** knob to adjust what you've selected.



Factory Reset



If you'd like to reset your Spider Jam to its factory-fresh state, discarding all your own adjustments to the user presets and restoring the factory-standard settings for these:

- Power up while holding the **Tone / Settings** button.
- **This will replace all your customized User presets with the factory-standard settings.**

JAMMING WITH JM4 LOOPER

JM4 Looper is always ready to back you with over 100 built-in Songs and Drum Grooves laid down by top L.A. session aces. No MIDI here! From country to funk, and blues to punk, these authentic backing tracks are the perfect accompaniment and inspiration for practicing, composing or simply having fun playing guitar.

Loading Drum Grooves



To load a drum groove:

- Press the **Song / Drums** button to show the Song/Drums Page.
- Press **Left/Right** on the **4-way** button to select *Drums*.
- Turn the **Select** knob to see the available drum grooves. The grooves are arranged by tempo and the BPM (beats per minute) shows up as the first 3 characters of the name. If Play Preview is on, you'll hear a short clip of each drum groove as you browse.
- When you get to the one you want, press the **Play** footswitch to play the groove and remain in the list. Or, press **Right** on the **4-way** button to play the groove and exit the list.
- Press the **Play / Stop** footswitch to stop and start the groove. If Endless Play is set to on, the groove will play in a continuous loop. If Endless Play is set to off, the groove will play from beginning to end, then stop.

Loading Songs



To load a Song:

- Press the **Song / Drums** button to show the Song/Drums Page.
- Press **Left/Right** on the **4-way** button to select *Songs*.
- Turn the **Select** knob to see the available Songs. The Songs are arranged by tempo and the BPM (beats per minute) shows up as the first 3 characters of the Song name. If Play Preview is on, you'll hear a short clip of each Song as you browse.

- When you get to the one you want, press the **Play** footswitch to play the Song and remain in the list. Or, press **Right** on the **4-way** button to play the Song and exit the list.
- Press the **Play / Stop** footswitch to stop and start the Song. If Endless Play is set to on, the Song will play in a continuous loop. If Endless Play is set to off, the Song will play from beginning to end, then stop.

Play Preview



You can choose whether you want to automatically hear short clips while you browse through the Songs and Drum Grooves:

- Press the **Song / Drums** button twice to show the additional functions.
- Turn the **Select** knob to highlight *Play Preview*.
- Press **Right** on the **4-way** button.
- Turn the **Select** knob to turn Play Preview on or off.

Endless Play



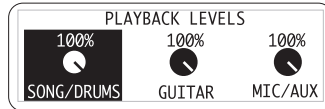
You can also choose whether you want the Songs and Drum Grooves to “loop” endlessly or just play once and stop:

- Press the **Song / Drums** button twice to show the additional functions.
- Turn the **Select** knob to highlight *Endless Play*.
- Press **Right** on the **4-way** button.
- Turn the **Select** knob to turn Endless Play on or off.

Setting the Band/Drum Playback Level



- Press the **Level / Inputs** button to show the Levels Page.
- Press **Left/Right** on the **4-way** button to select *Band/Drum*.
- Turn the **Select** knob up or down to set the playback level.



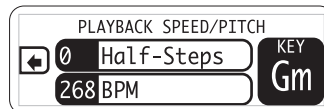
Time Stretch/Transpose a Song or Drum Groove



4•3

You can time stretch or transpose the currently-loaded Song or Drum Groove as follows:

- Press the **Song / Drums** button twice to show the additional functions.
- Turn the **Select** knob to highlight *Time Stretch/Transpose*.
- Press **Right** on the **4-way** button, top show this display:



- To time stretch, press **Left** on the **4-way** button if necessary to highlight the *Time Stretch* heading.
 - Then turn the **Select** knob to change tempo.
 - If a Song or Drum is active, the original tempo is also shown for reference, and will not change.
 - If no Song or Drum is active, time stretch will be shown as a percentage, rather than a BPM (beats per minute) value.
- To transpose, press **Right** on the **4-way** button if necessary to highlight the *Transpose* heading.

