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AME-200 Pro
Amp modelling & Multi Effects

User Manual

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Important Notes

* carefully review all instructions prior to first use*

Power Supply

- Use only power supplies approved by relevant authorities and compliant with local regulations (e.g., UL, CSA, VDE, CCC).
- Use a power supply that meets the manufacturer's specified requirements.
- Disconnect the power supply when not in use or during thunderstorms.

Placement

To avoid deformation, discoloration, or serious damage, do not place the unit in the following environments:

- Direct sunlight
- Dusty or unclean areas
- Hot or humid conditions
- Areas subject to strong vibrations or shaking
- Near heat sources
- Strong magnetic fields
- High moisture

Cleaning

To clean the unit, use a dry, soft cloth or a cloth slightly dampened with water.
Do not use abrasive cleaners, alcohol, paint thinners, wax, solvents, detergents, or chemical agents.

Operation

● Do not apply excessive force to switches or control knobs.

● Do not insert paper, metal objects, or other foreign items into the unit.

● Avoid dropping or subjecting the unit to strong impact or pressure.

● Do not attempt to modify the product without authorization.

● For all maintenance or repair issues, please contact our authorized service center.

Product Features

- 10 Built-in Effect Modules with 221 High-Quality Effect Models
- 200 Preset Slots for Storing Custom Settings
- Customizable Effect Chain Order for Tailored Signal Routing
- Supports Official Amp Samples and Third-Party IR Files, with 30 Storage Slots
- Customizable Ctrl Footswitch for Added Functionality
- Built-in Tuner, 50 Drum Machine Patterns, and 60s Loop Recording
- Large-Capacity Built-In Battery for Greater Portability
- Supports Stereo Output in Dual Channels
- Stereo Headphone Output Supported
- Bluetooth Audio Playback Supported
- Equipped with Expression Pedal
- USB OTG Recording Supported
- USB Connection for AME-200 Pro Studio Software (PC Compatibility)

Panel Overview

Main Panel

1 **3.5-inch Color Display**

Displays information such as effect chain and other interface functionalities.

2 **EDIT Encoder**

Press or rotate to select functions, toggle switches, and edit parameters.

3 **MASTER Knob**

Controls the overall output volume.

4 **PLAY Button**

Press to display the preset name on the main screen.

5 **BACK Button**

Press to return to the previous screen or the main interface.

6 **SWITCH Button**

Press to toggle modules in the effect chain.

7 **SAVE Button**

Press to save preset parameters.

8 **Ctrl Footswitch**

Customizable footswitch with LED for controlling effect chain module toggles.

9 **Footswitch A**

A. In effect chain interface, press to switch to preset A in the current group.

B. Long press to enter drum machine interface and navigate through drum kit pages.

C. In loop recording interface, press to start/overdub/play recording.

10 **Footswitch B**

A .In effect chain interface, press to switch to preset B in the current group.

B. Long press to enter loop recording interface and toggle pause/delete.

C. In drum machine interface, press to scroll up through drum kit pages.

11 **Footswitch C**

A. In effect chain interface, press to switch to preset C in the current group.

B. Long press to enter tuner.

C. In drum machine interface, press to toggle the drum machine on/off.

D. In loop recording interface, press to toggle drum machine on/off.

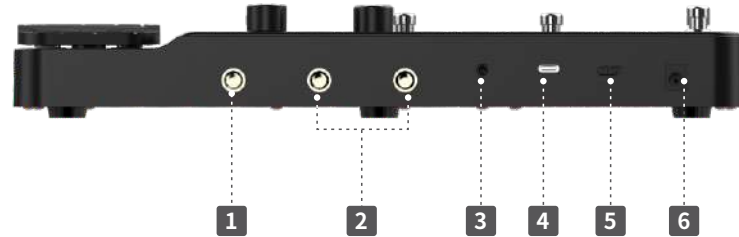**12** **Footswitch D**

A. In effect chain interface, press to switch to preset D in the current group.

B. Long press to activate tempo adjustment feature.

C. In drum machine interface, press to set tempo for the drum machine.

D. In loop recording interface, press to set tempo for the drum machine.

13 **EXP Pedal**

Can be configured for volume or wah control.

Interface Ports

1   **INPUT Port**
"1/4" instrument input port.

2   **OUTPUT Port**
"1/4" left and right channel output ports. Stereo output is available; for mono output, use the left channel output.

3   **PHONES Port**
"1/8" stereo headphone output port.

4   **USB-C Port**
Used to connect to the PC for AME-200 Pro Studio software and for OTG recording functionality.

5   **Power Switch**
Slide to the left to turn on, slide to the right to turn off.

6   **9V Power Input**
Connect to the included power adapter to supply power.

Connecting Devices

To prevent malfunctions and damage to the equipment, it is recommended to lower the volume and power off all devices before making any connections.
Connect the included power adapter to the power input (DC 9V1.5A, center negative, outer positive). Plug the instrument into the INPUT port, and connect the OUTPUT L /R to speakers, audio interfaces, mixers, or other devices. For mono output, use the OUTPUT L port.

Amplifier

Computer

Guitar

Mixer

Headphone

Power adapter
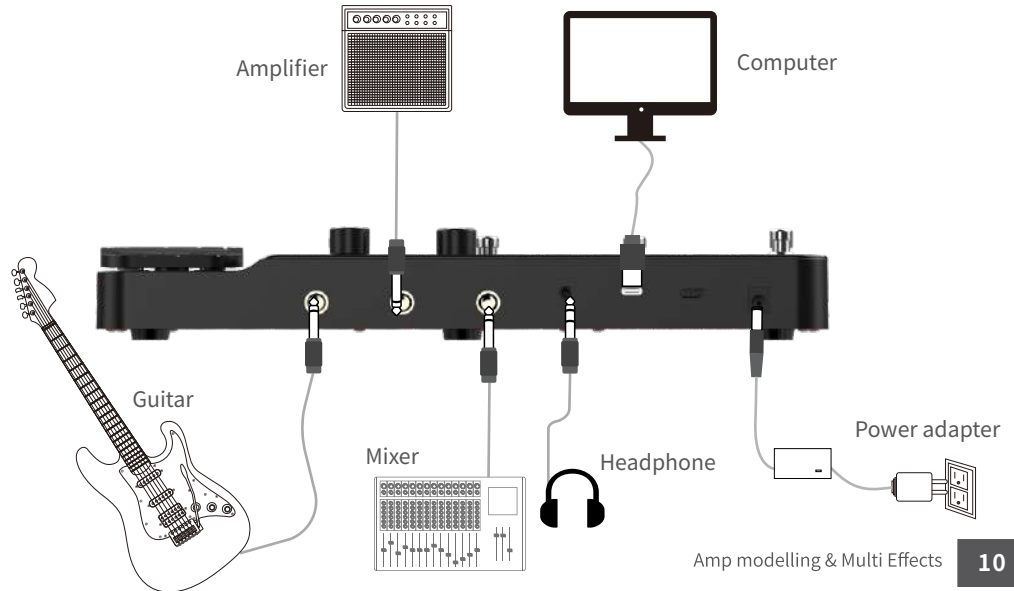
Note:

● When connecting to a guitar amplifier's INPUT,it is recommended to disable the AMP and CAB modules.

