MOOER

GE200 Plus / GE200 Plus Li

Intelligent Multi-Effects

Owner's Manual

CONTENT

PRECAUTIONS

PLEASE READ CAREFULLY BEFORE PROCEEDING

Power supply

Please only use a power supply adapter that meets the specifications of the manufacturer.

Only use power supplies that have been approved by the relevant authorities and that meet local regulation requirements (such as UL, CSA, VDE or CCC).

- Unplug the power adapter when not in use or during electrical storms.

For GE200 Plus Li:

- Prevent a device containing a battery, from overheating (e.g., keep it out of direct sunlight and away from heat sources, etc.).
- Should the battery leak, prevent the liquid from getting into contact with skin or eyes. In case of contact with the liquid, consult a doctor.
- The battery supplied with this product may pose a risk of fire or chemical burns if not handled properly.

Storage and usage locations

To avoid deformation, discoloration or other serious damage, do not expose this device to any of the following conditions:

- direct sunlight
- extreme temperature or humidity
- excessively dusty or dirty locations
- magnetic fields
- high humidity or moisture
- strong vibrations or shocks

Cleaning

Clean only with a soft, dry cloth. If necessary, lightly moisten the cloth. Do not use abrasive cleaners, cleaning alcohol, paint thinners, wax, solvents, cleaning fluids, or chemical-impregnated wiping cloths.

Operation

- Please do not use excessive force to operate the control elements of the unit.
- Prevent metal, paper or other objects from getting into the unit.
- Please do not drop the unit, and avoid heavy blows.
- Please do not modify the unit without authorization.
- Should repairs be required, please contact the MOOER Customer Service Center for more information.

Connections

Always turn off / disconnect the power to the GE200 Plus and any other equipment before connecting or disconnecting signal cables. This will help prevent malfunctions and / or damage to other devices. Also make sure to disconnect all connection cables and the power supply before moving the device.

FCC certification

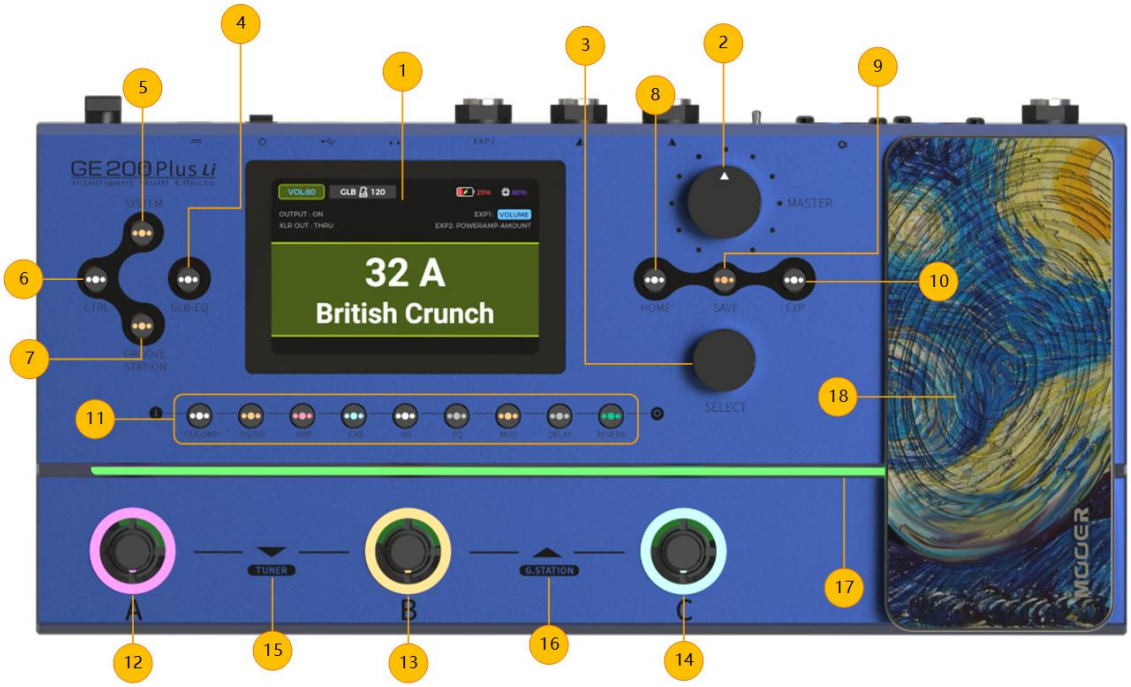
This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions:

- This device may not cause harmful interference.
- This device must accept any interference received, including interference that may cause undesired operation.

FEATURES

- New member of MOOER GE series, using the new design language to provide a new user experience
- Choice between GE200 Plus (traditional version with power adaptor) and GE200 Plus Li (version with integrated Lithium-Ion battery)
- GE200 Plus Li features ambient light LED strips with customizable colors and display styles
- Large 3.5" high-quality color LCD screen with intuitive UI, delivering brand-new multi-effect experience
- Features more than 270 advanced effect modules and models
- Supports download of MNRS amp simulation sample data, into a total of 20 free storage positions and 255 preset cache locations
- Supports download of third-party IR cabinet simulation sample files with a sample size of 2048 points, into a total of 20 free storage positions and 255 preset cache positions
- Quick-access module buttons, a signature feature for devices of the GE series
- Multiple interfaces available to meet the user's requirements in different scenarios
- On-board EXP1 pedal can be configured as volume control or expression pedal
- Including Groove Station mode with Drum Machine including 70 drum patterns and 60 second Phrase Looper that can be synchronized with the drum machine; the perfect tool for creativity and practice
- Precise built-in instrument tuner
- Tap tempo control for Drum Machine
- Adjustable Global EQ settings for easy integration in any setup and great results with all different kinds of instruments and venue configurations
- Supports audio playback from mobile devices via Bluetooth
- Programmable USB MIDI port for MIDI IN or MIDI OUT to allow MIDI communication with DAW software
- Type-C USB port:
  - Professional low-latency ASIO USB audio interface (Type-C) supports up to 44.1 kHz sample rate, compatible with most DAW software applications, providing a convenient audio workstation solution for professional musicians
  - USB MIDI function (see MIDI Setting)
  - supports connection to MOOER Studio software on computer
  - Firmware updates via PC software
- Supports connection to dedicated computer editing software and mobile app (MOOER CLOUD) for uploading and downloading presets and sample files

CONTROLS



1. **3.5 inch color LCD screen:** Status and information about presets and operating modes.
2. **Master knob**: Rotate to adjust the total output volume.
3. **Select knob:** Use to select presets, switch and move modules or edit parameters.
   - Rotate the knob to select items on the screen (highlighted).
   - Press the knob to confirm the selection.
   - Rotate the knob to change values.
   - Press the knob to confirm the changes and return to selection mode.
4. **GLB-EQ button:** Press to open the menu for the global equalizer settings.
5. **SYSTEM button**: Press to open the SYSTEM settings menu.
6. **CTRL button**: Press to activate the CTRL Mode (see CTRL Mode).
7. **GROOVE STATION button:** Press to open the Groove Station Mode (see GROOVE STATION).
8. **HOME button**: Press to return to the main user interface or to switch between Preset View and Effect Chain View.
9. **SAVE button:** Press to save your settings in a Preset.
10. **EXP button:** Press to open the menu for expression pedal settings.
    If this button is lit, the on-board EXP1 pedal works as an expression pedal to control module parameters. If it is not lit, the EXP1 pedal can work as a volume pedal, if so configured in the EXP menu.
11. **Effect module LED buttons:** The buttons correspond to the effect modules used in the effect chain. Press a button to open the parameter editing screen for the corresponding module. Press again to activate / deactivate the module.
12. **Footswitch A:**
    - in Preset mode: switches to Preset A in the selected bank
    - press again to enter CTRL mode
    - in CTRL mode: executes pre-programmed control function (see CTRL Mode).
    - in Groove Station mode: Looper REC / PLAY / DUB / UNDO / REDO (see GROOVE STATION).

13. **Footswitch B:**
    - in Preset Mode: switches to Preset B in the selected bank
    - press again to enter CTRL mode
    - in CTRL mode: executes pre-programmed control function (see CTRL Mode).
    - in Groove Station mode: Looper Stop /Delete (see GROOVE STATION).
14. **Footswitch C:**
    - in Preset mode: switches to Preset C in the selected bank
    - press again to enter CTRL mode
    - in CTRL mode: executes pre-programmed control function (see CTRL Mode).
    - in Groove Station mode: starts /stops the Drum Machine, hold to open TAP TEMPO mode, press repeatedly to set tempo (see GROOVE STATION).
15. **Footswitches A + B simultaneously:**
    Open Bank screen and switch down between banks.
    Hold both footswitches to open Tuner mode (see TUNER).
16. **Footswitches B + C simultaneously:**
    Open Bank screen and switch up between banks.
    Hold both footswitches to open Groove Station Mode (see GROOVE STATION).
17. **Ambient light strip:**
    LED light strip with programmable display modes and color combinations (GE200 Plus Li only).
    Can be configured in the SYSTEM menu.
18. **EXP1 pedal:**
    Can be configured as volume or expression pedal (e.g. Wah) (see Expression Pedal). If properly configured, the pedal function can be switched between VOLUME and EXPRESSION control by pressing the TOE SWITCH (pressing on the front of the closed pedal.)

CONNECTIONS

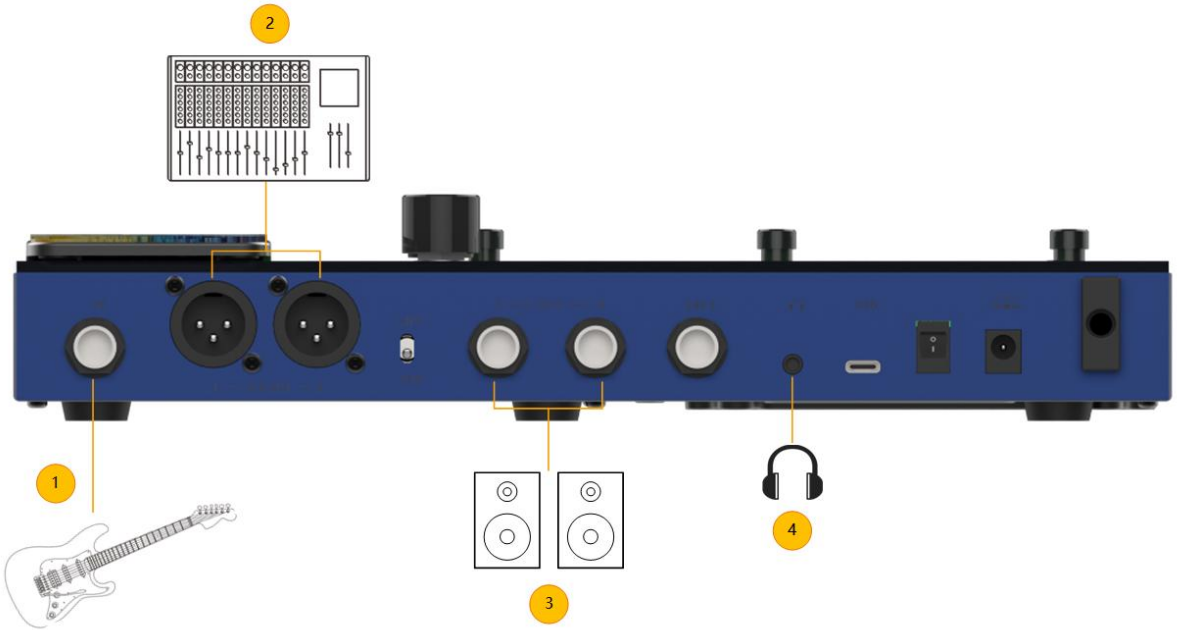
1. **INPUT**: 1/4" mono audio jack, input for your instrument.
2. **XLR output connectors (left/right):** Balanced output signal for monitor systems, sound card, mixing consoles or similar equipment.
3. **GND / LIFT switch**: Ground switch. Try using this switch if you experience low frequency hum. Flipping this switch to the opposite position may help solving ground loop problems.
4. **OUTPUT jacks (left / right)**: 1/4" mono audio jacks (unbalanced). Connection to the input of active speakers, other effects, amplifiers or other audio devices.
5. **EXP2:** 1/4" stereo TRS jack for connecting an external expression pedal (please use a TRS stereo audio cable).
6. **Phones**: 1/8" stereo headphone output jack
7. **USB Type C interface**: Connection to a computer for USB audio functions or to use supported software (see USB AUDIO, see MOOER STUDIO Software). Also used for MIDI control.

8. **Power switch:** Use this switch to turn the device ON / OFF
9. **DC 9 V power input**: Connect the supplied power supply adaptor to power the device or charge the battery (GE200 Plus Li only).

CONNECTION SCENARIOS

Connection to Full-Range equipment

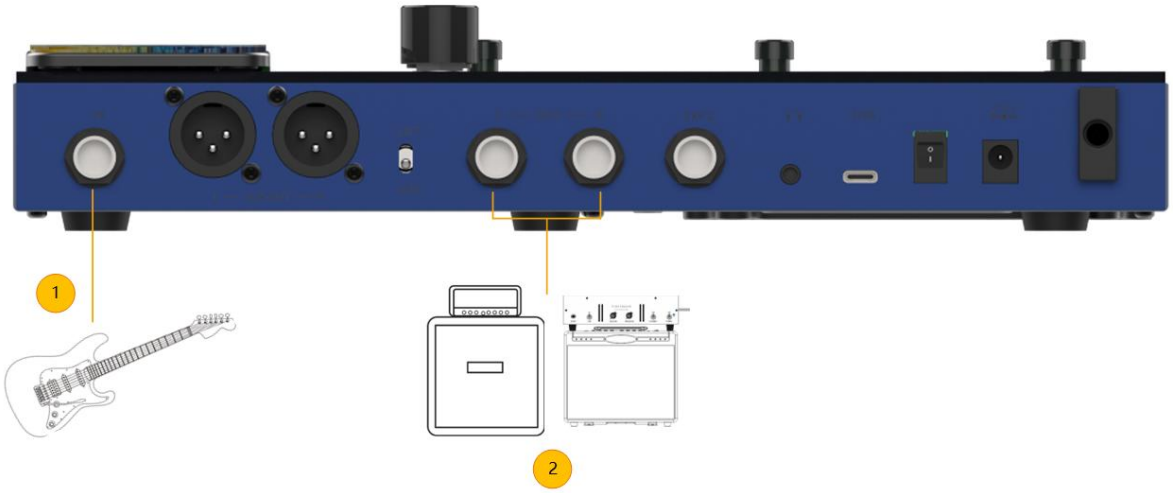
This connection scenario includes full-range equipment such as studio monitors, sound cards, active stage monitors, PA systems (full-range/crossover amplifiers + full-range/crossover speakers), headphones, and other full-range equipment. When you establish connections using this application scenario it is recommended to activate AMP and CAB modules in order to achieve a professional guitar sound.