- Then turn the **Select** knob to transpose up/down.
- If a Song is active, the resulting key will also be shown.
- If a Drum is active, no key will be shown.

If no Song or Drum is active, transpose will be shown as a percentage, rather than semi-tones.

Changing the Speed/Pitch of a Song or Drum Groove



You can change the tempo of the currently-loaded Song or Drum Groove as follows:

- Press the **Song / Drums** button twice to show the additional functions.
- Turn the **Select** knob to highlight *Speed/Pitch*.
- Press **Right** on the **4-way** button.
- For Drum Grooves, the default tempo in BPM (beats per minute) will be displayed. Turn the **Select** knob to select a new tempo.
- For Songs, a transposition amount will be displayed, along with the current tempo in BPM. Turn the **Select** knob to pick a new pitch in 1/2 steps; the resulting tempo will be displayed.

Note that once you've made a recording, you can't change the speed/pitch.

Setting Guitar Tones with Songs



By default, loading a Song will automatically load a custom-crafted guitar tone, too. You can choose whether you want a Song to automatically set the guitar tone:

- Press the **Song / Drums** button three times to show the additional functions.
- Turn the **Select** knob to highlight *Songs Set Tone*.
- Press **Right** on the **4-way** button.
- Turn the **Select** knob to select *On* or *Off*.

Setting Guitar Tones with Recordings



By default, loading a Recording will automatically load a custom-crafted guitar tone, too. You can choose whether you want a Recording to automatically set the guitar tone:

- Press the **Song / Drums** button three times to show the additional functions.
- Turn the **Select** knob to highlight *Recordings Set Tone*.
- Press **Right** on the **4-way** button.
- Turn the **Select** knob to select *On* or *Off*.

4•5

Output Routing for Stereo Line Out Jacks



You can choose what signals are sent to the Stereo Line Out jacks on the back of the unit:

- Press the **Song / Drums** button twice to show the additional functions.
- Turn the **Select** knob to highlight *Output Routing*.
- Press **Right** on the **4-way** button.
- To have everything come out of both JM4 Looper's **Amp Output** and the **Stereo Line Out**, turn the Select knob to select *Normal*.
- To have the Guitar come out of JM4 Looper's **Amp Output** and everything else come out of the **Stereo Line Out**, turn the **Select** knob to select *Performance*.

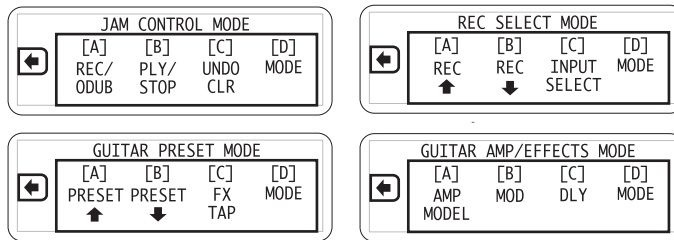
Setting the Footswitch Mode



Although the left three footswitches are labeled for their main functions, there are in fact several different Footswitch Modes available.

- Press the **Tone / Settings** button three times
- Turn the **Select** knob to highlight *FOOTSWITCH MODE*.

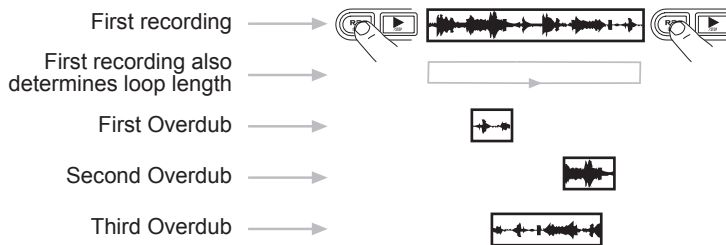
- Press **Right** on the **4-way** button.
- The current footswitch mode is shown. Turn the **Select** knob to select other modes.
 - The display shows you what the footswitches will now do for any of the alternate modes that you select.
 - Pressing the far right footswitch while one of these modes is selected will change to the next non-*NORMAL* mode.
 - From the last non-*NORMAL* mode, pressing the far right footswitch selects the first of the non-*NORMAL* modes.