● When connecting to a guitar amplifier's RETURN or power amplifier, it is recommended to enable the AMP and disable the CAB module.

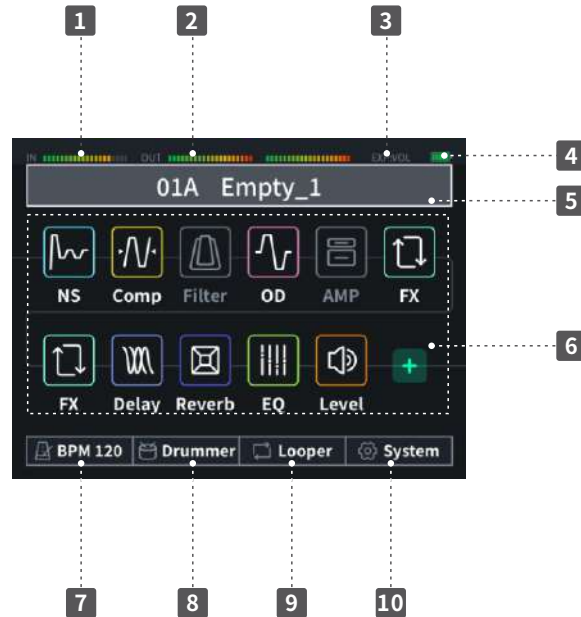● When connecting to a full-range speaker system, it is recommended to enable both the AMP and CAB modules.

Main Function Interface

Effect Chain Interface

1 **Input Level Indicator**

Displays the current instrument input volume level.

2 **Output Level Indicator**

Displays the left and right channel output volume levels.

3 **Pedal Mode Indicator**

Displays the current pedal mode.

4 **Battery Level**

Displays the remaining battery charge. If only one bar is left and turns red, please charge the device promptly. The battery icon flashes while charging when connected to power.

5 **Preset Number and Name Display**

Shows the current preset group and preset name.

6 **Effect Chain Edit Area**

Displays the currently loaded modules in the effect chain and their on/off states

7 **Global BPM Setting**

Displays the global BPM value. You can use the EDIT encoder to enter the BPM settings interface.

8 **Drum Machine Settings**

Use the EDIT encoder or long press Footswitch A to enter the drum machine interface.

9   **Loop Recording Function**
Use the EDIT encoder or long press Footswitch B to enter the loop recording interface.

10   **System Settings**
Use the EDIT encoder to enter the system settings.

PLAY Interface

Press the PLAY button on the panel, and the screen will display the preset group and tone name in large text, ensuring clear visibility even from a distance.

Function Operations

Preset Selection

Select Preset Using the EDIT Encoder:

In the effect chain interface, use the EDIT encoder to select the preset section and press the encoder. The selected preset will be highlighted. Then, rotate the encoder to choose the desired preset, and press again to confirm the selection.

Select Preset Using Footswitches:

In the effect chain interface, use Footswitches A, B, C, and D to switch between the four presets in the current group. Press Footswitches A+B or Footswitches C+D to navigate to the next or previous preset group. Once the desired preset group is selected, press Footswitches A, B, C, or D to switch to the preset within that group.

Switch Presets in the PLAY Interface:

In the PLAY interface, press the EDIT encoder to highlight the PLAY screen. Then, rotate the encoder or use the footswitches to switch between presets.

Preset Editing

Add/Delete Module in the Effect Chain

Use the EDIT encoder to select and press the "+" in the effect chain to choose the effect module you want to add. After adding, the effect chain will display the newly added module and its name.

To delete a module, use the encoder to select the module and hold the encoder until a delete confirmation popup appears. Choose Yes to delete the module.

Move Modules in the Effect Chain

After selecting an effect module with the EDIT encoder, press and hold the encoder while rotating to move the module's position in the effect chain.

Toggle Effect Module On/Off

After selecting the module, press the SWITCH button on the panel to toggle the effect on or off. The module will show in a colored (on) or dark (off) state.

Edit Effect Parameters

Select the module and press the EDIT encoder to enter the effect parameter edit interface. Rotate the encoder to choose the parameter you wish to adjust, then press to select it. Once selected, rotate the encoder to adjust the parameter or change the effect type. Press the encoder again to exit the selection state and return to the adjustable position.

Press the BACK button on the panel to return to the effect chain interface.

For AMP and CAB modules with multiple models, move the cursor to the page number display using the encoder and press to quickly flip through pages.

Preset Saving

Press the SAVE button on the panel to enter the preset save interface.
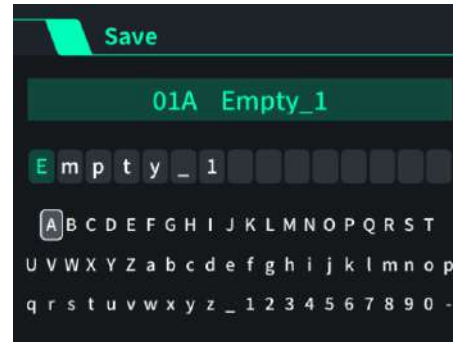
Use the EDIT encoder to move the cursor to the preset group name section and press to select the desired preset group location to save.
Once the preset save location is selected, use the EDIT encoder to customize the preset name. After completing all the steps, press the SAVE button to save the preset. The screen will automatically return to the previous interface to indicate the preset has been successfully saved. To cancel the save process, press the BACK button to exit the save interface.