1. Connect an instrument.
2. Connect a mixing console, active stage monitor, or PA system.
3. Connect a sound card or studio monitor.
4. Connect headphones.

Connection to a guitar power amplifier and cabinet

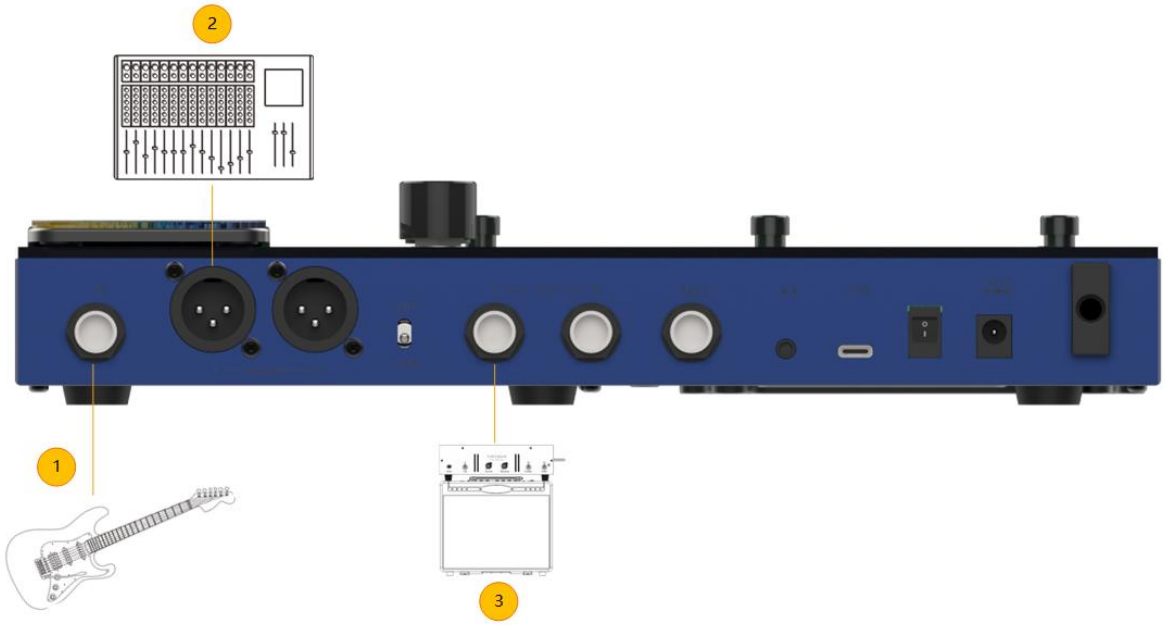
This connection scenario includes a guitar amplifier with FX LOOP or a pure power amp. It is recommended to activate the AMP (preamp) module when you establish connections using this application scenario. All preamp functions will be performed by the GE200 Plus in this case.



1. Connect an instrument.
2. Connect to the RETURN jack of a guitar amplifier or to the input of a power amp.

Mixed full-range / non-full-range device connection

This connection combines the two scenarios above, when you need to use full-range equipment (e.g. mixers) and non-full-range equipment (e.g. guitar amps and cabinets) at the same time. Please refer to the following diagram for connections and activate **CAB SIM THRU** in System settings (see SYSTEM SETTINGS).



1. Connect an instrument.
2. Connect your full-range equipment.
3. Connect you non-FR equipment.

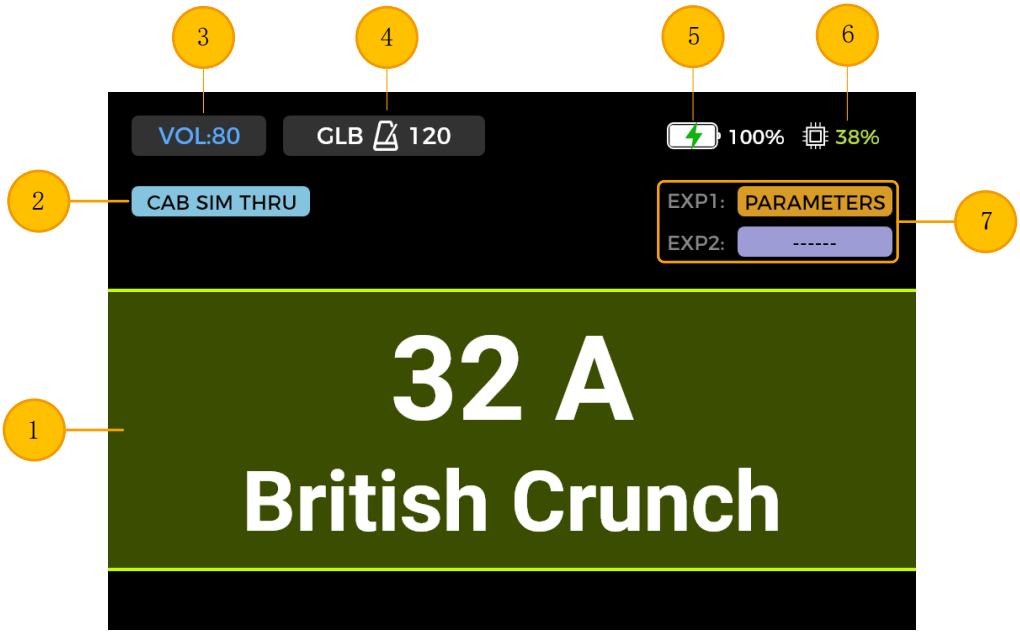
Start up

- Connect the **inputs and outputs** of the device as required according to the connection scenarios above.
- Turn the **MASTER volume** knob down to minimize the output volume.
- Connect the included **power supply** (the GE200 Plus Li can operate on battery power) and turn the device on by switching the **Power switch** to "I".
  The display shows a boot-up screen for a few seconds.
- After the boot sequence is completed and the screen shows the **main user interface**, adjust **MASTER volume** to the appropriate volume.

Main user interface

The GE200 Plus comes with two types of main interfaces: the **Preset View** and the **Effect Chain View**. Use the **HOME** button to switch between the two views.

Preset view

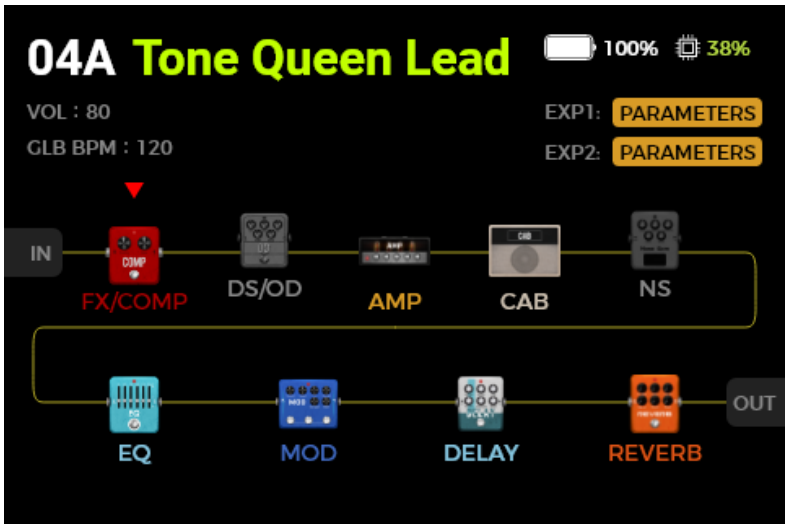


1. **Number and name** of the currently active preset. The number indicates the bank (1 - 85) and the letter behind it indicates the preset within the bank (A -C). The name can be customized during the SAVE process.
2. **CAB SIM THRU**: indicates whether **CAB SIM THRU** is active for the 1/4" and phones outputs (CAB and AMP modules are not effective for these outputs). This setting can be selected in the SYSTEM menu (see SYSTEM SETTINGS).
3. **Preset Volume**: Indicates the output volume of the selected preset. This can be adjusted using the SELECT knob. Press to select, then turn to adjust (0 - 100). This function is convenient for quickly adjusting the volume balance between presets.
   Note: The preset volume only affects the output level of the current preset in comparison to other presets. Use the MASTER knob to control the output level of all presets simultaneously.
4. **BPM Tempo**: Indicates the current BPM tempo (Beats per Minute). This can be adjusted using the SELECT knob. Press to select, then turn to adjust (40 - 260 BPM). The tempo can also be adjusted using the Tap Tempo feature (see CTRL Mode).

- **GLB** indicates global tempo settings in BPM.
- **PRE** indicates individual tempo settings for each preset.
This setting can be selected in the SYSTEM menu.
Some effects of the GE200 Plus such as DELAY and MOD modules have a "**Tempo Sync**" parameter which can be turned on to sync this module with the BPM tempo shown here.

5. **Battery indicator**: indicates the current charge status of the integrated Li-Ion battery (GE200 Plus Li only) (see BATTERY).
6. **DSP utilization**: indicates the calculated DSP utilization for the current preset.
This represents the DSP (Digital Signal Processing) resources used by the modules in this effect chain configuration. Depending on their complexity and the selected effect model within the module, some modules may require more DSP resources than others. Avoid using close to 100 % DSP resources or you may experience sound clipping due to transient overload conditions.
7. **Pedal information**: indicates the currently selected functions for the expression pedal(s) for the current preset.
EXP1 is the integrated pedal.
EXP2 is the external pedal connected to the EXP jack.
When **PARAMETERS** is shown, the respective Pedal works as expression pedal.
When **VOLUME** is shown, the pedal works as Volume pedal.
When **----------** is shown, the pedal is not configured.

Effect Chain view



The elements in the upper screen section are similar to the Preset View. Volume and BPM cannot be adjusted with the SELECT knob in this view.
The lower area shows the effect chain, the type and ON/OFF status of the individual modules (gray= off / color= on) and sequence of the modules. The SELECT knob can be used to select and move modules.

Preset selection

The active preset is indicated by the number / name on the screen and by the illuminated LED ring around the corresponding footswitch.

There are several ways to select a preset after the pedal has powered up:

1. **In Preset View:** rotate the SELECT knob to change presets. If name/number of the preset are not highlighted, press the SELECT knob until they are before you rotate.
2. **In Preset View or Effect Chain View:** Press one of the **A / B / C** footswitches to select a preset in the current bank.

Bank Switching: Step on **A+B** simultaneously to open the bank selection view and switch down between banks. Step on **B+C** simultaneously to open the bank selection view and switch up between banks.
Then select one of the A / B / C footswitches to select a preset.

Shut down

The GE200 Plus is turned off by switching the **Power** switch on the back to "0".

Note for the GE200 Plus Li: If the power cable is still connected after shutdown, the screen will show a dimmed graphic to indicate the battery charging status.

OPERATION

Preset editing

Effect module buttons

The row of effect module buttons below the display indicates the ON/Off status of the individual effect modules in the current preset. When an effect module is on, the button is lit; when it is off, the module button is unlit. The buttons are labeled with the effect module types used in the effect chain such as AMP (amp models), CAB (cabinet simulation models), REVERB (reverb models) and so on. FX/COMP is a module that can contain different kinds of effect models.
The sequence of the buttons represents the actual sequence of modules in the effect chain.

- Press a module button to turn the module on and open the parameter screen of the module.
- The module button LED is now lit to indicate that the respective module is active.
- Press the module button again to turn the module off.
- Press the HOME button to return to the main view.
- If you want to turn off an effect module from any other view, you need to press the module button once to access the module screen and again to turn the module off.

Note: Switching between active modules will only switch between their respective parameter views. It will not change the ON/OFF status of the module.

Parameter editing

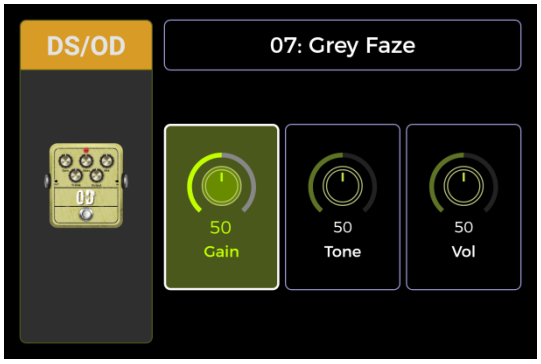
Press the button of the effect module you want to adjust in order to open the parameter editing interface of this module.
The ON/OFF status of the module is indicated by the color of the image (colored = ON / gray = OFF). The ON / OFF status can be changed by pressing the module button again.

Turn the SELECT knob to move the cursor to select the item you want to adjust and then press SELECT to confirm the selection. The selected item is highlighted with a green background.

Rotate the SELECT knob to adjust a parameter value, change a parameter status or to select a different effect model, depending on the kind of item you have selected.

For most effect modules you can select different types of effect models (e.g. "Room" or "Shimmer" models for the REVERB module). The model is shown in text field on top of the screen. Different available parameters are shown below, depending on your selection (shown as rotary fields). The parameter settings are shown as numerical values and indicated graphically. Some parameters are ON/OFF parameters that can be toggled by selecting them and the rotating the SELECT knob.

After completing your adjustments, press the SELECT knob again to unselect the item and rotate it to select the next item.



The parameter screens for AMP and CAB modules additionally show model classification fields on the left side. Rotate the SELECT knob to select a model class in the left area and then press the knob to confirm the selection. The cursor will jump to the right area for model selection and parameter editing.

Select the Back icon in the right hand area and press the SELECT knob return to the left side for model class selection.

For some modules with more parameters than can be displayed on one page, a page number is shown in the top right corner of the screen. When the page number icon is grayed out, no other page needs to be accessed. When the page icon is not grayed out, you can select it and rotate the SELECT knob to access the second page of parameters.

See ANNEX 1: EFFECT DESCRIPTIONS for a list of available effect models and descriptions of the parameters.

Note: **All changes must be stored in the Preset using the SAVE button**, before you switch presets. Otherwise your changes will be lost.

Effect chain editing

Press the HOME button on the panel to switch to the Effect Chain view.

The Effect Chain represents the sequence of effects a signal has to pass through within the GE200 Plus to get from the input to the output. Colored module icons indicate that they are ON. Gray module icons indicate that they are OFF.

This view allows you to edit the order of the modules in the effect chain for the current preset:

Turn the SELECT knob to move the triangle icon over the module you want to move. Press the SELECT knob to confirm the selection, the triangle icon will change color. Rotate the SELECT knob to move the selected module in the effect chain. All other modules will be shifted to make room for the module you are moving. Press SELECT again to confirm the new position and return to the module selection mode.