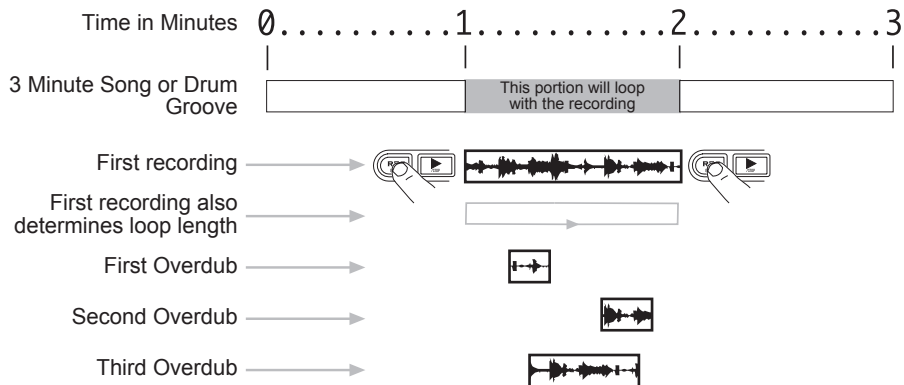
LOOP RECORDING WITH JM4 LOOPER

Loop Recording 101

JM4 Looper's on-board loop recorder allows you to record your guitar (or any other input), automatically loop that recording, and overdub into that recorded loop. You can also think of it graphically:



With JM4 Looper, you can also loop record with or without a Song or Drum Loop. If you record with a Song or Drum Groove:



As the recording loops, the portion of the Song or Drum Groove that matches the recording will loop, too, as if it had been recorded with the loop.

Recording without a Song or Drum Groove

To record without a Song or Drum Groove:

- Press the **Song / Drums** button to show the Song/Drums page.
- Press **Right** on the **4-way** button to select **Rec**.
- Make sure your sources are connected and your levels are set as described in Chapters 3 and 4.
- Press the **Record Select** button to choose *Guitar* or *Mic/Aux* as your recording source. Remember that the Aux input can be assigned to either Guitar or Mic (see page 3•3) and the CD/MP3 input gets mixed and recorded with the Mic input.
- Press the **Rec / Overdub** footswitch to set the loop start point and start recording.
- Play or sing.
- Press the **Rec / Overdub** footswitch to set the loop end point. Loop immediately begins to play back from the beginning, and will continuously loop.
- Or, press the **Play / Stop** footswitch to set the loop end point and stop playback.
- Once you have a loop recorded and playing back, press the **Rec / Overdub** footswitch twice to overdub additional audio on top of the loop.

Recording with a Song or Drum Groove

To record with a Song or Drum Groove:

- Press the **Song / Drums** button to show the Song/Drums page.
- Press **Right** on the **4-way** button to select *Song* or *Drums*.
- Make sure your sources are connected and your levels are set as described in Chapters 3 and 4.
- Press the **Record Select** footswitch to choose *Guitar* or *Mic/Aux* as your recording source. Remember that the Aux input can be assigned to either Guitar or Mic (see page 3•3) and the CD/MP3 input gets mixed and recorded with the Mic input.
- Load and play a Song or Drum Loop as described in Chapter 4.
- About 1 bar before you want to begin recording, press the **Rec / Overdub** footswitch.

Recording begins at beat 1 of the next bar. This will also set the loop start point.

- Play or sing.
- Press the **Rec / Overdub** footswitch to set the loop end point. Loop immediately begins to play back from the beginning, and will continuously loop.
- Or, press the **Play / Stop** footswitch to set the loop end point and stop playback.
- Once you have a loop recorded and playing back, press the **Rec / Overdub** footswitch twice to overdub additional audio on top of the loop.