Tempo Adjustment

The AME-200 Pro's tempo adjustment feature can be used with delay modules, modulation modules, and the drum machine. It requires enabling the BPM switch or BPM sync switch in the respective modules.
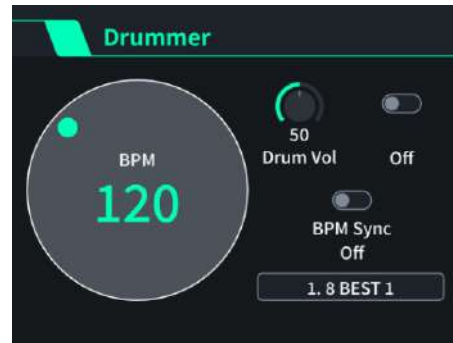
Once the switch is enabled, the delay time value in the delay module and the speed value in the modulation module will change to be synced with the selected tempo.

BPM Value Setting

Use the EDIT encoder to select BPM in the effect chain interface and press to enter the BPM settings interface.

In the BPM interface, rotate the encoder or in the effect chain interface, long press Footswitch D until the red LED starts flashing, indicating the BPM value.

At this point, press Footswitch D twice or more to set the BPM value. Long press Footswitch D again to exit the tempo adjustment feature.
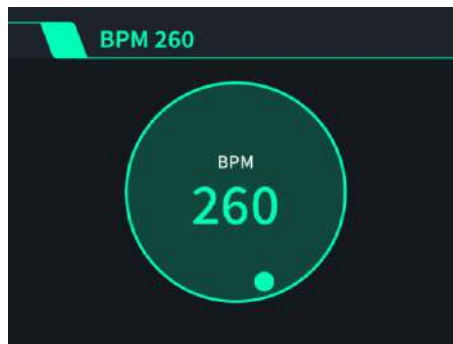
Enable Global BPM

The AME-200 Pro offers two BPM modes. By default, global BPM is turned off. Each preset can independently set and save its own BPM value.

When the global BPM switch is enabled in the system settings, the BPM values of all presets will be unified and changed accordingly.

Tuner

Long press Footswitch C to enter the tuner interface. Use the EDIT encoder to set whether the instrument is muted and adjust the reference pitch frequency. The default reference frequency is 440Hz, with an adjustable range from 435Hz to 445Hz. Once tuning is complete, press any footswitch or the BACK button to exit the tuner interface.

Drum Machine

The AME-200 Pro includes 40 different drum machine styles. Use the EDIT encoder in the effect chain interface to select the drum machine and press to select it, or long press Footswitch A to enter the drum machine interface.

In this interface, the functions of the four footswitches are as follows:

Footswitch A: Switch to the next drum kit.

Footswitch B: Switch to the previous drum kit.

Footswitch C: Toggle drum machine on/off.

Footswitch D: Set the drum machine BPM. The red LED will flash to indicate the BPM.
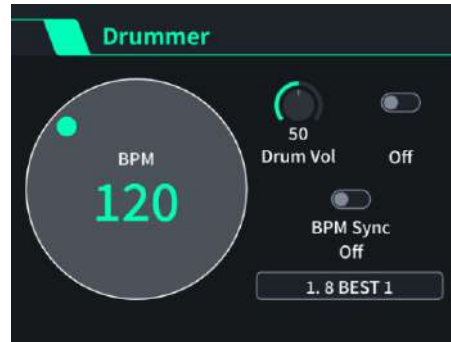
In the drum machine interface, the EDIT encoder can also be used to control all functions within the interface.

Drum Machine Sync

When BPM sync is off, the drum machine BPM can be set independently. Once BPM sync is enabled, the drum machine BPM will match the current preset or global BPM value.

Recording Loop

The AME-200 Pro supports a 60-second overdub recording loop. Use the EDIT encoder in the effect chain interface to select the loop recording function and press to select it, or long press Footswitch B to enter the loop recording interface.

In this interface, the functions of the four footswitches are as follows:

Footswitch A: Record/Play/Overdub.

Footswitch B: Press to pause, long press to clear the recording.

Footswitch C: Toggle drum machine on/off.

Footswitch D: Set the drum machine BPM. The red LED will flash to indicate the BPM.

In the loop recording interface, the EDIT encoder can also be used to control all functions within the interface.

Note: In both the loop recording and drum machine interfaces, the long press functions of Footswitches C and D are disabled.

Ctrl Footswitch Settings

Enter System Settings > Ctrl to access the Ctrl footswitch settings. The Ctrl footswitch can be set to either "Function Settings" or "Effect On/Off".
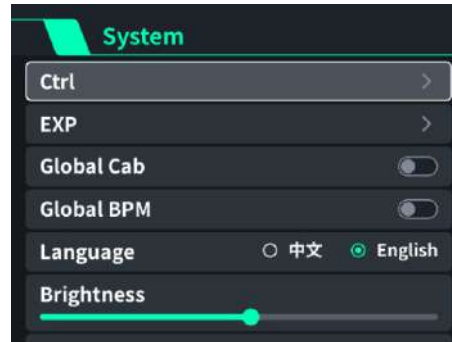
Function Settings

The Ctrl footswitch can be set to any function from the list, including the tuner, loop recording, or drum machine. Press the Ctrl footswitch to quickly enter or exit the selected function interface.

When set to the tempo adjustment feature, press the Ctrl footswitch more than three times to set the current preset or global BPM.
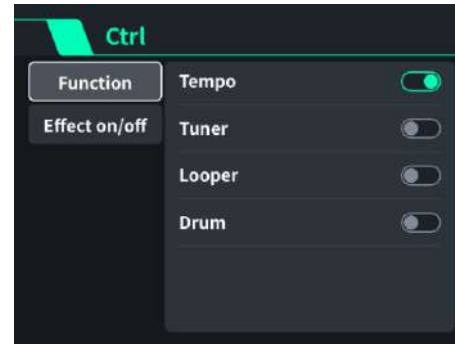
Effect On/Off

Once set, the Ctrl footswitch can control the on/off status of effect modules with a single press. Multiple effect modules can be controlled simultaneously.
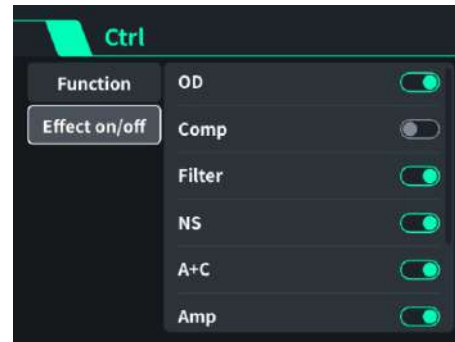
Pedal