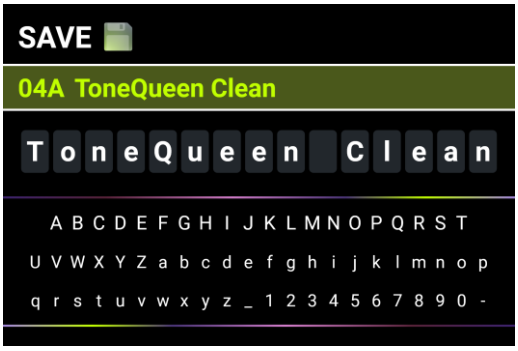
Notes:

1. All changes to the order of the effect chain must be stored in the Preset using the SAVE button, before you switch presets. Otherwise your changes will be lost.
2. When the CAB SIM THRU is activated in the SYSTEM settings, the CAB module will be placed at the end of the effects chain by default and cannot be moved.

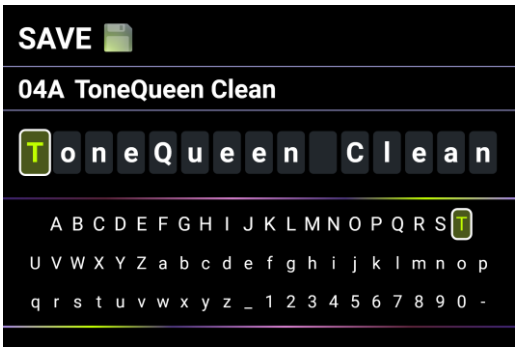
Saving presets

Note: If you switch presets (see Preset selection) without saving your settings first, **all changes will be lost** and the preset will return to the previously saved settings the next time you select it.

After adjusting all necessary settings, press the **SAVE** button to open the SAVE screen.



Turn the SELECT knob to select the Preset storage position indicated by the preset number.
The number indicates the bank (1 - 85) and the letter (A - C) indicates the preset position within the bank. The three presets in each bank can be selected with the A, B or C footswitches. Press SELECT to confirm the position and jump to the name character selection.



Turn and press SELECT to select the character position to be written, turn SELECT to select the specific character for the current position, press again to confirm the character and return to the character position selection.

When editing is complete press the **SAVE** button to finish saving the preset. Pressing any key other than SAVE or SELECT will cancel the saving process.

CTRL Mode

The **CTRL** (control) mode is a footswitch mode based on the currently selected preset. It can be used to control modules in the effect chain of the current preset the same way you would control stompboxes on a physical pedal board by using the **ON/OFF footswitches of individual pedals**. Alternatively, one of the footswitches can be configured for Tap Tempo input to set the tempo for Delay / Reverb effects.

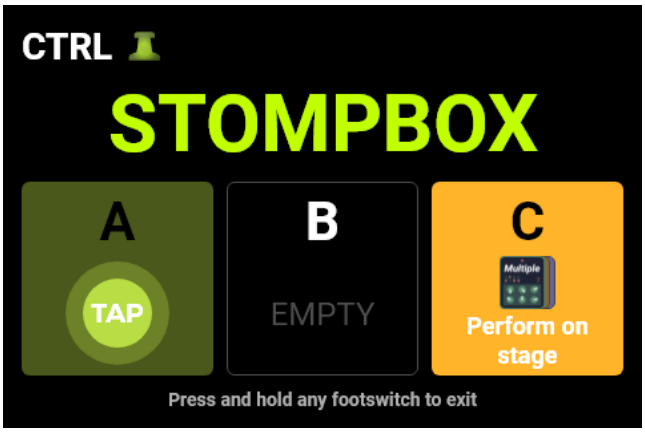
The A, B and C footswitches of the GE200 Plus can each be configured to act as an ON/OFF switch for effect modules within the current preset's effect chain or to act as a tap tempo input.
The configuration of the footswitches only affects the currently selected preset.
You can have different CTRL mode footswitch configurations for every preset.

The three footswitches can be used to perform the selected functions **for as long as the CTRL mode is active.**

Activating the CTRL mode

- In normal mode, one of the **A, B or C** footswitches will have its LED ring illuminated to indicate the currently active preset. Step on this footswitch to open the CTRL mode.
- You can also press the **CTRL** button on the panel to open the CTRL mode.
- You can leave the CTRL mode and return to the main interface by pressing one of the footswitches for one second or press or the HOME button.

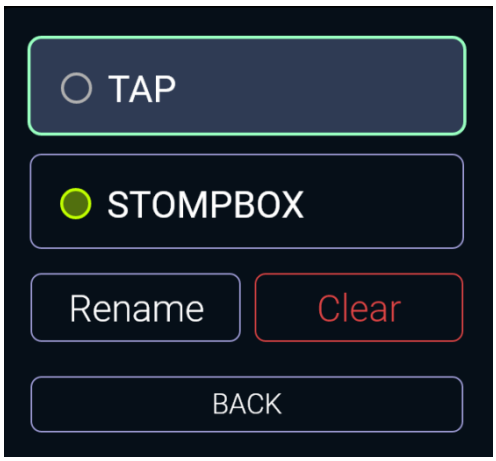
In CTRL mode, the screen displays "STOMPBOX" and a field for each of the three footswitches. A field will be grey and show EMPTY when there is no function assigned to this footswitch yet.



Use the A/B/C footswitches to execute the assigned functions.

Assigning CTRL functions

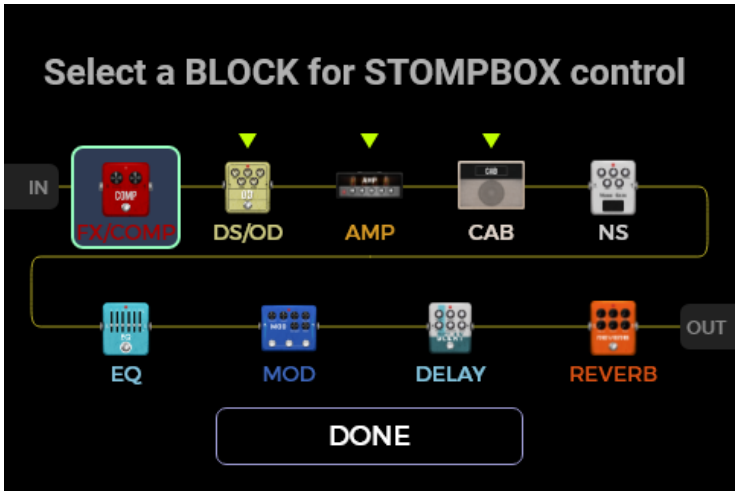
Move the cursor by turning the SELECT knob to select the footswitch you want to assign a function to. Press SELECT to open the menu for assigning CTRL functions.



TAP:
The footswitch is assigned to perform the Tap Tempo function in CTRL mode.
The LED ring around the footswitch will blink to indicate the currently selected BPM tempo. Press the footswitch several times to set a new tap tempo.

STOMPBOX:
The footswitch is assigned to activate/deactivate one or several modules in the effect chain of the current preset in CTRL mode.

After selecting the STOMPBOX field, the effect chain is displayed.



Rotate the SELECT knob to select a module and press the SELECT knob to confirm selection. The selected module will be indicated by a triangle icon above. Press SELECT again to unselect a module.

You can also select several modules, which will all be switched on/off simultaneously when the footswitch is pressed in CTRL mode. This **MULTIPLE** mode supports the combination of ON and OFF states between the controlled effect modules. This means that modules that were OFF before switching will be turned ON and modules that were ON before switching will be turned OFF.

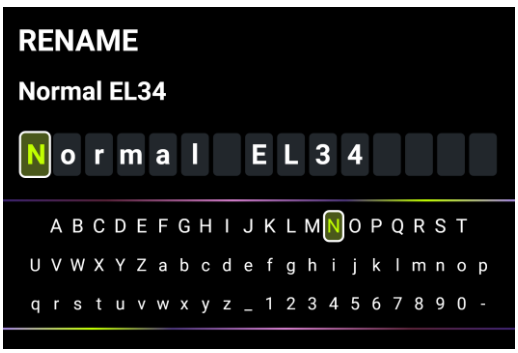
After completing the module selection, select **DONE** at the bottom and press SELECT to return to the CTRL mode view. The name of the selected module is indicated in the footswitch field. If you have selected multiple modules, the field will show "Multiple" instead of a name.

You can now activate/deactivate the selected module(s) by pressing the footswitch. The module(s) will be active when the footswitch LED is lit and the footswitch field in the screen is shown in color.
The module(s) will be turned off when the footswitch LED is off and the footswitch field is shown in gray.

In **MULTIPLE mode,** with active modules in both switching states, the field will always be shown in color and the LED will always be on, but the field and the footswitch LED will change colors to indicate the different states.

You can tell which modules are active in each switching state by looking at the row of module buttons. Active modules will have their LED buttons lit.

RENAME:
You can assign an easily recognizable name to each footswitch field to make selection easier on stage. This name will only be used in the footswitch field in CTRL mode.
Select RENAME to change the name shown in the footswitch field. Pressing SELECT opens the rename menu:



Turn the SELECT knob to select the character position to be written, press the SELECT knob to select the current character position and turn SELECT to select the specific character at the current position, press again to confirm the character and return to the character position selection.

When editing is complete, press the **SAVE** button on the panel to complete the renaming and return to the CTRL mode view. Pressing any key other than SAVE will cancel the renaming process.

CLEAR:
Clears the function currently assigned to the footswitch in CTRL mode and returns the field to "EMPTY".

BACK:
Closes the assignment menu and returns to CTRL mode view without changing any assignments.

Note: **CTRL footswitch assignments must be manually saved into a preset.** If you switch presets before you save the current preset, your CTRL assignments for the current preset will be lost (see Saving presets).

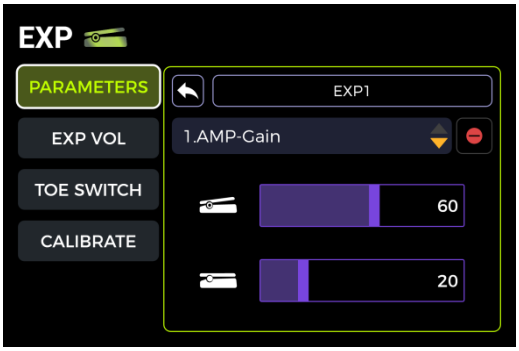
Expression Pedal

The GE200 Plus supports two expression pedals:
EXP1 is the **on-board** rocker pedal that can be used as volume pedal (default) or as an expression pedal to control multiple modules and parameters.
EXP2 is an **external** expression pedal that can be connected to the GE200 Plus using a 1/4" TRS cable on the EXP jack on the rear panel.

All settings such as the **parameter assignments, the use as volume/expression pedal or the toe switch mappings** are different for each preset and **must be saved with the preset**.

Press the **EXP button** on the panel to open the pedal setup menu.

Calibration



You need to calibrate the GE200 Plus's pedals before you use them for the first time. Calibration also needs to be carried out when you switch external pedals of if you experience erratic pedal function. The **calibration is global** and does not have to be repeated for each preset.

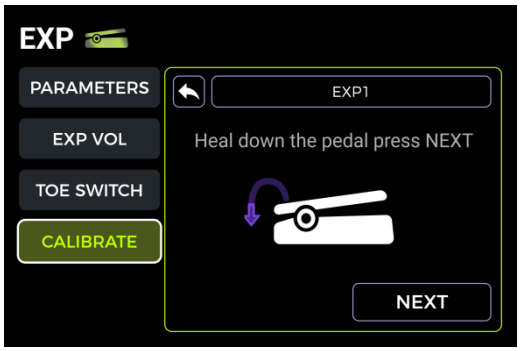
Use the SELECT knob to select the **CALIBRATE** field on the left side. The cursor will jump to the right side.

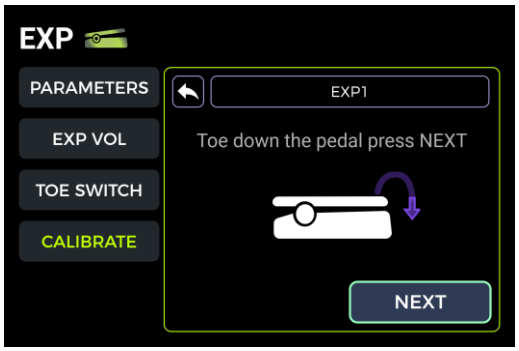
In the top field, select EXP1 (on-board pedal) or EXP2 (external pedal) for calibration by turning and pressing the SELECT knob.

Follow the on-screen instructions or the following steps:

- Open the pedal fully and select and press NEXT with the SELECT knob.

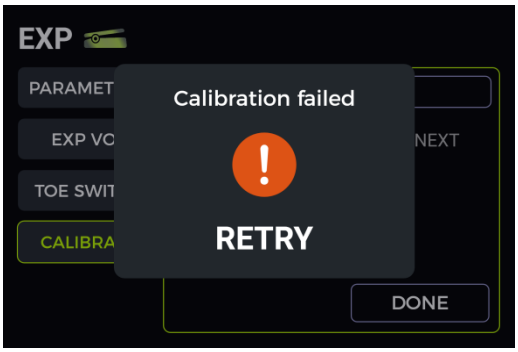
- Close the pedal fully and select and press NEXT with the SELECT knob.

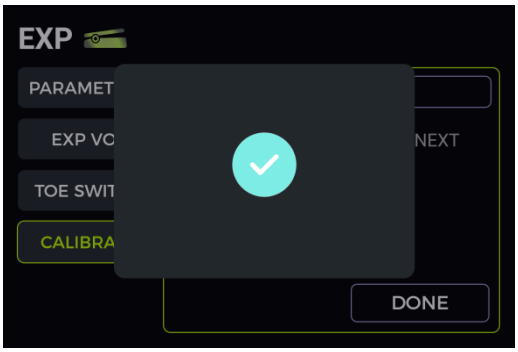




- Push down at the tip of the pedal to calibrate the toe switch and press NEXT with the SELECT knob. (This calibration step is not required for external pedals = EXP2).

Note: The amount of force used to press the pedal down in this step determines the force threshold for the expression pedal's toe switch function.
It is recommended that you use your foot and apply the same pressure you would use when playing on stage.
It is important to note that the force used in this step needs to be significantly different from the force with which the pedal was closed in the previous step. If the difference in force between the two steps is not large enough, the screen will show a calibration error and the calibration must be repeated. A successful calibration is indicated by a **checkmark** in a green circle.



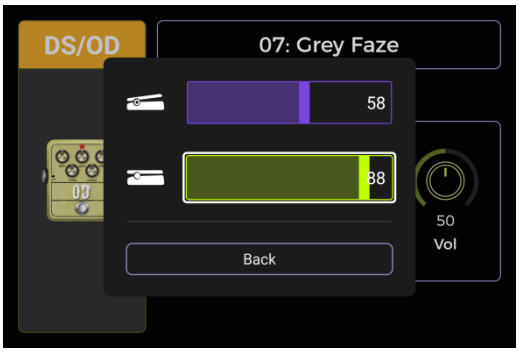


Expression parameter mapping

The expression pedals can be mapped to control several effect parameters of the same or different effect modules simultaneously.
All mappings affect only the current preset and must be stored with the preset. **Save your preset after mapping parameters** before you switch presets.