Quick Capture

If you've got a guitar riff that you want to capture quickly without having to set up the recorder, hold the **Undo** footswitch and press the **Rec** footswitch also. This forces Rec Select to Guitar, turn off the Song/Drums, and immediately start the recorder. Press **Play / Stop** to stop recording.

5•3

Undoing the Last Recording

Press the **Undo** footswitch to erase your last overdub.

Clearing (Erasing) the Current Track

To access the Clear functions:

- Hold the **Undo** footswitch for 2 seconds.
- *Clear All* is initially selected:
 - Press **Undo** to completely clear recorded audio, and also clear the Drum/Song selection
- Or turn **Select** knob to choose *Clear Guitar Track*:
 - Press **Undo** to clear just the guitar track, without affecting any Mic/Aux track or Drum/Song selection that you may have
- Or turn **Select** knob to choose *Clear Mic/Aux Track*:

- Press **Undo** to clear just the guitar track, without affecting any Mic/Aux track or Drum/Song selection that you may have.
- Or turn **Select** knob to choose *Clear Song/Drum Track*:

Press **Undo** to clear the current Drum/Song selection, but leave any current recorded audio undisturbed.

Saving Recordings



When you save a recording, your complete setup is saved, including any recorded audio, which Song is selected, your levels, Aux setup, Mic FX and guitar tone preset. To save a recording:

- Press the **Save** button.
- Turn the **Select** knob to highlight *Save Recording*.
- Press **Right** on the **4-way** button.
- Turn the **Select** knob to select the location you want to save to.
- Press **Right** on the **4-way** button.
- If you want to rename the new recording, press **Left/Right** on the **4-way** button to pick a character and the **Select** knob to change that character.
- Press **Down** on the **4-way** button to save, or press the **Song**, **Level**, or **Tone** buttons to cancel.

Loading Recordings



To load a recording:

- Press the **Song / Drums** button to show the Song/Drums Page.
- Press **Right** on the **4-way** button to select *Rec*.
- Turn the **Select** knob to see the available recordings.
- When you get to the one you want, press the **Play** footswitch to play the Recording and remain in the list. Or, press **Right** on the **4-way** button to play the Recording

and exit the list.

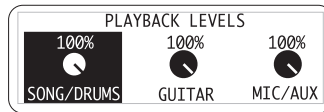
- Press the **Play / Stop** footswitch to stop and start the recording.

Setting the Recorder Playback Level



You can adjust the playback levels of the Song/Drums, recorded Guitar track and recorded Mic track:

- Press the **Level / Inputs** button.
- Press **Left/Right** on the **4-way** button to select *Song/Drums*, *Guitar*, or *Mic*.
- Turn the **Select** knob to set the level.



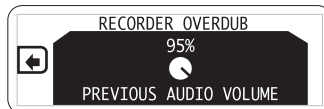
5•5

Setting the Recorder Overdub Level



You can choose how loud you want previously recorded material to be when you're overdubbing:

- Press the **Song / Drums** button twice to show the additional functions.
- Turn the **Select** knob to highlight *Recorder Overdub*, then press **Right** on the **4-way** button.
- Turn the **Select** knob to set the level.



Erasing Recordings



To erase a recording, do the following:

- Press the **Save** button.
- Turn the **Select** knob to highlight *Erase Recording*.
- Press **Right** on the **4-way** button.
- Turn the **Select** knob to select the Recording you want to erase.
- Press **Right** on the **4-way** button.
- Press the **Down** button to erase, or press the **Song**, **Level**, or **Tone** buttons to cancel.

You can select and erase the Demo, just like any recording, to free up some additional recording time.

APPENDIX A: MODELED AMPS

Which Amps Are Modeled?

There are 12 Amp Models living within your JM4 Looper.