Enter System Settings > Pedal to access the Expression Pedal settings.
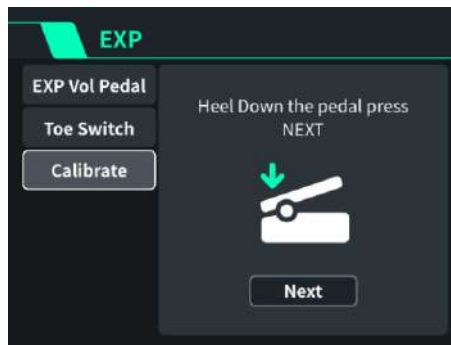
Pedal Calibration

When using the pedal for the first time or if the pedal travel is inaccurate, enter the pedal settings to perform calibration. Follow the on-screen prompts step by step to complete the calibration. If calibration fails, follow the instructions to recalibrate.

Volume Pedal

In the volume pedal submenu, you can enable or disable the volume pedal switch and adjust the minimum and maximum values for the pedal. The minimum value corresponds to the pedal fully raised, while the maximum value corresponds to the pedal fully pressed down. The maximum value can be set lower than the minimum value. When the maximum value is less than the minimum value, pressing the pedal will decrease the volume, and raising it will increase the volume.

Pedal Toggle Switch

When the "Wah" function in the pedal toggle switch is enabled, pressing the front of the pedal with force will switch the pedal mode to Wah. If there is an active filter effect in the effect chain with a Position parameter, the pedal will control this parameter. Pressing and releasing the pedal will create the Wah effect. Pressing the front of the pedal again with force will revert to the original pedal mode.

OTG Recording Feature

The USB port on the AME-200 Pro supports connecting smart devices for OTG recording and playback functionality.
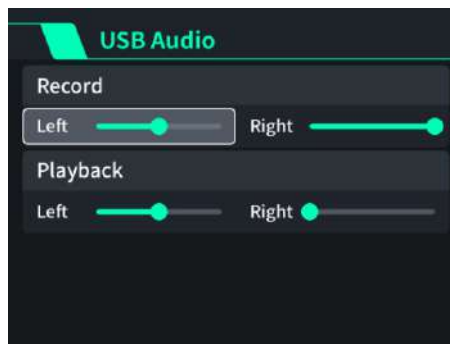
Operation Instructions

Note: Please ensure your smart device supports OTG recording functionality.

1. Connect the smart device using a USB cable; an OTG adapter may be required.

2. Open a recording or video app on the smart device and begin recording to start OTG recording. The AME-200 Pro supports stereo recording for OTG. In the "System Settings > USB Audio" menu, you can independently adjust the volume for the left and right channels of both recording and playback.

Bluetooth Audio Feature

The AME-200 Pro is equipped with a Bluetooth module, allowing smart devices to search for and connect to the unit. Once connected, you can play audio content through the AME-200 Pro.

Operation Steps

1. Turn on the AME-200 Pro, and the Bluetooth function will automatically activate.

2. Open the Bluetooth settings on your smart device, search for, and connect to "AME-200 Pro Audio."

3. Once connected, the audio content from the smart device will be output through the AME-200 Pro's Output, Phones, and USB ports.

4. On subsequent power-ups, the AME-200 Pro will automatically reconnect to the last paired smart device within range.

System Settings

Use the EDIT encoder in the effect chain interface to select System Settings and press to enter the System Settings menu.
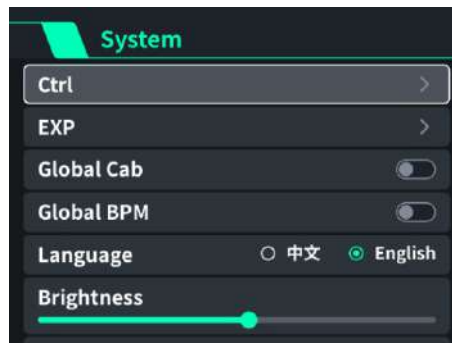
Ctrl
Please refer to the "Function Operations - Ctrl Pedal Settings" section in this manual.

Pedal
Please refer to the "Function Operations - Pedal" section in this manual.

Global Cabinet

The AME-200 Pro supports a global cabinet switch to accommodate different connection scenarios. This switch is enabled by default.
When the global cabinet switch is turned off, all preset cabinets will be disabled.
When the global cabinet switch is turned back on, you must switch presets once. Presets that have saved a cabinet enabled state will activate the cabinet simulation, while presets with the cabinet disabled will keep the simulation off.

Language

The AME-200 Pro supports switching between Chinese and English display.
Note: Some effect model names and special terms are displayed only in English.

Brightness

Adjust the screen brightness to suit various usage environments.

USB Audio

Set the left and right channel volumes for OTG recording and playback.

Restore to Factory Settings

Select this option to restore the AME-200 Pro to its factory settings. This will reset all presets and clear any sample files. Please use with caution.

Version

Displays the firmware version of the AME-200 Pro.

AME-200 Pro Studio Software Guide
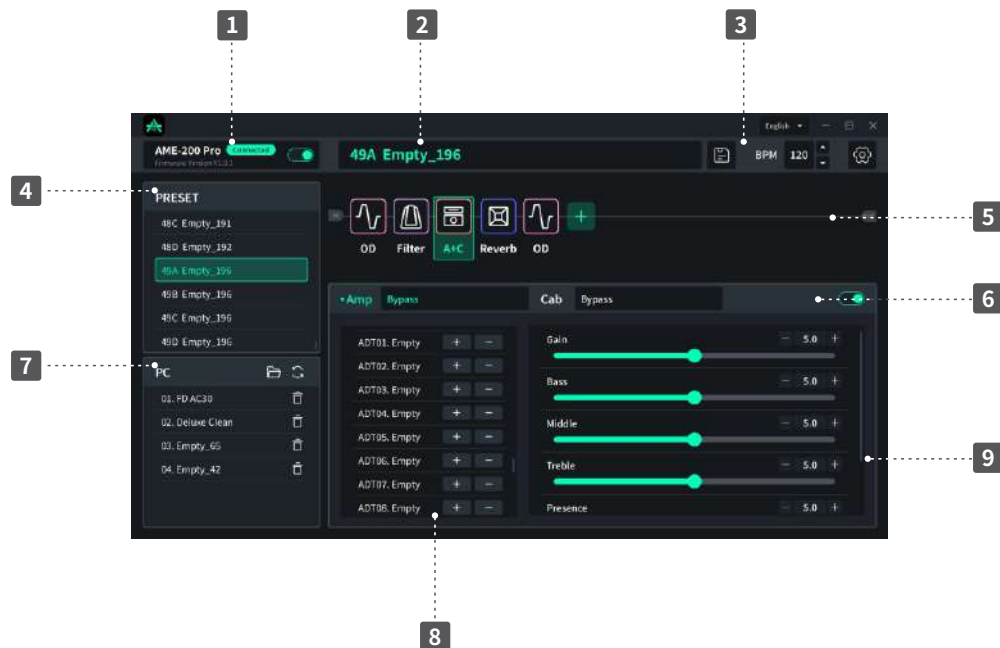
1   **Connection Status Display**