- On the panel: press the **module button** of the module you want to control with the effect pedal to open the parameter screen for this module.
- Use the SELECT knob to select the **parameter** you want to control.
- **Long press** the SELECT knob until the EXP menu opens.

- Select the expression pedal you want to use for controlling this parameter (EXP1 = on-board / EXP2 = external) and press SELECT to open the parameter range menu.



- Set the desired parameter values (in percent) for the closed and open positions of the pedal (e.g. "100" and "0" for normal operation or "0" and "100" for reverse operation, or any value in between). When the setting is finished, select **Back** at the bottom and press SELECT to return to the previous menu.
- When EXP1 or EXP2 has been set, the Delete icon on the right will light up. Selecting the icon and pressing SELECT will clear the respective assignment.
- **Back**: Exit the menu and return to the module parameter view.

Note: Parameters mapped to an expression pedal will have their name **highlighted in blue** to distinguish them from regular parameters. You can still adjust them manually, but as soon as you use the expression pedal, the manual setting will be overwritten by the expression pedal input.

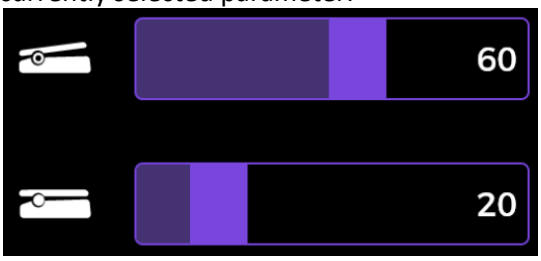
Multiple parameter control: You can perform the steps above for several parameters of several modules and assign them all to the same EXP pedal.

After you have finished assigning parameters to the EXP pedal, press the EXP button on the panel to open the EXP Settings view. In the right area of the PARAMETERS section, you can now browse through all assigned parameters:

- Select EXP1 or EXP2 with the SELECT knob.

- Select the parameter field, press the SELECT knob and rotate it to navigate through all assigned parameters for the current pedal.

- Select the Delete icon and press SELECT to delete the currently selected parameter assignment.
- The lower area allows you to set the MIN and MAX pedal position parameter value for the currently selected parameter.

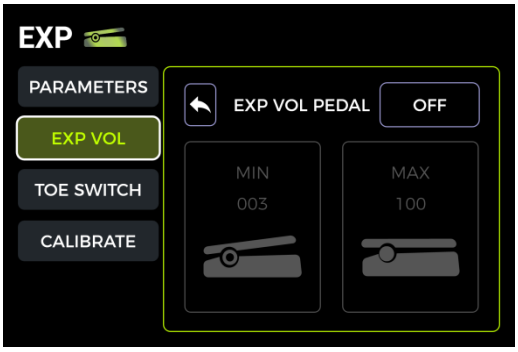


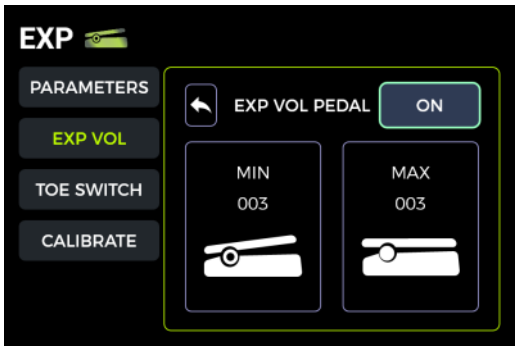
- Use the return icon to return to the left side of the screen to access other settings.

Note: Press the SAVE button to save your preset after mapping parameters and before you switch presets.

Use as volume pedal

The GE200 Plus's built-in pedal can be configured as a volume pedal.
Select the EXP VOL option in the pedal settings screen and activate the EXP VOL PEDAL function on the right. Adjust the volume level mapped to the minimum and maximum pedal positions.





This setting will be saved for each individual preset.

Use the return icon to return to the left side of the screen to access other settings.

Once the settings are complete, the output volume level of the GE200 Plus can be controlled by stepping on the on-board pedal in **volume pedal mode**.

Note: The on-board pedal can be switched between **Expression Pedal Mode** and **Volume Pedal Mode** by pressing on the front of the closed pedal **(toe switch**).
When the EXP button LED is on, the pedal works in Expression Pedal Mode, when it is off, the pedal works Volume Pedal Mode. The pedal function is also indicated in the main view (see Main user interface).

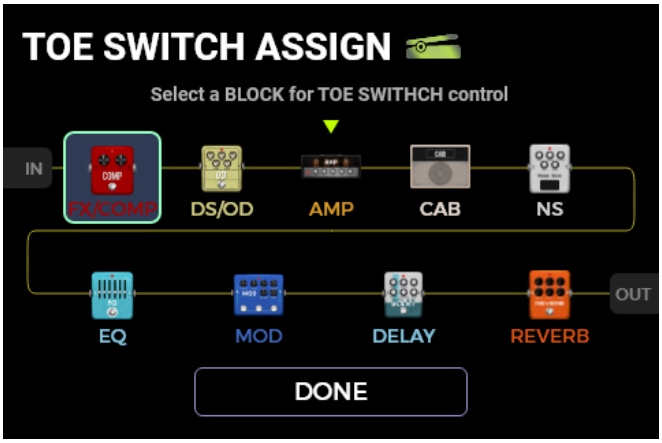
Toe switch mapping

In addition to switching the pedal function between volume and expression control, the toe switch on the front end of the pedal can also be mapped to switch modules within the preset's effect chain ON/OFF.

Example of an application scenario:
The expression pedal parameter is mapped to the WAH sweep frequency and the toe switch is mapped to activate/deactivate the WAH module. This simulates the functions of an actual WAH pedal.

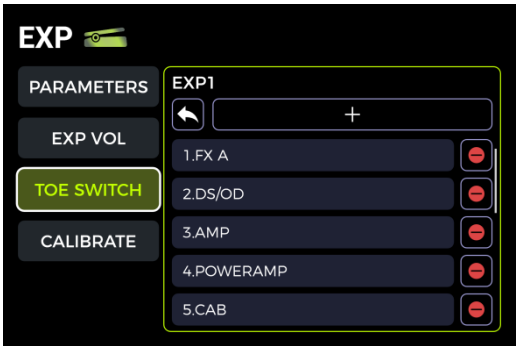
The toe switch function can be mapped to an effect module as follows:

- Open the EXP settings view.
- Select TOE SWITCH on the left side.
- Select the + field on the right side.
- Select the desired module from the effect chain. The selected module is marked with a triangle icon.



- Select DONE and press SELECT to confirm your selection.

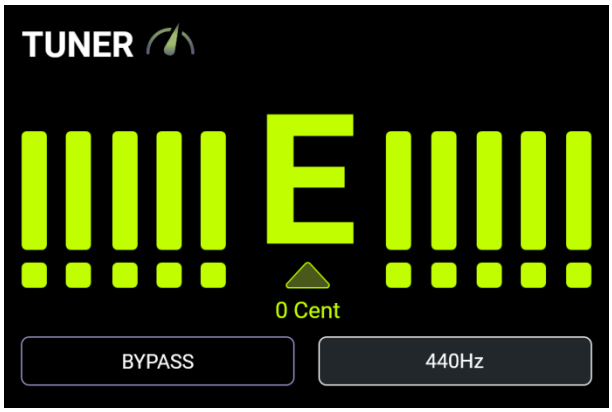
You can use the same method to add more effect modules to be simultaneously switched by the toe switch. They will all be listed in the right area of the TOE SWITCH section in the EXP settings view.
If you want to remove a toe switch mapping, simply select the delete icon next to the corresponding module in the list.



TUNER

Hold footswitches **A + B** down simultaneously until the Tuner view opens.

Tuner screen

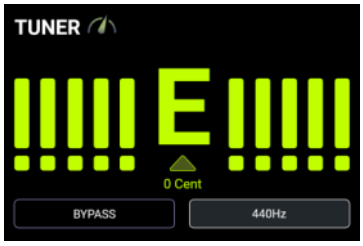


- Select **BYPASS** with the SELECT knob to set the tuning mode to BYPASS or MUTE.
  BYPASS tuning disables the internal effects and sends a clean signal to the outputs for as long as the tuning mode is active.
  MUTE tuning mutes the outputs for as long as the tuning mode is active.
- Select **440 Hz** with the SELECT knob to adjust the tuning reference frequency. You can select a reference frequency from a range between 430 Hz - 450 Hz. The default value is A = 440 Hz.

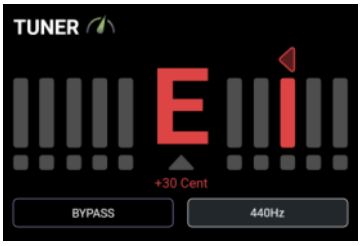
Tuning

- Open the tuning screen.
- Pluck the open strings of your guitar. The screen will display the current note and the pitch.
- Tune your guitar until the pointer on the screen is in the center position.

Flat



In tune



Sharp

Exit tuning mode

Use any of the following methods to exit the tuning mode:

- Press any footswitch once.
- Hold footswitches A + B down simultaneously.
- Press any button.

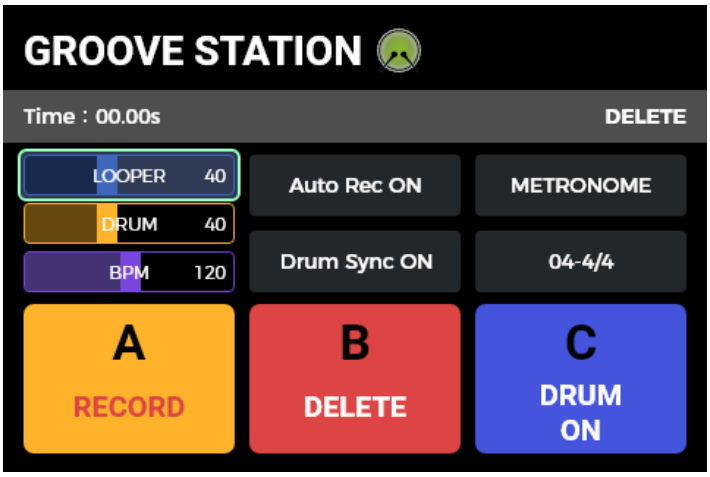
GROOVE STATION

The Groove Station combines drum machine and phrase looper functions. You can use these features independently or in combination. Synchronization is supported, when Drum Machine and Looper are used at the same time.

Open the Groove Station

There are two ways to open the Groove Station mode:

- Press the **Groove Station** button on the panel.
- Press footswitches **B + C** down simultaneously until the Groove Station screen opens.



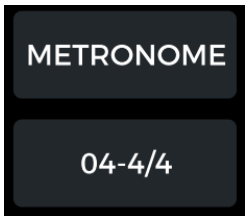
The large square fields in the Groove Station screen indicate the **footswitch functions.**

The **progress bar** at the top indicates the recorded time as well as the current status and the position of the phrase loop during playback.

Volume sliders
The fields for **LOOPER** and **DRUM** indicate the respective output volumes and can be controlled by selecting them with the SELECT knob and then rotating the SELECT knob. The number in the slider indicates the volume in percent.

Drum Machine

Step on Footswitch C to start / stop the Drum-Computer.
Use SELECT to navigate to the fields on the right side of the screen and select the **Style** (e.g. FUNK, POP, ROCK … METRONOME) for the drum machine and also one of 10 **Rhythm Patterns** (e.g. 4/4, 6/8 ….).



Hold footswitch C for one second to activate the Tap-Tempo function of the Drum-Computer. The ring around the footswitch will blink red and blue to indicate the tempo. Press C several times to tap in the desired tempo. The selected tempo is indicated graphically and numerically in the **BPM bar** in the GROOVE STATION screen. You can also select the **BPM bar** to set value using the SELECT knob. Hold footswitch C again for one second to exit the tap tempo function.

Phrase Looper

The GE200 Plus features a Looper with up to 60 seconds of recording time, overdubbing function and independent level control.
The A and B fields in the Groove Station screen indicate the **functions that will be performed when the corresponding footswitch is pressed the next time**.

Footswitch A: REC / PLAY / DUB / UNDO / REDO

- **Press once** for **Record**, tap again for **Play**, tap again for **Dub**…
- **Hold** for **Undo**, hold again for **Redo** (after recording more than one layer of Looper track)

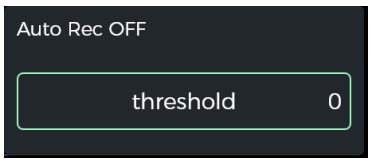
Footswitch B: STOP / DELETE

- **Press once** to stop playback/recording
- **Hold** to delete the entire recording

Looper Auto Record Mode

The Looper is able to start recording automatically as soon as the input signal triggers a threshold.

Activate **AUTO REC by selecting the AUTO REC field with the SELECT knob**, press select to open a pop-up and adjust the appropriate trigger threshold and press SELECT again to confirm. Setting the threshold to "0" turns AUTO REC off.



With automatic recording active, pressing footswitch **A** will activate the **standby** function and the recording will start as soon as the input signal increases above the threshold.
When Auto Record is not active, the recording starts immediately with pressing **A**.

Drum Machine synchronization

Activate **DRUM SYNC** to synchronize the Looper function with the Drum Machine when both features are to be used at the same time. This way, they will both be in synch with regard to the bar structure.

- Select the style and rhythm pattern for the Drum Machine first, and set the desired tempo.
- Activate DRUM SYNC by selecting the field with the SELECT knob and rotating it until DRUM SYNC ON is indicated.
- Execute "REC" for the Looper (Footswitch **A**).
  A **one-bar count-in** will be played, based on the selected rhythm pattern.
- Recording will begin after the count-in, and the Drum Machine will be synchronized.

To ensure proper synchronization between the two features, at the end of the first layer of recording (in "Play" mode) and after the Looper has reached an integer number of measures, the remaining part of the phrase loop that is less than one measure will be processed in 1/2 bars: less than 1/2 bar will be trimmed, and if it exceeds 1/2 bar, playback will be delayed until it reaches a full bar.
Take a 4/4 beat as an example: When you record to the third beat of the fourth bar, playback will be executed (more than 1/2 bar), the LOOPER will record the fourth full bar and then switch to playback. The length of the loop is 4 full bars.
If playback is executed when the recording of the fourth bar ends on beat 1 (less than 1/2 bar), the LOOPER will discard the extra content of the fourth bar and immediately start playback from the beginning, and the length of the loop will be 3 full bars.

Close the Groove Station

Use any of the following methods to exit the Groove Station Mode:

- Long-press footswitches B + C simultaneously for 1 second.
- Press the HOME button.

Note: If the Looper and/or the Drum Machine are playing when you leave the Groove station view, **they will continue playing**. You need to re-open the Groove Station view in order to stop the Looper and/or the Drum Machine.

