flatsons KMF-1

KMF-1 Guitar Multi-Effects Pedal User Manual

Brand: Flatsons
Model: KMF-1

1. INTRODUCTION

Welcome to the user manual for the Flatsons KMF-1 Guitar Multi-Effects Pedal. This manual provides comprehensive instructions for setting up, operating, and maintaining your device. The KMF-1 is designed to offer a wide range of guitar effects and features, enhancing your musical creativity.

2. SAFETY INFORMATION

- Use only the specified power adapter (DC 9V 500mA) or 6 AA batteries.
- Do not expose the unit to water or excessive moisture.
- Avoid extreme temperatures or direct sunlight.
- Do not attempt to disassemble or modify the unit. Refer all servicing to qualified personnel.
- Keep out of reach of children.

3. PACKAGE CONTENTS

Please verify that all items are included in your package:

- KMF-1 Guitar Multi-Effects Pedal
- DC 9V Power Adapter (if included, otherwise mention batteries)
- User Manual (this document)
- USB Cable (for computer connection)

4. PRODUCT OVERVIEW

4.1. Controls and Connections

The KMF-1 features an intuitive layout for easy operation.

Figure 1: Front view of the KMF-1 pedal, highlighting the main unit with control knobs, buttons, LCD screen, and the integrated expression pedal.

Figure 2: Detailed view of the KMF-1's 128x32 LCD color screen, providing real-time feedback on effects and settings.
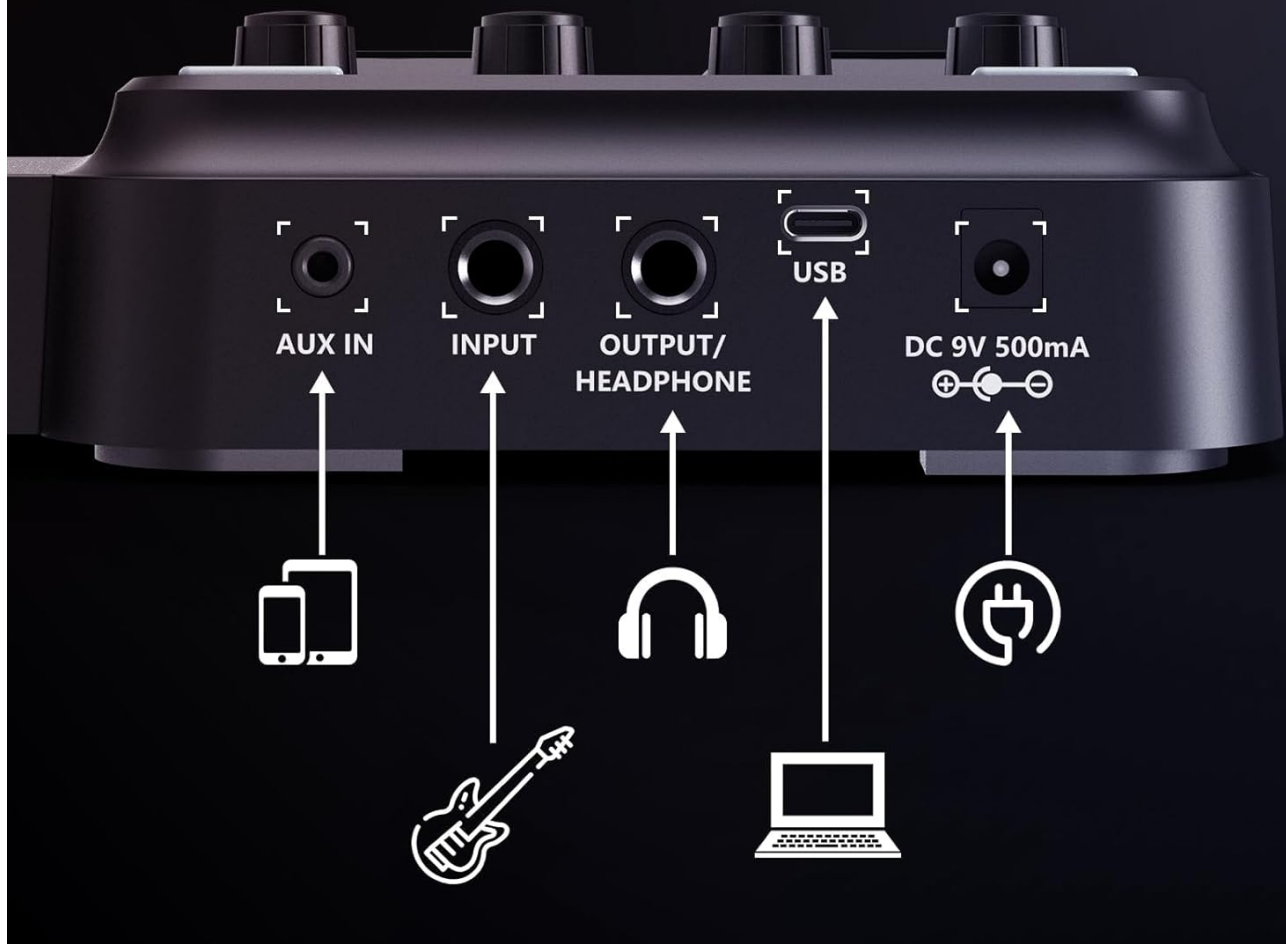
Figure 3: Rear panel connections of the KMF-1, including AUX IN for external audio, INPUT for guitar, OUTPUT/HEADPHONE for audio output, USB for computer connection, and DC 9V 500mA power input.