Displays the connection status of the device and the firmware version. Click the switch to connect or disconnect the device.

2   **Preset Name Display & Save**

Shows the current preset name. You can edit the preset name and save the preset.

3   **Language Settings, BPM, and System Settings**

Click on Language to select between Chinese/English interface.
Click the up/down arrows next to BPM or enter a value to adjust the BPM.
Click the icon to open the System Settings menu.

4   **Preset List**

Displays all preset information stored on the device. Right-click to copy, paste, or delete presets.

5   **Effect Chain Editing Area**

Displays the modules added to the effect chain. Left-click on a selected module to toggle the effect on/off. Hold the left mouse button and drag to rearrange the order of the modules. Click the "+" to add more modules, and right-click to delete a module.

6   **Selected Effect Module Display Area**

Displays the name of the selected effect module. Click the switch on the far right to toggle the effect on/off.

7   **Local Preset List**

Displays presets that have been exported and saved locally. Hold the left mouse button and drag the preset to the desired position (e.g., "01A") to import the preset into the device. Drag a preset from the preset list to the local preset list to export it.

8   **Effect Model Selection Area**

Displays the list of effects contained in the selected module. Switch between effects here.

9   **Effect Parameter Adjustment Area**

Displays the parameter information for the selected effect model and allows for adjustments.

Device Updates

Download and install the latest version of the AME-200 Pro Studio software, then connect the device. After entering the System Settings, click Device Update. The update progress will be displayed. Once completed, the device will reboot, and the update will be finished.

Note: Do not disconnect the USB or power supply during the device update. The device can be updated with either a higher or lower version of the AME-200 Pro Studio software. Please pay attention to the version information.

Sample Files Management

The AME-200 Pro supports 10 official amp samples and the import of 20 cabinet IR files:

1. Add and select the Amp or Cab module in the effect chain.
2. Scroll down the model type list to the bottom where the sample files are located.
3. Click the "+" to select and import a sample file to the designated position.
4. Click the "-" to delete an imported sample file.

Backup and Restore

The AME-200 Pro Studio backup feature allows for a full system backup, including all presets, sample files, and global settings.

Backup

1. Enter the System Settings menu in AME-200 Pro Studio.
2. Click Backup, then choose the backup location and customize the backup file name.
3. Click Save to complete the backup.

Restore

1. Enter the System Settings menu in AME-200 Pro Studio.
2. Click Restore and select the backup file you wish to restore.
3. Click Open to complete the restoration of the backup file.

Tone Settings

Overdrive		
No.	Name	Tone Description
1	Treble Boost	A bright and pronounced boost effect.
2	RC Drive	Overdrive based on the Xotic RC Booster.
3	SunSet	Overdrive based on the Strymon Sunset.
4	Green Drive	Overdrive based on the Ibanez TS808.
5	Drive One	Overdrive based on the Boss OD1.
6	Moller Drive	Overdrive based on the T-Rex Moller Drive.
7	Clone Drive	Overdrive based on the Klon Centaur Gold.
8	Tube Drive	Overdrive based on the B.K. Butler Tube Drive.
9	PI Fuzz	Fuzz effect based on the EHX Big Muff Pi V7.
10	Face Fuzz	Fuzz effect based on the Dunlop Fuzz Face.
11	Mouse Dist	Distortion effect based on the ProCo The Rat Big Box.

No.	Name	Tone Description
12	Dist One	Overdrive based on the Boss DS1.
13	Full Drive	Overdrive based on the Fulltone Fulldrive2.
14	Legacy Drive	Overdrive based on the Carvin VLD1 Legacy Drive.
15	HM Two	Distortion effect based on the Boss HM-2.
16	Industrial Fuzz	Fuzz effect based on the Fuzz Factory.
17	Ampeg Scrambler	Overdrive based on the Ampeg Scrambler.
18	OD250	Overdrive based on the DOD Overdrive Preamp/250.
19	Zone	Distortion effect based on the Boss MT-2.
20	Classic Dist	Distortion effect based on the ProCo Rat.
21	Muff Fuzz	Fuzz effect based on the EHX Big Muff Pi.
22	Plus Dist	Distortion effect based on the MXR Distortion Plus.

Compression		
No.	Name	Tone Description
1	Dyna Comp	Compression effect based on the MXR Dyna Comp.
2	CS Comp	Compression effect based on the Boss CS.
3	SP Comp	Compression effect based on the Xotic SP Comp.
4	Cali Comp	Compression effect based on the Cali76.

Filter		
No.	**Name**	**Tone Description**
1	Q Point Filter	Filter effect based on the EHX Q-tron.
2	Dynamic Wah	Wah effect generated automatically based on pick attack.
3	VX Wah	Wah effect based on the Vox V846.
4	Cry Baby Wah	Wah effect based on the Dunlop Cry Baby.
5	Fasel Wah	Wah effect based on the Dunlop Cry Baby Fasel Model 310.

Noise Gate		
No.	**Name**	**Tone Description**
1	Noise Cancellation	In-house developed noise cancellation effect.