GLOBAL EQ

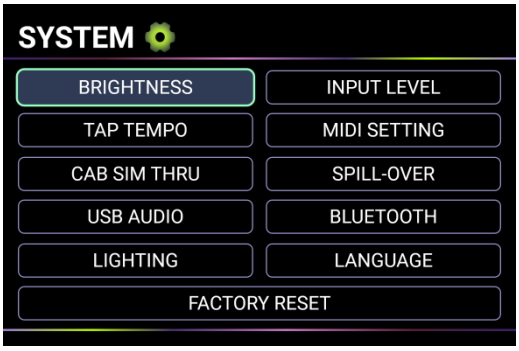
GLB-EQ is a global equalization setting for the 1/4", XLR and headphone outputs, which is convenient for quickly adjusting the sound to the requirements of different venues and the frequency response characteristics of different amplification equipment. This is the best way to avoid tedious preset-by-preset adjustments.

Press the GLB-EQ button on the panel to enter the Global EQ menu. Use the SELECT knob to select the output to be enabled for global equalization (1/4" & Phones output or XLR). The XLR output can be enabled independently and can have independent parameter settings.

Use the SELECT knob to activate / deactivate the Global EQ for the selected output with the **ON/OFF** parameter (lower right corner) and then adjust the frequencies, high-cut and low-cut settings.
The GLB-EQ button on the panel will light up when any part of the global equalization system is turned on.

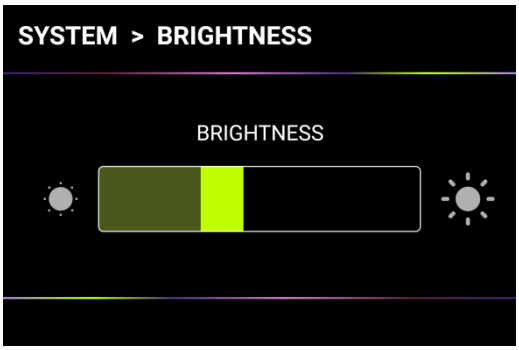
SYSTEM SETTINGS

The global SYSTEM SETTINGS screen can be accessed by pressing the **SYSTEM button** on the panel. Selections and Changes are made with the SELECT knob.



Screen Brightness

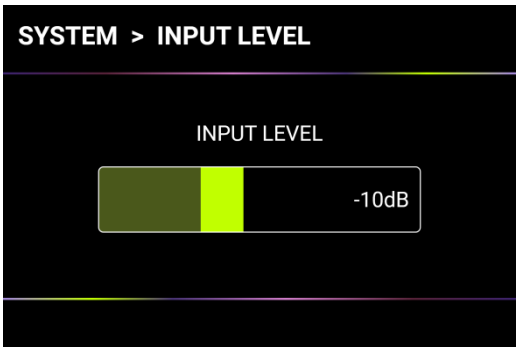
In some situations, you may want to adjust the screen brightness to adapt to different lighting environments, or to extend the battery life of the battery version.



Input Level

Use this setting to adjust the global input volume of the GE200 Plus according to the output power level of the currently used instrument. The adjustment range is -45 dB to 6 dB. This setting only affects the instrument input, not the incoming signal over Bluetooth Audio or USB audio.

Note: Adjusting the global input level can prevent input distortion caused by exceedingly powerful input signals.



Tap Tempo

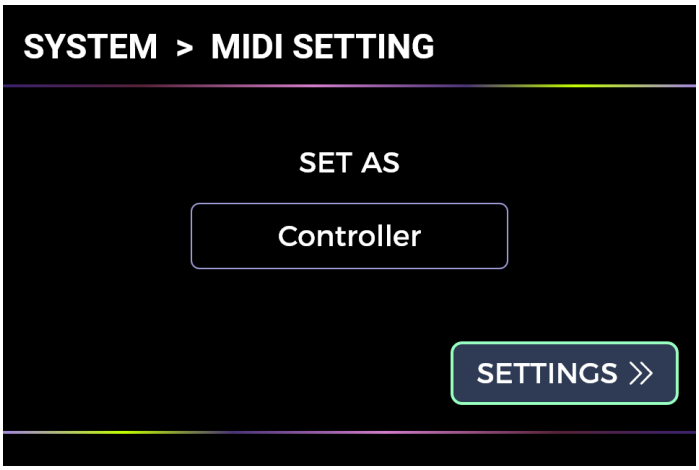
The **GLOBAL** and **PRESET** options in this screen can be used to determine which presets the selected BPM tempo is applied to. **Please make this choice before you change the tempo!**

If **PRESET** is selected, any tempo change is only effective for the **current preset**, and other presets can have different tempos. **You need to save your preset** before switching to another preset.

If **GLOBAL** is selected, the tempo change applies to **all presets**, and all other presets will be set to the currently displayed value. **Global BPM changes do not have to be saved and will overwrite all individual BPM settings for other presets.**

MIDI Setting

The GE200 Plus is configured with a USB MIDI interface and can be defined as a transmitter (Controller) or receiver (Slave) when used with DAW Software.



Use the SELECT knob to select the device as CONTROLLER or SLAVE. Then select the SETTINGS field and press SELECT to open the corresponding configuration menu.

GE200 Plus as controlled device (Slave)

After selecting the GE200 Plus to act as a MIDI slave, the following options are provided:

Channel

Select CHANNEL and select the MIDI command channel that the GE200 Plus is supposed to respond to. The factory default is channel 1. OMNI means the GE200 Plus will ignore the channel information and respond to the command directly. This simply means that no matter what channel is set by the transmitting device, the GE200 Plus will respond to the corresponding MIDI command.

CC Mapping

Select the PAGE number in this list to page through all pages of CC code.
Select the FUNCTIONS fields to set the function responding to the respective CC code.

PC Mapping

Select the PAGE number in this list to page through all pages of PC code.
This list corresponds to the preset numbers that can be controlled by PC codes. The individual settings can be changed by the user.

Other settings

Use this page to activate/disable MIDI CLOCK SYNC for incoming MIDI commands and to activate/disable USB MIDI.

MIDI Clock: When active, BPM tempo-based features of main interface will be synchronized to the MIDI clock commands received from an external device.

USB MIDI: Enable this feature to receive MIDI commands from a computer through the USB-C interface.

BACK

Exits the screen to return to the MIDI SETTINGS setup screen.

GE200 Plus as controlling device (Controller)

After selecting the GE200 Plus as a MIDI controller, the following options are provided:

MIDI Channel

Select CHANNEL and select the MIDI command channel that the GE200 Plus will use to send commands. The factory default is channel 1.

PC Mapping

Select the PAGE number in this list to page through all pages of PC code.
Select the MIDI BANK to be used for the current preset number.
Select the PC code number to be used for the current preset number.

After switching to a preset, the GE200 Plus will send MIDI bank information + PC command to the receiving device.

Other settings

Use this page to activate/disable MIDI CLOCK SYNC for incoming MIDI commands and to activate/disable USB MIDI.

MIDI Clock: When this is active in Controller mode, the current BPM setting the GE200 Plus will be sent out as MIDI clock command.

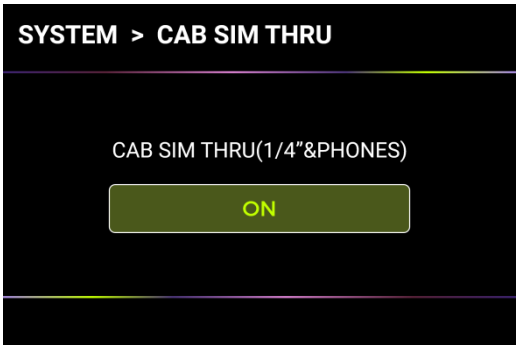
USB MIDI: Enable this feature in Controller mode to send out MIDI commands through the USB-C interface.

BACK

Exits the screen to return to the MIDI SETTINGS setup screen.

CAB SIM THRU

This setting is used for the 1/4"and headphone outputs to **globally bypass all cabinet simulation modules** in all presets.
When this function is enabled, the cabinet simulation module will be automatically moved to the end of the effect chain and cannot be moved using the SELECT knob.



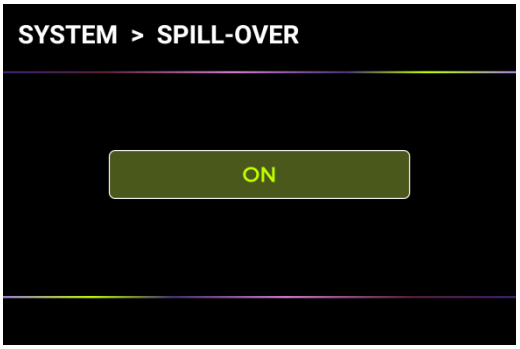
This may be necessary for certain connection scenarios where different outputs with or without cabinet simulation (or amp simulation) are used. See section CONNECTION SCENARIOS for details.

Spill-Over (Effect Trails)

The GE200 Plus supports the trail hold function for delay and reverb effects.
Under some conditions, the natural decay of delay repeats or reverb echoes can be maintained when a corresponding module in is toggled on/off within a preset or when a different preset is activated:

Trails when switching presets:
This type of switching is accomplished by using the A, B or C footswitches or external MIDI commands to change presets.

- Find SPILL-OVER in the SYSTEM SETTINGS and activate it.



- Copy a target preset and save it to the position you want to switch to.
- In the new preset position, you can change the module switching status, or adjust different parameter settings according to the sound requirements.
- After completing these settings, you can switch between these two presets and maintain the natural decay of the delay and reverb tails.

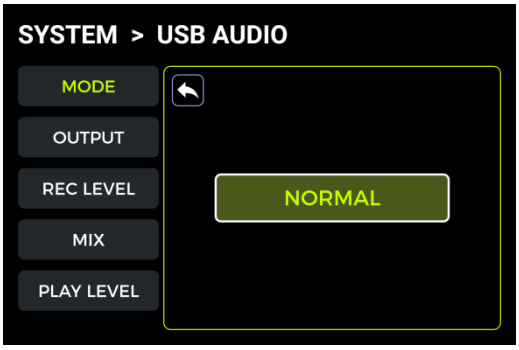
Note: The trails feature does not support switching between two different effect chain configurations or selecting different delay and reverb effect models.

Trails when modules are switched ON/OFF within a preset:
This type of ON/OFF switching while playing is usually accomplished using the CTRL mode, the EXP1 toe switch or a MIDI command from an external controller.

- Open the parameter editing menu of the delay or reverb module in the preset.
- Find the "Trail" parameter and activate it.

USB AUDIO

The GE200 Plus supports 24-bit, 44.1 kHz, low-latency sound card functions and supports most of the host software available for Windows and Mac systems. Windows system users need to install a special ASIO driver to realize low latency recording/monitoring. Please visit the official website to download the Windows ASIO sound card drivers. Mac users do not need to install the sound card driver. The system is plug-and-play for Mac.



Usage MODE

Normal mode: You can use the GE200 Plus like an external sound card. The input will be automatically taken from the input jack of GE200 Plus (your guitar), and the output will be sent to the USB output port (digital signal) from the GE200 Plus to your computer.

Re-AMP mode: You can use the GE200 Plus as a sound card and at the same use the digital audio signal processing features. The USB signal input of the GE200 Plus (digital signal received from the computer) will automatically be used as input, and the USB output (digital audio signal) to the computer will be used as output.

The default factory setting for the GE200 Plus is **Normal**.

OUTPUT mode

When using the sound card recording function, these two switches can be used to determine whether the left and right outputs receive dry sound or processed effect sound. When "DRY" is selected, the output signal of the currently selected channel is not processed by the effect modules. When "WET" is selected, the output signal of the currently selected channel is processed by the effect modules. Selecting the left and right output signals as dry or wet can be convenient to

preserve the dry signal for post-processing when recording. This way you can listen to the wet signal and record the dry signal.
The default factory setting for the GE200 Plus is "WET" for both the left and right channel.

REC LEVEL

Adjust the recording level of the sound card function.
The default factory setting is 0 dB.

MIX Ratio

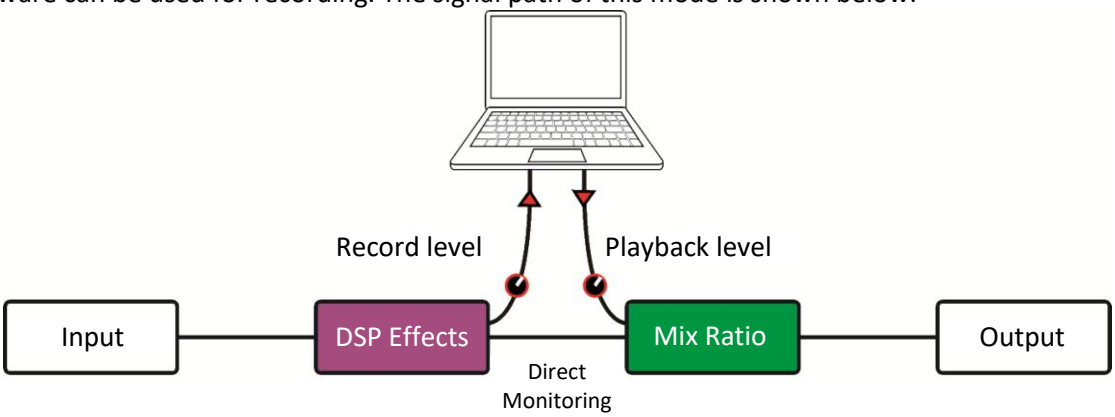
Adjusts the mix ratio between hard and soft monitoring.
A setting all the way to the left means that 100 % of the signal is coming from the GE200 Plus (hard monitoring). All the way to the right means that 100 % of the signal comes from the computer/DAW/plug-in, etc. (soft monitoring). With a center setting of 50:50, the ratio of hardware output to USB digital input is 1:1.
The default factory setting is a 50:50 mix of hard and soft monitoring.

PLAY Level

Adjusts the volume level of the digital input of the sound card function, i.e. playback volume. The default factory setting is 0 dB.