4.1.1. Front Panel Controls

- **MEMORY/STOMP/EDIT Button:** Toggles between Memory Mode (preset selection), Stomp Mode (individual effect block control), and Edit Mode (parameter adjustment).
- **Knobs 1-4:** Multi-functional knobs for adjusting parameters, navigating menus, and selecting presets.
- **Buttons 1-5:** Used for selecting effect blocks in Stomp Mode or navigating presets in Memory Mode.
- **DRUM Button:** Activates and controls the built-in drum rhythms.
- **LOOPER Button:** Activates and controls the 30-second looper function.
- **REC/PLAY ON/OFF Footswitch:** Controls recording and playback for the looper, and turns the unit on/off.
- **TUNER/SELECT Footswitch:** Activates the built-in tuner and selects options.
- **STOP Footswitch:** Stops looper playback or drum rhythm.
- **Expression Pedal:** A 2-in-1 pedal that can be assigned to control various effects like Wah, Volume, or other parameters.

4.1.2. Rear Panel Connections

- **AUX IN:** 3.5mm input for connecting external audio devices like smartphones or MP3 players.
- **INPUT:** 1/4-inch input for connecting your guitar.
- **OUTPUT/HEADPHONE:** 1/4-inch output for connecting to an amplifier, mixer, or headphones.
- **USB:** USB port for connecting to a computer for software updates or advanced editing.
- **DC 9V 500mA:** Power input jack for the included DC 9V adapter.

5. SETUP

5.1. Powering the Unit

The KMF-1 can be powered in two ways:

1. **DC 9V Adapter:** Connect the included DC 9V 500mA power adapter to the "DC 9V 500mA" jack on the rear panel and plug it into a standard wall outlet.
2. **AA Batteries:** Open the battery compartment (located on the underside of the unit) and insert 6 AA batteries. The unit can operate for up to 2.5 hours on batteries.

5.2. Connecting Your Equipment

1. Connect your guitar to the **INPUT** jack using a standard 1/4-inch instrument cable.
2. Connect the **OUTPUT/HEADPHONE** jack to your amplifier, mixer, or headphones using a 1/4-inch cable.
3. (Optional) To play along with backing tracks, connect your smartphone or other audio device to the **AUX IN** jack using a 3.5mm audio cable.
4. (Optional) For advanced editing or firmware updates, connect the **USB** port to your computer using a USB cable.

6. OPERATING INSTRUCTIONS

6.1. Basic Operation

To turn on the unit, press and hold the **REC/PLAY ON/OFF** footswitch. The LCD screen will illuminate.