Amp		
No.	Name	Tone Description
1	Acoustic Sim A	Acoustic guitar simulation A.
2	Acoustic Sim B	Acoustic guitar simulation B.
3	B 18N Clean	Clean tone simulation based on the Ampeg B 18N.
4	B 18N Drive	Overdrive tone simulation based on the Ampeg B 18N.
5	B 50R Clean	Clean tone simulation based on the Ampeg B 50R.
6	HT60 Clean	Clean tone simulation based on the Blackstar HT60.
7	HT60 Drive	Overdrive tone simulation based on the Blackstar HT60.
8	HT60 Higain	High-gain tone simulation based on the Blackstar HT60.
9	Legacy Clean	Clean tone simulation based on the Carvin Legacy.
10	Legacy Drive	Overdrive tone simulation based on the Carvin Legacy.
11	Legacy Higain	High-gain tone simulation based on the Carvin Legacy.

No.	Name	Tone Description
12	Hagen Clean	Clean tone simulation based on the Diezel Hagen.
13	Hagen Drive	Overdrive tone simulation based on the Diezel Hagen.
14	Hagen Higain	High-gain tone simulation based on the Diezel Hagen.
15	VH4 Clean	Clean tone simulation based on the Diezel VH4.
16	VH4 Drive	Overdrive tone simulation based on the Diezel VH4.
17	VH4 Higain	High-gain tone simulation based on the Diezel VH4.
18	Maz18 Clean	Clean tone simulation based on the DrZ Maz18.
19	Maz18 Drive	Overdrive tone simulation based on the DrZ Maz18.
20	Maz18 Higain	High-gain tone simulation based on the DrZ Maz18.
21	Maz Nr 18 Clean	Clean tone simulation based on the DrZ Maz Nr 18.
22	Maz Nr 18 Drive	Overdrive tone simulation based on the DrZ Maz Nr 18.
23	EV5150 III Clean	Clean tone simulation based on the EVH 5150 III.

No.	Name	Tone Description
24	EV5150 III Drive	Overdrive tone simulation based on the EVH 5150 III.
25	EV5150 III Higain	High-gain tone simulation based on the EVH 5150 III.
26	Fireball 100 Higain	High-gain tone simulation based on the Engl Fireball 100.
27	Fireball 25 Clean	Clean tone simulation based on the Engl Fireball 25.
28	Fireball 25 Higain	High-gain tone simulation based on the Engl Fireball 25.
29	PowerBall Drive	Overdrive tone simulation based on the Engl PowerBall.
30	PowerBall Higain	High-gain tone simulation based on the Engl PowerBall.
31	59 Bassman LTD Clean	Clean tone simulation based on the Fender 59 Bassman LTD.
32	59 Bassman LTD Drive	Overdrive tone simulation based on the Fender 59 Bassman LTD.
33	65 Deluxe Reverb Clean	Clean tone simulation based on the Fender 65 Deluxe Reverb.
34	65 Deluxe Reverb Drive	Overdrive tone simulation based on the Fender 65 Deluxe Reverb.

No.	Name	Tone Description
35	Blackface Bassman Clean	Clean tone simulation based on the Fender Blackface Bassman.
36	Blackface Bassman Drive	Overdrive tone simulation based on the Fender Blackface Bassman.
37	Twin Reverb Clean	Clean tone simulation based on the Fender Twin Reverb.
38	Twin Reverb Drive	Overdrive tone simulation based on the Fender Twin Reverb.
39	BE100 Clean	Clean tone simulation based on the Friedman Be100.
40	BE100 Drive	Overdrive tone simulation based on the Friedman BE100.
41	DR103 Clean	Clean tone simulation based on the Hiwatt Dr103.
42	DR103 Higain	High-gain tone simulation based on the Hiwatt Dr103.
43	Jazz Chorus 120	Clean tone simulation based on the Jazz Chorus 120.
44	JCA20H Clean	Clean tone simulation based on the Jet City JCA20H.
45	JCA20H Higain	High-gain tone simulation based on the Jet City JCA20H.

No.	Name	Tone Description
46	AOR30 Clean	Clean tone simulation based on the Laney AOR30.
47	AOR30 Drive	Overdrive tone simulation based on the Laney AOR30.
48	AOR30 Higain	High-gain tone simulation based on the Laney AOR30.
49	Ironheart Clean	Clean tone simulation based on the Laney Ironheart.
50	Ironheart Drive	Overdrive tone simulation based on the Laney Ironheart.
51	Ironheart Higain	High-gain tone simulation based on the Laney Ironheart.
52	JCM2000 DSL 100W Clean	Clean tone simulation based on the Marshall JCM2000 DSL 100W.
53	JCM2000 DSL 100W Higain	High-gain tone simulation based on the Marshall JCM2000 DSL 100W.
54	JCM800 Clean	Clean tone simulation based on the Marshall JCM800.
55	JCM800 Drive	Overdrive tone simulation based on the Marshall JCM800.
56	JCM800 Higain	High-gain tone simulation based on the Marshall JCM800.

No.	Name	Tone Description
57	JCM900 Higain	High-gain tone simulation based on the Marshall JCM900.
58	JVM410HJS Clean	Clean tone simulation based on the Marshall JVM410HJS.
59	JVM410HJS Drive	Overdrive tone simulation based on the Marshall JVM410HJS.
60	JVM410HJS Higain	High-gain tone simulation based on the Marshall JVM410HJS.
61	Cali IIC Clean	Clean tone simulation based on the Mesa Boogie IIC.
62	Cali IIC Drive	Overdrive tone simulation based on the Mesa Boogie IIC.
63	Cali IIC Higain	High-gain tone simulation based on the Mesa Boogie IIC.
64	Cali Mark III Clean	Clean tone simulation based on the Mesa Boogie Mark III.
65	Cali Mark III Drive	Overdrive tone simulation based on the Mesa Boogie Mark III.
66	Cali Mark V Clean	Clean tone simulation based on the Mesa Boogie Mark V.
67	Cali Mark V Drive	Overdrive tone simulation based on the Mesa Boogie Mark V.

No.	Name	Tone Description
68	Cali Mark V Higain	High-gain tone simulation based on the Mesa Boogie Mark V.
69	Cali TripleRec Clean	Clean tone simulation based on the Mesa Boogie TripleRec.
70	Cali TripleRec Drive	Overdrive tone simulation based on the Mesa Boogie TripleRec.
71	Cali TripleRec Higain	High-gain tone simulation based on the Mesa Boogie TripleRec.
72	Juice AD200 Clean	Clean tone simulation based on the Orange AD200.
73	Juice AD200 Drive	Overdrive tone simulation based on the Orange AD200.
74	Juice AD30 Drive	Overdrive tone simulation based on the Orange AD30.
75	Juice Dual Terror Clean	Clean tone simulation based on the Orange Dual Terror.
76	Juice Dual Terror Drive	Overdrive tone simulation based on the Orange Dual Terror.
77	Juice Dual Terror Higain	High-gain tone simulation based on the Orange Dual Terror.
78	Juice Rockverb MKII Clean	Clean tone simulation based on the Orange Rockverb MKII.