Mode descriptions

Normal mode
In this mode, the GE200 Plus will act as an external sound card with effects and DAW computer software can be used for recording. The signal path of this mode is shown below:

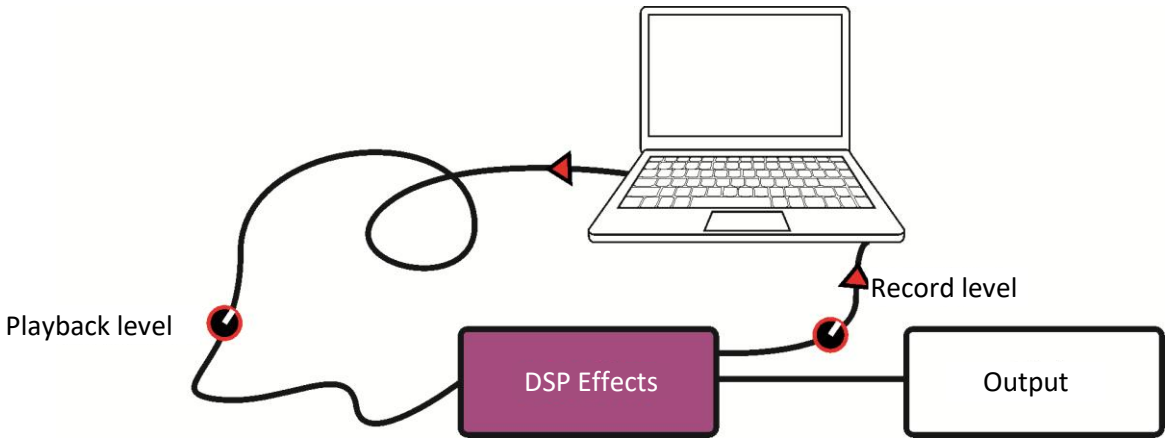


Setup:

- Set the Mode to **Normal**.
- Open the DAW software on the computer and configure it to use the GE200 Plus sound card driver. Then set the input and output ports to "Analogue1/Analogue2" of the GE200 Plus.
- Adjust the **Wet** and **Dry** settings for the left and right channel depending on the recording / monitoring requirements.
- Record a track, and pay attention to the input level indication to make sure there is no signal distortion (clipping) even with hard playing. If the input signal is too strong, adjust the **Recording level** accordingly.
- Play back the recorded track or other audio files to make sure that the return volume is appropriate (for different monitors, such as headphones or monitors), and adjust the **Play level** accordingly.
- By playing the audio file through the GE200 Plus, you can balance the volume ratio between the recorded audio and the live signal by adjusting the **Mix Ratio.**
- Confirm the input and output levels and start recording.

Re-Amp mode

The Re-Amp recording mode is a digital audio signal reprocessing method, which can be used to run a dry signal track from a computer through the effect modules of GE200 Plus, and then record it as a new "wet" track. The signal path of this mode is shown below:



Setup:

- Open the DAW software and add two tracks. One of them is a dry track that needs re-amping (pre-recorded or other audio track), the other one should be a blank track.
- Play the dry track through the GE200 Plus DSP effects and make sure the input level indication in the PC software shows no distortion (clipping). Adjust the level with **Record level**.
- While playing the dry track, you can also adjust the switches and parameters in the GE200 Plus for the desired Re-Amp effect. Listen to the output and adjust the level using the **Play level** control.
- Select the blank track, activate the recording and play the dry track. Re-Amp is finished, when the dry track is finished.

Note:

- After starting the recording software, you should set the GE200 Plus driver as input driver in the system settings or in the driver settings of the recording software. Also set the input and output ports to the input and output of the GE200 Plus. Otherwise you could experience no input, no output, excessive lag or other abnormal conditions.
- We recommended that you do not try to adjust settings or operate switches on the GE200 Plus during the Re-Amp recording process, unless this is required for special effects. This may result in undesired results.
- Should you encounter too much lag, open the sound card driver control panel and adjust the cache settings to achieve a shorter lag time.
- After using the Re-Amp function, we recommend **switching back to Normal mode**. Otherwise the pedal may boot up in Re-Amp mode when started the next time and there will be no signal from the guitar input as the input would still be set to USB input.

Bluetooth Audio

The GE200 Plus supports a Bluetooth connection to play back audio material from other devices such as Smartphones or tablets.

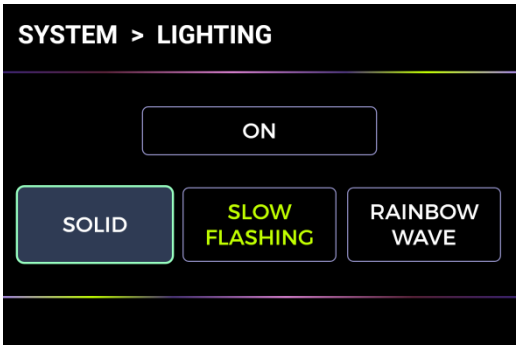
The audio signal coming in over Bluetooth will be mixed with the signal from your guitar so you can use this feature for practice or to play along to an audio track.

- Activate the Bluetooth function for the GE200 Plus in SYSTEM settings.
- Open the Bluetooth settings of your **mobile device** and make sure Bluetooth is active.
- Find "GE200 Plus" in the list of available devices.
- Click "Connect" or "Pair" to play music through the Bluetooth input of the GE200 Plus.
- **Use the volume controls on your mobile device** to control the input volume at the GE200

Plus and thus the mix of the Bluetooth audio and the audio generated by your guitar playing through the GE200 Plus.

Lighting

The lithium battery version of the GE200 Plus Li is equipped with a built-in RGB ambient light strip. You can set the color and or the effect of the RGB strip using this setting.



Set the switch ON to and select the lighting mode for the ambient light strip below.

SOLID constant light
Set the ambient light strip to ALWAYS ON mode and choose the light color according to your personal preference. Then select the BACK icon at the bottom to return to the previous menu.

SLOW FLASHING breathing light
Set the ambient light strip to SLOW FLASHING mode and choose the light color according to your personal preference. Then select the BACK icon at the bottom to return to the previous menu.

RAINBOW WAVE
Set the ambient light strip to RAINBOW WAVE mode and choose several light colors to be included in the rainbow according to your personal preference. Then select the BACK icon at the bottom to return to the previous menu.

Language Selection

The GE200 Plus supports menus in Chinese and in English.

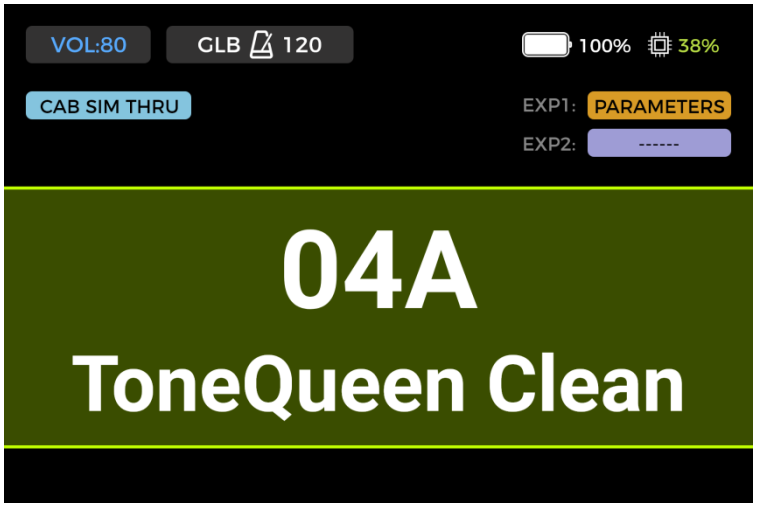
Factory reset

If required, settings can be partially or fully restored to factory values.
Use the SELECT knob to select the settings you want to re-set (highlighted in green).
Then select **RESET** to confirm.

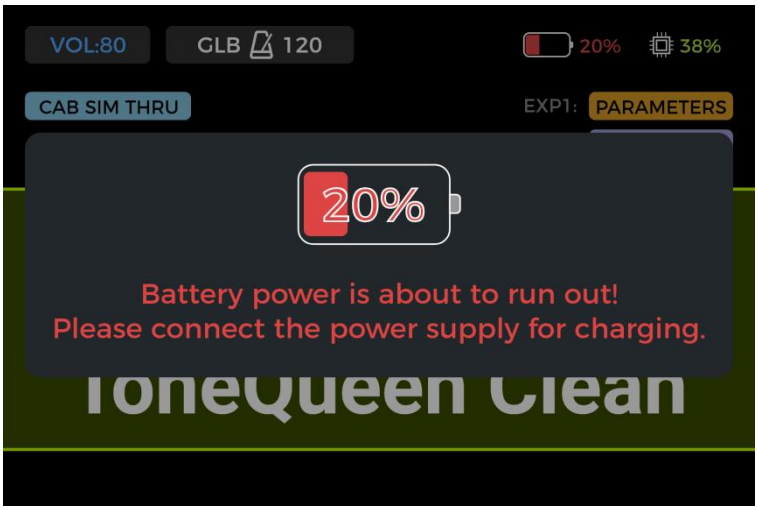
- **Presets**: Only the preset data will be restored to factory settings. All presets you may have created, modified or imported after purchasing the GE200 Plus will be deleted.
- **Global Settings**: Personalized settings such as screen brightness, global preferences, MIDI mappings, USB audio settings, trails and language settings will be restored to factory defaults.
- **MNRS/IRS:** All imported MNRS samples as well as GIR and IR sample data will be deleted.

BATTERY

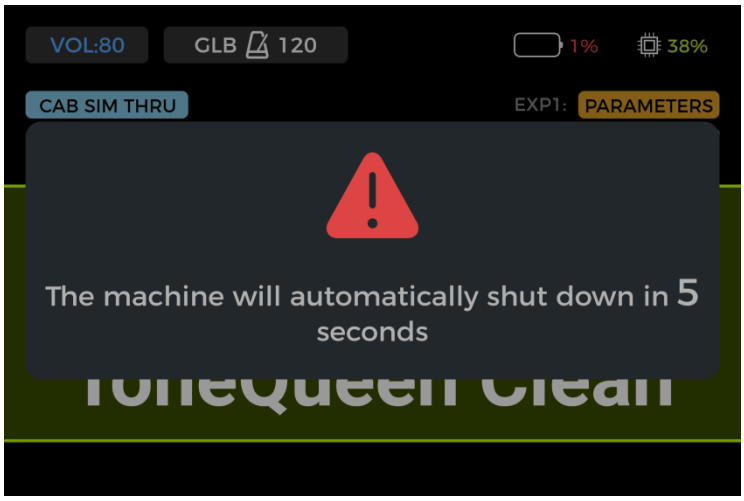
The GE200 Plus Li is a version of the GE200 Plus with built-in lithium battery.
Battery power information is displayed at the top of the main view when the device is on.



- When the battery level drops to 20%, a pop-up window will appear on the screen to indicate that the battery level is low and you need to plug in the power adapter for charging to prevent the device from shutting down due to battery depletion, which may result in the loss of unsaved settings and parameter data.

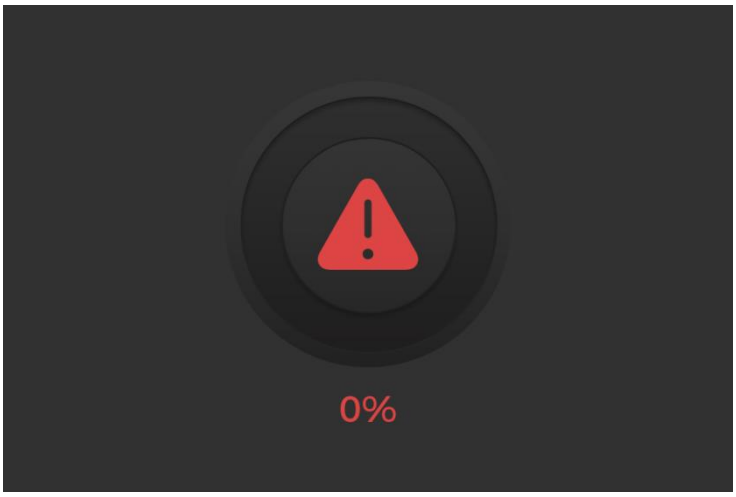


- When the battery is about to run out, a pop-up window will appear on the screen to warn that the device will shut down in a few seconds.



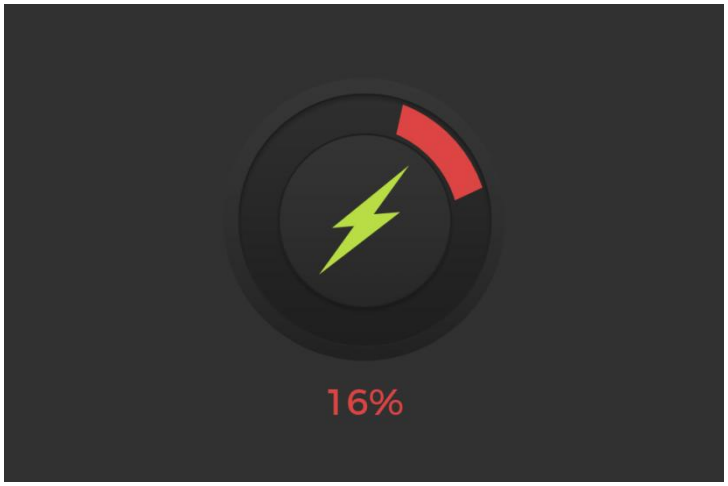
- When you try to turn the device on with a low battery, the screen will indicate a battery warning

and the device will not boot up. You need to connect the power adapter to turn on the device in this state.



- When charging with the power adapter plugged in while the power is on, the battery icon in the screen will display a green lightning symbol to indicate that it is charging.

- When charging with the power adapter plugged in, but the device turned off, the screen will display battery level information as shown below.



MOOER STUDIO Software

MOOER STUDIO is the computer editor software for MOOER intelligent series products. Users can edit effect module parameters, re-order the effect chain and also manage data (firmware updates, upload/download presets, import of GNR/GIR/IR files, backup/restore settings).

Software download

Visit the official MOOER AUDIO website (www.mooeraudio.com) and navigate to the SUPPORT - DOWNLOAD area. Find the "GE200 Plus" page, download the appropriate installation program for your operating system (Windows or Mac) and install it.

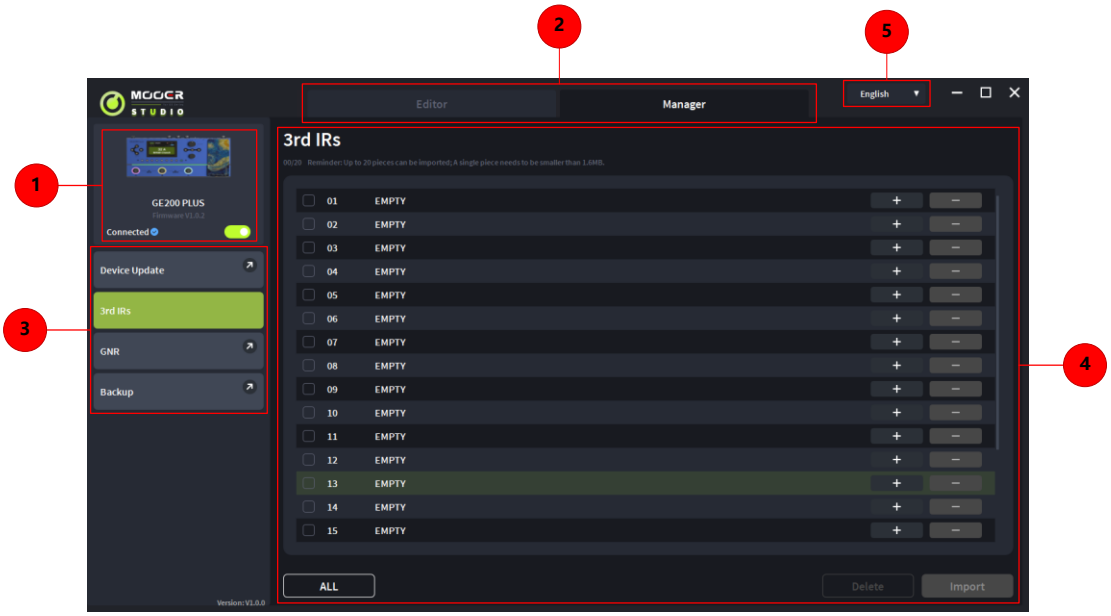
System requirements:

- Windows-Win10 or above
- Mac OS-10.11 or above

Establishing the connection

After the installation is complete, please use the supplied USB cable to connect your GE200 Plus to the computer, open the MOOER STUDIO software, and click on the CONNECT button to establish the connection between the software and the device.