6.2. Modes of Operation

The KMF-1 features three primary modes, accessible via the **MEMORY/STOMP/EDIT** button:

6.2.1. Memory Mode

In Memory Mode, you can select from 50 preset patches. Use the footswitches or knobs to navigate through the presets. This mode is ideal for quick tone changes during live performances.

6.2.2. Stomp Mode

Stomp Mode replicates the functionality of individual stompbox pedals. It allows you to flexibly enable and sequence 5 independent effect blocks. Use the numbered buttons (1-5) to toggle individual effects on or off within the current patch.

6.2.3. Edit Mode

Edit Mode provides advanced control over each effect parameter. Press the **MEMORY/STOMP/EDIT** button until "EDIT" is displayed. Use the knobs to fine-tune parameters such as gain, tone, modulation depth, delay time, and reverb decay.

6.3. Using the Expression Pedal

The 2-in-1 expression pedal can be assigned to control various effects. In Edit Mode, you can assign the expression

pedal to control parameters like Wah, Volume, or other effects for dynamic real-time adjustments.

Figure 4: The assignable expression pedal, offering dynamic control over various effects and parameters.

6.4. Built-in Tuner

To activate the tuner, press the **TUNER/SELECT** footswitch. The display will show the note being played, allowing you to accurately tune your guitar. Press the footswitch again to exit tuner mode.

6.5. Drum Rhythms and Looper

The KMF-1 includes 42 drum rhythms and a 30-second looper.

- **Drum Rhythms:** Press the **DRUM** button to activate the drum machine. Use the knobs to select from the available rhythms and adjust tempo and volume.
- **Looper:** Press the **LOOPER** button to engage the looper. Use the **REC**/**PLAY ON**/**OFF** footswitch to record, play, and overdub loops. The looper has a maximum recording time of 30 seconds. Press the **STOP** footswitch to stop playback.

Figure 5: Visual representation of the KMF-1's integrated drum rhythms and 30-second looper functionality.

7. EFFECTS AND FEATURES

The KMF-1 utilizes advanced DSP technology with TSAC for precise analog circuit simulation, offering 77 classic effects across 8 essential effect modules.