No.	Name	Tone Description
79	Juice Rockverb MKII Drive	Overdrive tone simulation based on the Orange Rockverb MKII.
80	Juice Rockverb MKII Higain	High-gain tone simulation based on the Orange Rockverb MKII.
81	Juice Thunderverb200 Clean	Clean tone simulation based on the Orange Thunderverb200.
82	Juice Thunderverb200 Drive	Overdrive tone simulation based on the Orange Thunderverb200.
83	Juice Thunderverb200 Higain	High-gain tone simulation based on the Orange Thunderverb200.
84	Archon 50 Clean	Clean tone simulation based on the PRS Archon 50.
85	Archon 50 Drive	Overdrive tone simulation based on the PRS Archon 50.
86	Archon 50 Higain	High-gain tone simulation based on the PRS Archon 50.
87	6505 Clean	Clean tone simulation based on the Peavey 6505.
88	6505 Drive	Overdrive tone simulation based on the Peavey 6505.

No.	Name	Tone Description
89	6505 Higain	High-gain tone simulation based on the Peavey 6505.
90	667 Clean	Clean tone simulation based on the Randall 667.
91	667 Drive	Overdrive tone simulation based on the Randall 667.
92	Satan 100w Clean	Clean tone simulation based on the Randall Satan 100w.
93	Satan 100w Higain	High-gain tone simulation based on the Randall Satan 100w.
94	Solo 100 Clean	Clean tone simulation based on the Soldano Solo 100.
95	Solo 100 Drive	Overdrive tone simulation based on the Soldano Solo 100.
96	Solo 100 Higain	High-gain tone simulation based on the Soldano Solo 100.
97	AC30 Clean	Clean tone simulation based on the Vox AC30.
98	AC30 Drive	Overdrive tone simulation based on the Vox Ac30.

Cabinet		
No.	Name	Tone Description
1	B 18N 118	Cabinet simulation based on the Ampeg B 18N.
2	B15RW Portaflex 115	Cabinet simulation based on the Ampeg B15RW Portaflex 115.
3	PPC 412	Cabinet simulation based on the Orange PPC 412.
4	1922 212	Cabinet simulation based on the Marshall 1922.
5	E 412	Cabinet simulation based on the Engl E 412.
6	DZ 212	Cabinet simulation based on the DrZ 212.
7	DZ Maz 18 112	Cabinet simulation based on the DrZ Maz 18.
8	65 Deluxe Reverb 112	Cabinet simulation based on the Fender 65 Deluxe Reverb 112.
9	Blues Deluxe 112	Cabinet simulation based on the Fender Blues Deluxe 112.
10	Super Reverb 410	Cabinet simulation based on the Fender Super Reverb 410.
11	Twin Amp 57	Cabinet simulation based on the Fender Twin Amp 57.

No.	Name	Tone Description
12	Twin Reverb 212	Cabinet simulation based on the Fender Twin Reverb 212.
13	Jazz chorus 120 212	Cabinet simulation based on the Jazz Chorus 120 212.
14	PPC 112	Cabinet simulation based on the Jet City Orange PPC112.
15	2551A 412	Cabinet simulation based on the Marshall 2551A.
16	1960A 412	Cabinet simulation based on the Marshall 1960A.
17	Recto Traditional 412	Cabinet simulation based on the Mesa Recto Traditional.
18	Mark III 112	Cabinet simulation based on the Mesa Boogie Mark III 112.
19	Boogie 212	Cabinet simulation based on the Mesa Boogie 212.
20	Horizontal 212	Cabinet simulation based on the Mesa Recto Horizontal.
21	PPC412HP8 412	Cabinet simulation based on the Orange PPC412HP8.
22	PPC Slope 412	Cabinet simulation based on the Orange PPC412 Slope.

No.	Name	Tone Description
23	PPC 412	Cabinet simulation based on the Orange PPC412.
24	5150 412	Cabinet simulation based on the Peavey 5150.
25	AC30 212	Cabinet simulation based on the Vox AC30 212.
26	AC10 210	Cabinet simulation based on the Vox AC10 210.
27	Princeton 110	Cabinet simulation based on the Fender Princeton 110.
28	G12M 412	Cabinet simulation based on the Marshall G12M 412.
29	Pf 115HE 115	Cabinet simulation based on the Ampeg Pf 115HE 115.
30	FBT Superbass 250w 115	Cabinet simulation based on the Ampeg FBT Superbass 250w 115.
31	Bassman G12M Greenbacks 212	Cabinet simulation based on the Fender Bassman G12M Greenbacks 212.
32	HT5 Emulated 412	Cabinet simulation based on the Blackstar HT5 Emulated 412.
33	1960 TV 412	Cabinet simulation based on the Marshall 1960 TV 412.

No.	Name	Tone Description
34	Cali V30 412	Cabinet simulation based on the Mesa V30 412.
35	Bug 412	Cabinet simulation based on the Bugera 412.
36	Einstein 112	Cabinet simulation based on the Diezel Einstein 112.
37	RT 412	Cabinet simulation based on the Diezel RT 412.
38	Div13 Alnico Blue 112	Cabinet simulation based on the Divid 13 Alnico Blue 112.
39	Match 212	Cabinet simulation based on the Matchless 212.
40	Match Dumble Overdrive JB85 112	Cabinet simulation based on the Matchless Dumble Overdrive JB85 112.
41	Tweaker 112	Cabinet simulation based on the Egnater Tweaker 112.
42	E11 110	Cabinet simulation based on the Engl E11 110.
43	YIR 212	Cabinet simulation based on the Orange YIR 212.
44	Vintage E 412	Cabinet simulation based on the Engl Vintage E 412.