Data Manager interface



1. **Device online information**
   Displays connected device, connection status, and firmware version. Click the switch to connect or disconnect.
2. **Interface Selection**
   Select either the **Editor** interface for parameter editing or the **Manager** interface for data management.
3. **Function selection area**
   Select the function you want to use. You can perform firmware updates, 3rd party GIR/IR file import, GNR file import and backup/restore all settings on your device.
4. **Function operation area**
   The features in the operation area depend on the selected function on the left side.
5. **Language selection**
   Click the drop-down box to select the language. This setting adjusts the language of both the software and the connected device.

Firmware update

You can find the current **firmware version** of your GE200 Plus by opening the Factory Reset screen in the SYSTEM menu. The firmware version is shown at the top of the screen.

1. Before installing the new software version, we recommend using the current software on your computer to perform a backup.
2. Browse the official MOOER website to download the latest version of the editor software.
3. Unzip the file and install it. Make sure to keep the same installation path.
4. After the installation is completed, use the USB cable to connect the GE200 Plus to the computer. Connect the USB cable directly to a port in your computer - do not use an USB HUB!
5. Open the newly installed software on your computer and find the DEVICE UPDATE button in the function selection area on the left side. Click on UPDATE in the function operation area on the right side to confirm. The device will be booted to update mode.
6. Wait for the update progress bar to complete.
7. When the update is complete, click "Finish" in the dialog box and the GE200 Plus will reboot automatically.

Notes:

- To avoid unexpected issues, please do not disconnect the USB connection and power supply during the update process. Always connect directly to a USB port on the computer, avoid using USB hubs.
- If you find that the version number has not changed after updating, please check whether the new version of the editing software was installed correctly. If you find that it is still the old version, you can uninstall the old program and install the new program again.

GIR/IR import

GIR and IR files are based on impulse response technology for cabinet simulations. The standard format for IR files is "wav". GIR files are captured from an actual cabinet using the "GE LABS" app. Both file types can be loaded into the empty slots of the GIR list in CAB modules in the GE200 Plus.

You can get IR files from third parties or visit www.mooerstudio.com to download GIR files to your computer.

- Select the third-party IR (3rdIRs) option on the left side of the software interface.
- Select the position for the file in the list. The list corresponds to the GIR list in the CAB module in the GE200 Plus.
- Click "+" to select a file on your computer and import it into the GE200 Plus.
- Click OK to import the selected GIR file.
- Click "-" to delete a selected file from your GE200 Plus.

You will find the imported sample file in the GIR section of the CAB module.

GNR file import

GNR is the amp sample file based on the MNRS technology, which captures actual amplifier sound samples via the "GE LABS" app. MOOER devices supporting MNRS files can use the files downloaded from www.mooerstudio.com. Users can download the MNRS files to their computer, and then load them into the device for use.

- Click on GNR on the left side in the MOOER Studio software window.
- Select the position for the file in the list. The list corresponds to the GNR list in the AMP model module in the GE200 Plus.

- Click "+" to select a file on your computer and import it into the GE200 Plus.
- Click OK to import the selected GNR file.
- Click "-" to delete a selected file from your GE200 Plus.

You will find the imported sample file in the GNR section of the AMP module.

Data backup

The backup feature allows the user to make a complete backup of the device's data, including preset patches, loaded GNR/GIR/IR files and global settings. You can use this feature to quickly recall settings for different usage situations and venues.

- Select **Backup** on the left side of the MOOER Studio software interface to open a list of previous backups.
- Click on **Backup** and wait until the backup procedure finishes. Your backup file will be listed with a date and time stamp.
- If you need to restore the data, find the corresponding backup record and click **Restore** to quickly recall a backup file into your device.

Preset Editor interface

1. **Device connection status**
   Displays the version number, connection status and other information about the currently connected device.
2. **Preset list area**
   This area displays all the presets of the current device. You can use the right mouse button to perform operations like copying and pasting, renaming, importing and exporting.
3. **Preset saving area**
   In this area, you can edit the preset name and save it.
4. **Functions and settings bar**
   This area allows you to set the preset volume, view and adjust the BPM tempo, set the CTRL mode footswitch assignments, set the pedal functions, start the tuner and open the Global Setup menu.
5. **Global Equalization Settings**
   Click on the icon to bring up the menu for global equalization settings.
6. **Effect chain area**
   This area shows displays the effect chain of the current preset with the ON/OFF status and sequential arrangement of the modules.
7. **Effect model selection area**
   This area allows selection of the effect models for the selected module. Click on a model to use it in the selected module.

8. **Module ON/OFF**
   Use this switch to activate/deactivate the selected module.
9. **Parameter adjustment area**
   This area allows you to adjust the parameter value of each model in the preset, and also provides you with a function for pedal mapping.

Preset management

- In the preset list area, you can **click** to select a preset to display information about it on the right side. The selected preset will be simultaneously loaded in the GE200 Plus.
- **Right-click** on a preset to open a window where you can rename/copy/paste/import/export the preset. The exported preset file will be saved into the target file folder, click on the folder icon at the top of the preset list to open the default folder.

Preset editing

The effect chain area shows the order and status of the modules for the current preset.

- **Parameter adjustment**: Click on a module, to show the module's parameters in the area below and you can adjust them directly using your mouse.
- **Changing the order:** Select an effect module, hold it and drag it to the desired position.
- **Saving changes:** When any changes have been made in a preset patch, the saving icon in the preset saving area will flash as a reminder. After you confirm saving, the changes will be saved.

Expression pedal settings

You can find the expression pedal options at the bottom of the parameter adjustment area. Click the respective dot icons to assign selected parameters to the expression pedal. You can also adjust the minimum and maximum values.

Click on the expression pedal icon in the functions and settings bar at the top to see all parameters controlled by the expression pedal. You can edit them directly.

On the right side of the expression pedal area, you can assign the function associated with pressing the toe switch on the pedal.

Note: The changes in the settings of the expression pedal must be saved manually into the preset patch.

Preset volume level and BPM settings

You can adjust the preset volume level and the BPM setting in the functions and settings bar. You can use the TAP function for BPM setting: click the TAP icon several times to input a tempo.

When the tempo parameters of a Delay module or some of the Modulation modules are set for TEMPO SYNC, they will all sync with the TAP value you have set.

Note: In the SYSTEM settings menu, you can set the TAP tempo as global TAP input or as TAP input for the current Preset.

SYSTEM Settings

Click on the SYSTEM settings icon to open the Systems menu. Use this menu to adjust various globally effective systems parameters. (See SYSTEM SETTINGS.)

MOOER CLOUD APP

MOOER CLOUD APP is a mobile data management application for devices of the GE Series.
Using a Bluetooth connection on your smart phone, you can upload or download presets and import GNR/GIR sampling data from the cloud.

App download
IOS users can download the software by searching for MOOER CLOUD in the App Store.
Android users can download the software by searching for it in the App Store (Google Play, App Store, etc.) or by visiting the download area of the official website of MOOER AUDIO.

System Requirements
IOS 11 or above Android 5.0 or above

Connection and Login
- Make sure Bluetooth is active on your Smartphone and on your GE200 Plus (SYSTEM).
- Activate Location on your Smartphone.
- Open the app, swipe the picture left or right until the image of the GE200 Plus is displayed and click the CONNECT switch. Click the device name in the pop-up menu to connect.
- Login or register an account. Users who already have a MOOER STUDIO account do not need to register again.
- After connecting and logging in, you can open the MNRS section of the app to download a large number GNR files (Amp models) or GIR files (Cab Sim models) from the cloud directly into your GE200 Plus. You can find and use these models in the GNR sections (AMP module) or GIR sections (CAB module) of your GE200 Plus.
- Open the PRESET section of the app to find the Presets on your GE200 Plus listed under "My Device". You can tap the Upload button to load your Preset (including a description and a classification) into the cloud for other users to download.

- The "Clouds" list in the PRESET section shows Factory and User presets to download into your GE200 Plus. A filter feature makes selection easier. Selecting a preset shows its effect chain configuration. You can then tap on "Download", select a storage slot on your device and load it directly into your GE200 Plus. The downloaded preset will then be opened on your device for immediate testing.

TROUBLESHOOTING

The GE200 Plus does not start

- Ensure that the original power adapter is connected.
- GE200 Plus Li (battery-powered version): Make sure the battery still has sufficient charge to meet the power demands during boot-up. Connect the original adapter before trying to start the device.

No sound after startup

- Check that the MASTER volume knob on the panel is turned to the proper position.
- Navigate to INPUT LEVEL in the SYSTEM settings to make sure the input gain slider is in the proper position.
- Check that the preset volume is properly set.
- Check if the EXP1 pedal is in volume mode and move the pedal to the "toe down" position.
- Check that USB Audio in the SYSTEM settings menu is in "Normal" mode.
  "Re-AMP" mode will switch the source of the signal input to USB and cause the normal input to be silent.

Low frequency hum

- Please use signal cables with good shielding.
- Change the usage environment or the time of usage to determine if the noise is caused by interference from sources in the environment.
- Keep a distance from computers, motors, fans and other electrical appliances to reduce electromagnetic interference.
- Toggle the GND / LIFT switch to eliminate ground-loop based noise.

The GE200 Plus does not work as expected

- Navigate to the SYSTEMS menu and reset your device to factory settings.
- Download the latest version of the MOOER Studio software on your computer, connect your GE150 Plus and perform a firmware update. See section Firmware Update above.

SPECIFICATIONS

Effects

Number of module types	9
Total number of effect models	more than 270
Preset storage slots	255

Impulse response

Supported formats	WAV
Sampling rate	44.1 kHz
Sampling accuracy	24 bit
Number of sample points	Up to 2048 sampling points

EXP2 jack

Interface type	1 x 1/4'' TRS stereo connector

Input impedance	supports 10 - 100 kOhm expression pedals

Inputs

INPUT jack

Interface type	1 x 1/4'' unbalanced mono input connector
Input impedance	4.7 MOhm
Maximum input level	5.746 dBu

Audio Analog-to-Digital Converter

Sampling rate	44.1 kHz
Sampling accuracy	24 bit
Dynamic range	100 dB
Frequency response	20 Hz - 20 kHz, +0 / -1 dB

Outputs

OUTPUT jack

Interface type	Two 1/4'' unbalanced mono output jacks
Output impedance	600 Ohm
Maximum output level	13.745 dBu

XLR connector

Interface type	2 x balanced signal XLR output jacks
Output Impedance	600 Ohm
Maximum output level	13.745 dBu

PHONES jack

Interface type	1 x 1/8'' unbalanced stereo output connector
Output impedance	32 Ohm
Maximum output level	13.745 dBu

Audio DAC

Dynamic range	100 dB
Frequency response	20 Hz - 20 kHz, +0 / -1 dB
Signal-to-noise ratio	100 dB

Misc

USB port

Interface type	TYPE-C connector

USB Audio	USB2.0, 2 in 2 out, 44.1 kHz, 24 bit
Interface type	TYPE-C connector

General

Power Supply	GE200 Plus: DC 9 V, 1 A, negative center GE200 Plus Li: DC 9 V, 3 A, negative center
Battery (GE200 Plus Li)	Li-ion, rechargeable, 3000 mAh, 22.2 Wh, 7.4 V
Battery life (GE200 Plus Li)	Approx. 5.5 hours
Charging time (GE200 Plus Li)	Approx. 2 h 10 min (using original adapter, device turned off)
Operating temperature	0 - 60°C
Dimensions	324 mm × 162 mm × 58 mm (LxWxH)
Weight	GE200 Plus: 1.42 kg (3.1 lb) / GE200 Plus Li: 1.5 kg (3.3 lb)
Accessories	Power adapter, USB cable, Quick guide

Disclaimer: Parameter updates will not be notified separately.

ANNEX 1: EFFECT DESCRIPTIONS

FX/Comp modules

Effect Description		
No.	**Model name**	**Description**
1	Cry Wah	Modeled after a GCB95.
2	535 Wah	Modeled after a modern 535Q.
3	847 Wah	Modeled after a vintage voiced remake.
4	Custom Wah	Studio rack style unit. Tailor your perfect Wah.
5	Auto Wah	Modulated automatic sweeping Wah.
6	Touch Wah	Dynamic envelope filter Wah with auto sweep.
7	Talk Wah Ah	Talking Wah algorithm from the MOOER® Red Kid.
8	Talk Wah Oh	Talking Wah algorithm from the MOOER® Red Kid.
9	Low Pass Filter	Static low frequency pass filter.
10	High Pass Filter	Static high frequency pass filter.
11	Q-Filter	Static notch filter (like a half cocked Wah pedal).
12	S-Comp	Dual-parameter adjustable compressor.
13	Red Comp	Dual-parameter compressor.
14	Yellow Comp	Based on MOOER® YELLOW COMP compressor with four parameters.
15	Blue Comp	Compressor based on MOOER® BLUE COMP with four parameters.
16	Deluxe Comp	Modern analog studio compressor.
17	Limit	Dual-parameter limiter.
18	Phaser	Based on the MOOER® Ninety Orange.
19	Step Phaser	Square wave phase shifter.
20	Fat Phaser	Low frequency phase shifter.
21	Flanger	Classic Flanger, based on the MOOER® E-Lady.
22	Jet Flanger	Based on the MOOER® Jet Flanger.
23	Tremolo	Based on the MOOER® Trelicopter.
24	Stutter	Square wave tremolo effect.
25	Vibrato	Pitch modulation.
26	Rotary	Simulates a vintage Leslie rotary speaker.
27	Ana Chorus	Stompbox style analog chorus.
28	Detune	Fine-tuned pitch adjustment.
29	Octave	Adds a note one octave lower or higher.
30	Ring	Ring modulator.
31	Lofi	Low sampling rate filter.
32	Slow Gear	Auto volume swell.
33	Digital Delay	Recreates the crystal-clear repeats of the 80’s delay units.
34	Intel Reducer	Unlike conventional noise gates, this works by separating the conventional signal from the white noise in the signal and eliminating the white noise to achieve noise reduction while maintaining natural decay. This module is recommended for use before distortion effects or speaker simulation.
35	Noise Gate	Five parameter studio noise gate. The user can adjust the effective threshold according to the current noise level, then adjust the appropriate attack and release according to their needs, and finally select the appropriate damping.