- **Effect Modules:** Amplifier, Cabinet, Drive, Modulation, Delay, Dynamics, Reverb, and Filter.
- **Amp Models & Cabinet Simulators:** Features 18 amp models and 18 cabinet simulators.
- **IR Sampling:** Incorporates 512-point IR Sampling to mimic different cabinet sounds, ensuring clear and dynamic sound with 32-bit signal processing.
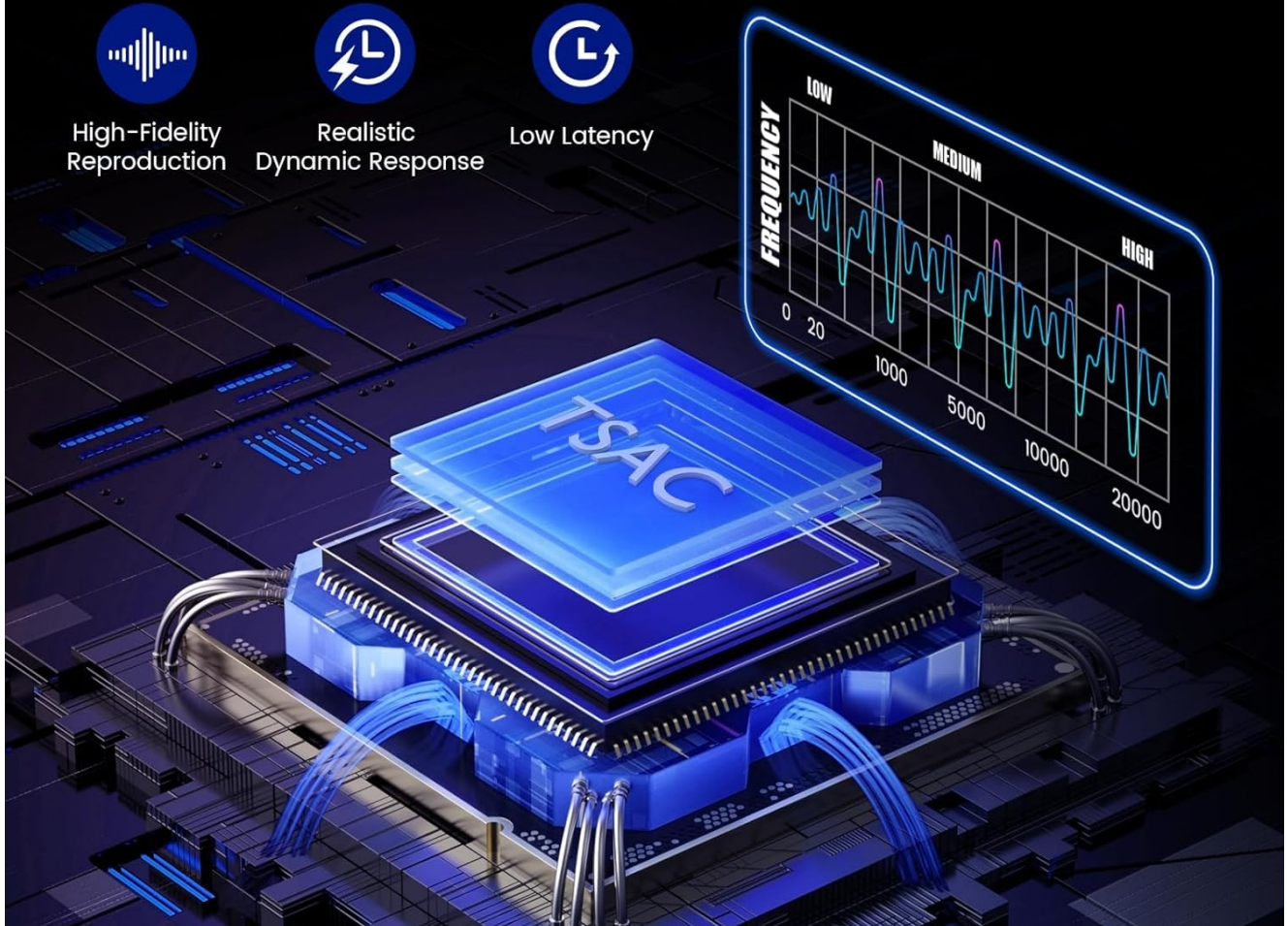
Figure 6: Explanation of TSAC Technology and 32-bit Signal Processing, highlighting high-fidelity reproduction, realistic dynamic response, and low latency.

Figure 7: Illustration of the 512-point IR Sampling Resolution, emphasizing its ability to capture every detail of cabinet sounds.

Figure 8: The KMF-1's capability to simulate 18 different amplifiers and cabinets, powered by advanced algorithms and IR technology.

Figure 9: Overview of the KMF-1's extensive effects library, including 77 classic effects, 50 preset patches, and 5 flexible effect modules.

7.1. Important Note on Cabinet Simulation

When using studio monitors, headphones, or powered speakers without a real cabinet, ensure the cab module is enabled. If you are using a real guitar cabinet or amplifier (e.g., tube amp, digital guitar amp), you should disable the cab simulation module to prevent unnatural sound layering and harsh noise caused by double cabinet simulation.

8. MAINTENANCE

- Clean the unit with a soft, dry cloth. Do not use abrasive cleaners or solvents.
- Store the unit in a dry environment away from direct sunlight and extreme temperatures.
- If not using the unit for an extended period, remove the batteries to prevent leakage.

9. TROUBLESHOOTING

Problem	Possible Cause	Solution
No sound output	Incorrect connections, low battery, unit not powered on, volume too low.	Check all cable connections. Ensure power adapter is connected or batteries are fresh. Press and hold ON/OFF footswitch. Increase volume knobs on the unit and connected amplifier/headphones.
Distorted or unnatural sound	Input level too high, incorrect cabinet simulation settings.	Adjust guitar output or pedal input level. Review Section 7.1 regarding cabinet simulation.
Unit does not respond	Power issue, temporary software glitch.	Disconnect and reconnect power. If using batteries, replace them.