No.	Name	Tone Description
45	260CBCV 212	Cabinet simulation based on the Dragoon 260CBCV 212.
46	Frankenkab 412	Cabinet simulation based on the Marshall Frankenkab 412.
47	Edge Alnico blue 112	Cabinet simulation based on the Fender Edge Alnico Blue 112.
48	Uber 412	Cabinet simulation based on the Bogner Uber 412.
49	Bog 212CB	Cabinet simulation based on the Bogner 212CB.
50	1969 412	Cabinet simulation based on the Marshall 1969 412.
51	Special P12R 112	Cabinet simulation based on the Jensen Special P12R 112.
52	Dr103 412	Cabinet simulation based on the Hiwatt Dr103 412.
53	GS412LA 412	Cabinet simulation based on the Laney GS412LA 412.
54	5150III G12 412	Cabinet simulation based on the EVH 5150III G12 412.
55	1968 HolyGrail 412	Cabinet simulation based on the Marshall 1968 Holy Grail 412.

EQ		
No.	**Name**	**Tone Description**
1	3 Band EQ	A 3-band guitar equalizer effect, typically offering bass, mid, and treble controls.
2	Cali 5-band EQ	EQ based on the Mark IV Graphic EQ; it provides more frequency bands for more detailed adjustments, ideal for fine-tuning tone.
3	7 band EQ	EQ based on the Boss GEB7; typically used for bass guitar, offering more precision with 7 adjustable frequency bands.

Modulation		
No.	**Name**	**Tone Description**
1	One17 Flanger	Based on the MXR 117 Flanger, a classic flanger effect that creates a sweeping, jet-like sound.
2	EM Chord Flanger	Based on EHX Deluxe EM-Flanger, provides a richer, more complex flanger effect with added depth.
3	Jet Flanger	Based on Strymon Mobius, mimics the sound of a jet aircraft, with a more dynamic and smooth flanging effect.
4	Nigty Phaser	Based on the MXR Phase 90, this is a classic phaser that gives a sweeping, almost "liquid" modulation to your tone.
5	Stone Phaser	Based on EHX Small Stone, this phaser offers a rich, throaty sound with a deep, undulating sweep.
6	70s Phaser	Based on Strymon Mobius, emulates the iconic 1970s phaser sound with a vintage vibe.
7	Vibrato	Based on BOSS VB-2, adds subtle, yet deep vibrato modulation for a fluid, wave-like pitch shift.
8	Tri-Chorus	Based on the DyTronics Tri-Stereo Chorus, a lush 3-dimensional chorus effect for a full, wide sound.
9	Ensemble Chorus	Based on the BOSS CE-1, a classic chorus pedal known for its smooth, warm, and sweeping chorus sound.
10	Analog Chorus	Classic analog chorus, known for its warm, natural-sounding modulation with thick, spacious tone.

No.	Name	Tone Description
11	Whammy	A whammy effect with 9 different pitch modes to shape your tone in unique ways, from subtle shifts to extreme sweeps.
12	AC Tremolo	Based on the Vox AC-15 Tremolo, creates a rhythmic volume modulation effect to add groove to your sound.
13	Opti Tremolo	Based on Fender's optical tremolo circuit, this creates a smooth, deep tremolo with a vintage vibe.
14	Rotary	Emulates the sound of a rotating speaker (Leslie-style), giving your sound a swirling, 3D effect.
15	Pitch Shifter (Mono)	A pitch shifting effect that works on single notes, allowing you to shift the pitch up or down.
16	Pitch Shifter Poly	A polyphonic pitch shifter, allowing multiple notes to be shifted together in harmony for a more com plex sound.
17	Acoustic Sim	Based on Boss Acoustic Sim, simulates the tonal qualities of an acoustic guitar, even with an electric instrument.
18	Slow Gear	Based on Boss Slow Gear, creates a smooth, slow attack for notes, mimicking a "swelling" effect.
19	Octave	Based on EH Octave, adds a distinct octave shift either up or down to thicken your tone with harmonies.

Delay		
No.	**Name**	**Tone Description**
1	Digital Delay	A clear digital delay, producing precise, crisp echoes with no degradation.
2	Analog Delay	A warm analog delay with a slightly degraded, smooth echo that adds warmth and depth to your tone.
3	Man Delay	Based on EHX Memory Man, a classic analog delay with a rich, organic tone and modulation that fades out beautifully.
4	DM Delay	Based on Boss DM, a vintage delay that produces warm, thick echoes with a touch of grit and character.
5	Reverse Delay	A reverse delay effect that plays the delayed sound backward, creating a haunting, surreal atmosphere.
6	PingPong Delay	A ping pong delay that alternates the delayed sound between the left and right channels, creating a bouncing, stereo effect.
7	Dynamic Delay	A dynamic delay that adjusts the effect's volume based on how hard or soft you play, creating a more responsive and expressive delay.

Reverb		
No.	**Name**	**Tone Description**
1	Room	A small room reverb that emulates the reflection of sound in a compact space, giving a sense of closeness and intimacy.
2	Hall	A larger room reverb, simulating the sound reflections n a big, open hall for a spacious, expansive sound.
3	Plate	A bright metallic plate reverb, creating a shimmering, smooth reverb with metallic overtones, ideal for clear, lush reflections.
4	Mod Reverb	A reverb with chorus modulation, which adds a subtle, dreamy modulation to the reverb tail, creating a more lush and dynamic sound.
5	Chicken Reverb	Based on the Spring Chicken model, this spring reverb effect delivers the iconic sound of mechanical spring reverbs often heard in vintage amps.
6	Cave	A cavernous, open-space reverb, mimicking the expansive, echoey sound of a large mountain valley, ideal for creating a dramatic, wide atmosphere.

Specifications

Input:	6.35mm, 2.2MΩ
Output:	6.35mm, 510Ω
Headphone Output:	3.5mm, 32Ω
USB:	USB-C, for PC connection or OTG recording
Power Input:	DC 9V/1.5A, center negative, outer positive
Battery Specifications:	2000mAh, 7.4V
Battery Life:	7.5 hours
Charging Time:	3 hours
Impulse Response (IR)	
Format:	WAV
Sample Rate:	44.1k (supports full sample rate IR file import)
Sample Depth:	24bit
Sample Points:	512pts
Operating Temperature:	0°C ~ 60°C
Dimensions (L x W x H):	324.5mm x 144.7mm x 49.8mm
Weight:	1.145kg

FCC Warning Statement:

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, 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 to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

Caution: Any changes or modifications to this device not explicitly approved by manufacturer could void your authority to operate this equipment. This device complies with part 15 of the 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 device has been evaluated to meet general RF exposure requirement.