Clean

Red LED: “Clean”. Select this Amp Model and adjust the tone controls to get crisp, amazing clean tones, great warm jazz tones, and all the high-end shimmer you’ll need with a generous amount of bottom end to boot. Then dial up a little chorus and delay to get the ultimate clean sound!

Green LED: “Glassy”. We developed this Amp Model to emulate those late 60’s and early 70’s clean tones. It started off as an Amp Model based on a 1973 Hiwatt® custom 100. We extended the tone control range and tightened up the low end. Hit an open A chord and let that big sweet tone ring!

Twang

Red LED: “Twang”. This Amp Model draws on our analysis of mid 60’s Fender® amps, including the blackface ’65 Twin Reverb® and blackface ’64 Deluxe Reverb®. We wanted an Amp Model that has that classic glassy high end tone, with some snap and bite for some serious chick’n pick’n. Things don’t get too crunchy until reaching the top range of the **Drive** knob.

Green LED: “Twin Twang”. This Amp Model is based on a number of vintage tweed amps. We evaluated a ’53 Fender® tweed Deluxe, ’58 Fender® tweed Bassman® and a ’60 Gibson Explorer to create a swingin’ Rockabilly tone. Add some reverb and a slap echo and Be-bop-*alu-la!*

Blues

Red LED: “Blues”. What would happen if we based a model on three helpings of ’65 Marshall® JTM-45, one scoop of ’58 Fender® Bassman®, a schmeer of ’63 Fender® Vibroverb and a dash of Supro for good measure? The biggest, fattest down home Blues amp ever heard. This Amp Model slides between gritty swamp-infected cleans to syrupy smooth, walloping drive tones. It’s time to get down and dirty!

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Green LED: “Class A”. Ready, steady...GO! This Amp Model is based on a fawn Vox® AC-30 amplifier with an updated and expanded tone control circuit. We wanted to capture that early British pop rock tone that the Beatles and the Stones are so well known for.

Crunch

Red LED: “Crunch”. This sound was crafted during our studies of the ‘68 Marshall® Plexi 50 Watt. This type of Marshall® amp was used by a number of early metal bands. Check out albums like British Steel, Number of the Beast and Black Out. Crunch provides a wider range of tone control settings than the original Marshall® amp had. This Amp Model will allow you to bump up the mids even at the highest **Drive** settings.

Green LED: “On Fire”. Plexi On Fire! This Amp Model is based on a ‘68 Marshall® Plexi 100 watt with a few added extras; The combination of a Variac and the jumpered input channels creates that infamous brown sound that will feel like flames are shooting out the input jack! “Come on Dave... Give me a break!”

Metal

Red LED: “Metal”. This Amp Model is based on the Mesa/Boogie® Dual Rectifier®. For JM4 Looper, we made careful enhancements to this classic tone. The resulting Amp Model has a definite modern flavor. This monster truck of tone delivers a tight bottom end that’s big, powerful, tight and fast. Use this Amp Model to get a tight and punchy, high gain Metal sound.

Green LED: “Spinal Puppet”. This sound was created to be an aggressive high gain Amp Model with a unique **Mid** control that will sweep through an entire spectrum of tone on one knob. The **Mid** knob for this Amp Model changes the character of the distortion. When set to minimum, the distortion exhibits Fuzz pedal characteristics. When the **Mid** is set to noon, it mimics the creamy modern high gain amp tones. And when the **Mid** knob is turned up to max, it’s very much reminiscent of that Class A sound. Of course, then there are all the places in-between...

Insane

Red LED: “Insane”. This model is our “dialed in for shredding” version of the Mesa/Boogie® Dual Rectifier® red channel. It combines the intensity and impact of Metal Red, but delivers more midrange and teeth for that bone-crushing, brain piercing insane grind.

Green LED: “80s Solo”. Our goal with Insane was to provide you with as much input gain

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distortion as possible short of complete meltdown. You get an obscene helping of distortion, while still retaining tonal definition and character. As a result, you get way more bottom end and cabinet character than other small amps. Crank up the **Drive** control and prepare to dominate!