If you encounter issues not listed here, please contact Flatsons customer service.

10. SPECIFICATIONS

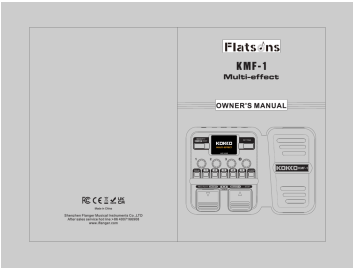| Feature	Detail
Model Number	KMF-1
Dimensions	12.52 x 8.07 x 2.64 inches
Weight	2.55 pounds
Color	Black
Effects	77 classic effects across 8 modules
Amp Models	18
Cabinet Simulators	18
Presets	50
Drum Rhythms	42
Looper Time	30 seconds
Screen	128x32 LCD Color Screen
Power Supply	DC 9V 500mA adapter or 6 AA Batteries
Hardware Interface	USB
Signal Format	Digital

11. WARRANTY AND SUPPORT

Flatsons is committed to your satisfaction.

- **12-Month Product Guarantee:** Your KMF-1 pedal is covered by a 12-month product guarantee from the date of purchase.
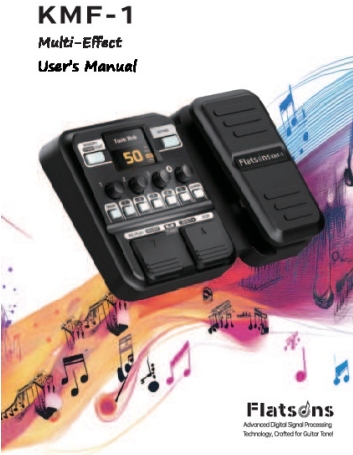
- **Expert Technical Support:** Enjoy lifelong expert technical support for as long as you own the product.
- **30-Day Easy Return Policy:** Products purchased through Amazon are subject to a 30-day easy return policy.
- **24/7 Customer Service:** For any issues, parts damage, or product usability concerns, please reach out to our customer service team anytime.

For support, please visit the Flatsons store on Amazon or contact us directly.
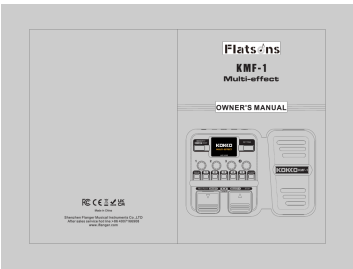
Documents - flatsons – KMF-1

[pdf] Guide

KOKKO KMF 1   cdr   Multi Effects Processor for Electric Guitar 1 User Guide flatsons B1r4u8VEbWL m media amazon images I |||

Product View III --4 , E / r ,__ r / _j r r/ f 7. Looper Button Press this button to Enter/Exit Looper mode. 8-9.TFootswitch In Memory mode, this set change presets In Stomp mode, this set select different blocks and turn on/off blocks In Edit mode, this ...

lang:en score:22 filesize: 2.89 M page_count: 8 document date: 2024-07-09

[pdf] User Manual

Flatsons KMF 1   1 Multi Effects Guitar Pedal 18 Amp Cab Electric P Flatsons using a real cabinet or amp such as guitar tube digital you can disable the cab simulation module to avoid unnatural sound layering and harsh noise caused by double User Manual 2 0 v 1735893793 cdn shopify s files 0589 8305 5456 |||

...

lang:en score:16 filesize: 17.08 M page_count: 47 document date: 2025-01-03

[pdf] User Manual

KOKKO KMF 1   cdr   Multi Effects Processor for Electric Guitar Adjustment and Select Knob Use this knob also with set 3 to adjust parameters Press Back 5 Drum Machine Button 1 User Manual flatsons B1KyT4FfixL m media amazon images I |||

https://z.wiki https://z.wiki Product View III --4 , E / r ,__ r / _j r r/ f 7. Looper Button Press this button to Enter/Exit Looper mode. 8-9.TFootswitch In Memory mode, this set change presets In Stomp mode, this set select different blocks and turn o...

lang:en score:15 filesize: 2.88 M page_count: 8 document date: 2024-07-09