Parameter Description		
No.	**Parameter**	**Description**
1	Position	The position of the Wah in its pedal sweep. 0 is equal to heel down, 100 is equal to toe down. *Note: If you want to use the EXP pedal to control the Wah sweep, assign "WAH > Position" as the function in the EXP menu.
2	Q	The Q or "Quality factor" is the ratio of the resonant frequency to the bandwidth, between the upper and lower -3dB frequencies. In this particular application, you can think of the Q as the shape of your band pass filter. A low Q will have a wider, rounder shape and sound less pronounced. A high Q will have a narrower, sharper shape and sound more pronounced.
3	Peak	Controls the height of the resonance peak. Higher values deliver a more pronounced WAH effect.
4	Low Fc	Lowest frequency point in the center frequency range.
5	High Fc	Highest frequency point in the center frequency range.
6	Mix	Sets the proportion of mix between the original (dry) and 'effected' (wet) signals. 0 is total dry signal, 100 is total wet signal.
7	Rate	Adjusts the speed of the modulation effect.
8	Range	Adjusts the range modulation range of the modulation effect.
9	Curve	Waveform of the modulation effect. Trig: Triangular wave. Sine: Sine wave. Step: Stepped PWM style wave. Rand: Random pattern.
10	Attack	For WAH effect models, this is the startup time of the envelope filter, the larger the value, the shorter the startup time. In compression effect models, this is the startup time of the compression effect after the signal exceeds the threshold. The larger the value, the slower the startup time, the smaller the value, the faster the startup time.
11	Sensitive	The sensitivity (threshold) of the input level that triggers the envelope filter in WAH effect models. The larger the value, the easier it is to trigger the filter. Adjust this value in relation to the output power of the pickup. In compression models, this adjusts the sensitivity of the compression effect.
12	Direction	Direction of the envelop filter WAH sound. (low-to-high or high-to-low)
13	Depth	Adjusts the depth / intensity of the effect.
14	Level	Volume adjustment for modulation and filter effects.
15	Output	Adjusts the output volume of compression, limiting or noise reduction effects.
16	Ratio	Compression Ratio. The ratio of input level to output level after the threshold is exceeded. A larger ratio produces a more pronounced compression effect, to a certain extent.
17	Threshold	Level threshold for triggering dynamic effects. The smaller the value, the easier it is to trigger, and at approximately 0 dB it is turned off.
18	Release	The time it takes for the signal to return to normal from the compressed state after the input level falls below the set threshold. The larger the value, the longer the time.
19	Tone	Adjusts the brightness of the effect sound.
20	Feedback	Adjusts the intensity of the modulation effect.
21	Pitch	Sets the pitch shift value for the modulation effect. (Detune: -100 cents to 100 cents; Poly Shift: -1 oct to +1 oct)
22	Sub	Adjusts the volume of the lower octave of the Octave effect.
23	Sub Tone	Adjusts the tone of the lower octave of the Octave effect.
24	Upper	Adjusts the volume of the upper octave of the Octave effect.
25	Upper Tone	Adjusts the tone of the upper octave of the Octave effect.
26	Dry	Adjusts the volume of the dry signal.
27	Sample	Adjusts the sample rate of the Lofi effect.
28	Bit	Adjusts the bit rate of the Lofi effect.
29	Rise	Adjusts the time needed for the volume to reach its maximum. 100 is the

		slowest.
30	Time	Adjusts the delay repeat time. This parameter is displayed in two different ways. When the Tempo Sync function is off, this parameter directly adjusts the delay time of the effect in milliseconds. When Tempo Sync is active, this parameter adjusts the Sub-division value for the delay time value based on the current BPM speed.
31	Tempo Sync	Switch to synchronize the effect with TAP TEMPO. When this parameter is on, the delay time value changes to sub-divisions of the current BPM tempo.
32	Trail	Switch to activate effect tails after switching - see *Trails*
33	Damp	Adjusts how much the signal is attenuated when the Noise Gate is operating. The signal is cut off completely when noise is detected and this setting is at maximum value.
34	Speed	Adjusts the rate/speed of the effect.
35	Intensity	Sets the intensity of the modulation.
36	Duty	Adjusts the ratio of the left panning duration to the whole panning period. 0 = shortest duration, 50 = left duration : right duration = 1:1, 100 = longest duration.

DS/OD overdrive and distortion modules

Effect Description		
No.	**Model name**	**Description**
1	Pure Boost	Based on MOOER® Pure Boost
2	Flex Boost	Based on MOOER® Flex Boost
3	Tube DR	Based on B.K. Butler® Tubedrive
4	808	Based on IBANEZ® TS808
5	D-Drive	Based on Barber® Direct Drive
6	Black Rat	Based on ProCo® Rat
7	Grey Faze	Based on MOOER® Grey Faze
8	Muffy	Based on EHX® Big Muff
9	MTL Zone	Based on BOSS® Metal Zone
10	MTL Master	Based on Digitech® Metal Master
11	Obsessive Dist	Based on Fulltone® OCD
12	Jimmy OD	Based on Paul Cochrane® Timmy OD
13	Full Dr	Based on Fulltone® Fulldrive 2
14	Shred	Based on Marshall® Shred Master
15	Beebee Pre	Based on Xotic® BB Preamp
16	Beebee+	Based on Xotic® BB Plus
17	Riet	Based on Suhr® Riot
18	Tight DS	Based on Amptweaker® Tight Rock
19	Full DS	Based on Fulltone® GT-500
20	Gold Clon	Based on Klon® Centaur Gold
21	VX Tube OD	Based on VOX® Tube OD
22	Tight Metal	Based on Amptweaker® Tight Metal
23	The Juicer	Based on MOOER® The Juicer
24	Rumble Drive	Based on MOOER® Rumble Drive
25	Solo	Based on MOOER® Solo
26	Blues Mood	Based on MOOER® Blues Mood
27	Blues Crab	Based on MOOER® Blues Crab
28	Hustle Drive	Based on MOOER® Hustle Drive

Parameter Description		
No.	**Parameter**	**Description**
1	Gain	Adjusts the input gain and drive level.
2	Tone	Adjusts the tone color.
3	Vol	Adjusts the output volume level.

Amplifier modules

Effect Description (Classic)		
No.	**Model name**	**Description**
1	65 US DLX	Based on Fender® 65 Deluxe Reverb (preamp only)
2	65 US TW	Based on Fender® 65 Twin Reverb (preamp only)
3	59 US BASS	Based on Fender® 59 Bassman (preamp only)
4	US Sonic	Based on Fender® Super Sonic (preamp only)
5	US BLUES CL	Based on Fender® Blues Deluxe Clean Setting (preamp only)
6	US BLUES OD	Based on Fender® Blues Deluxe Overdrive Setting (preamp only)
7	E650 CL	Based on ENGL® E650 Clean Setting (preamp only)
8	Powerbell CL	Based on ENGL® Powerball E645 Clean Setting (preamp only)
9	Blacknight CL	Based on ENGL® Blackmore Signature Clean Setting (preamp only)
10	MARK III CL	Based on MESA Boogie® MARK III Clean Setting (preamp only)
11	MARK V CL	Based on MESA Boogie® MARK V Clean Setting (preamp only)
12	Tri Rec CL	Based on MESA Boogie® Triple Rectifier Clean Setting (preamp only)
13	DR ZEE 18 JR	Based on DR.Z® Maz18 Jr (preamp only)
14	DR ZEE Reck	Based on DR.Z® Z-Wreck (preamp only)
15	JET 100H CL	Based on Jet City® JCA100H Clean Setting (preamp only)
16	JAZZ 120	Based on Roland® JC-120 (preamp only)
17	UK 30 CL	Based on VOX® AC30 Clean Setting (preamp only)
18	UK 30 OD	Based on VOX® AC30 Overdrive Setting (preamp only)
19	HWT 103	Based on Hiwatt® DR-103 (preamp only)
20	PV 5050 CL	Based on Peavey® 5150 Clean Setting (preamp only)
21	Regal Tone CL	Based on Tone King® Falcon Rhythm Setting (preamp only)
22	Regal Tone OD1	Based on Tone King® Falcon Tweed Setting (preamp only)
23	Carol CL	Based on Two Rock® Coral Clean Setting (preamp only)
24	Cardeff	Based on Two Rock® Cardiff (preamp only)
25	EV 5050 CL	Based on EVH® 5150 Clean Setting (preamp only)
26	Hugen CL	Based on Diezel® Hagen Clean Setting (preamp only)
27	J800	Based on Marshall® JCM800 (preamp only)
28	J900	Based on Marshall® JCM900 (preamp only)
29	PLX 100	Based on Marshall® Plexi 100 (preamp only)
30	E650 DS	Based on Engl® E650 Distortion Setting (preamp only)
31	Powerbell DS	Based on ENGL® Powerball E645 Distortion Setting (preamp only)
32	Blacknight DS	Based on ENGL® Blackmore Signature Distortion Setting (preamp only)
33	MARK III DS	Based on MESA Boogie® MARK III Distortion Setting (preamp only)
34	MARK V DS	Based on MESA Boogie® MARK V Distortion Setting (preamp only)
35	Tri Rec DS	Based on MESA Boogie® Triple Rectifier Distortion Setting (preamp only)
36	Citrus 30	Based on Orange® AD30 (preamp only)
37	Citrus 50	Based on Orange® OR50 (preamp only)
38	Slow 100 CR	Based on Soldano® SLO-100 Crunch Setting (preamp only)
39	Slow 100 DS	Based on Soldano® SLO-100 Distortion Setting (preamp only)
40	Jet 100H OD	Based on Jet City® JCA100H Overdrive Setting (preamp only)
41	PV 5050 DS	Based on Peavey® 5150 Distortion Setting (preamp only)

42	Regal Tone OD2	Based on Tone King® Falcon Lead Setting (preamp only)
43	Carol OD	Based on Two Rock® Coral Overdrive Setting (preamp only)
44	EV 5050 DS	Based on EVH® 5150 Distortion Setting (preamp only)
45	Hugen OD	Based on Diezel® Hagen Overdrive Setting (preamp only)
46	Hugen DS	Based on Diezel® Hagen Distortion Setting (preamp only)

Effect Description （Boutique preamps）		
No.	**Model name**	**Description**
1	62 US DX	Based on Fender® Brownface Deluxe (preamp only)
2	55 US TD	Based on Fender® Tweed Deluxe 1955 (preamp only)
3	59 US Bass	Based on Fender® 1959 Bassman (preamp only)
4	UK30 CL	Based on VOX® AC30 Clean Setting (preamp only)
5	UK30 CR	Based on VOX® AC30 Overdrive Setting (preamp only)
6	UK30 DS	Based on VOX® AC30 Distortion Setting (preamp only)
7	Matchbox 30 CL	Based on Matchelsss® C30 Clean Setting (preamp only)
8	Matchbox 30 OD	Based on Matchlesss® C30 Crunch Setting (preamp only)
9	Regal Tone SK CL	Based on Tone King® Sky King Clean Setting (preamp only)
10	Regal Tone SK CR	Based on Tone King® Sky King Crunch Setting (preamp only)
11	CAA OD100 CH1	Based on Custom Audio® OD100 Clean Setting (preamp only)
12	CAA OD100 CH2	Based on Custom Audio® OD 100 Crunch Setting (preamp only)
13	CAA OD100 CH3	Based on Custom Audio® OD100 Distortion Setting (preamp only)
14	SPT 100 CL	Based on Suhr® PT100 Clean Setting (preamp only)
15	SPT 100 DS	Based on Suhr® PT100 Distortion Setting (preamp only)
16	Rock Vrb CL	Based on Orange® Rockerverb Clean Setting (preamp only)
17	Rock Vrb DS	Based on Orange® Rockerverb Distortion Setting (preamp only)
18	J800 CL	Based on Marshall® JCM800 Clean Setting (preamp only)
19	J800 CR	Based on Marshall® JCM800 Crunch Setting (preamp only)
20	J800 DS	Based on Marshall® JCM800 Distortion Setting (preamp only)
21	PLX 100 CL	Based on Marshall® PLEXI 100 Clean Setting (preamp only)
22	PLX 100 DS	Based on Marshall® PLEXI 100 Distortion Setting (preamp only)
23	EV 5050 CH1	Based on EVH® 5150 III GREEN Channel (preamp only)
24	EV 5050 CH2	Based on EVH® 5150 III BLUE Channel (preamp only)
25	EV 5050 CH3	Based on EVH® 5150 III RED Channel (preamp only)
26	Cali BLD CL	Based on Mesa Boogie® Rectifier Badlander Clean Setting (preamp only)
27	Cali BLD CR	Based on Mesa Boogie® Rectifier Badlander Crunch Setting (preamp only)
28	Cali BLD DS	Based on Mesa Boogie® Rectifier Badlander Distortion Setting (preamp)

Effect Description (Boutique Amps - entire amp)		
No.	**Model name**	**Description**
1	55 US TD	Based on Fender® Tweed Deluxe 1955 (complete amp)
2	59 US Bass	Based on Fender® 1959 Bassman (complete amp)
3	UK30 CL	Based on VOX® AC30 Clean Setting (complete amp)
4	UK30 CR	Based on VOX® AC30 Crunch Setting (complete amp)
5	UK30 DS	Based on VOX® AC30 Distortion Setting (complete amp)
6	ODS 100 CL	Based on Dumble® ODS Clean Setting (complete amp)
7	ODS 100 CR	Based on Dumble® ODS Crunch Setting (complete amp)
8	ODS 100 DS	Based on Dumble® ODS Distortion Setting (complete amp)
9	Dividers CL	Based on Divided By 13® Clean Setting (complete amp)
10	Dividers DS	Based on Divided By 13® Distortion Setting (complete amp)
11	CAA OD100 CH1	Based on Custom Audio® OD100 Clean Setting (complete amp)

12	CAA OD100 CH2	Based on Custom Audio® OD100 Crunch Setting (complete amp)
13	CAA OD100 CH3	Based on Custom Audio® OD100 Distortion Setting (complete amp)
14	Rock Vrb CL	Based on Orange® Rockerverb Clean Setting (complete amp)
15	Rock Vrb DS	Based on Orange® Rockerverb Distortion Setting (complete amp)
16	J800 CL	Based on Marshall® JCM800 Clean Setting (complete amp)
17	J800 CR	Based on Marshall® JCM800 Crunch Setting (complete amp)
18	J800 DS	Based on Marshall® JCM800 Distortion Setting (complete amp)
19	PLX 100 CL	Based on Marshall® Plexi 100 Clean Setting (complete amp)
20	PLX 100 DS	Based on Marshall® Plexi 100 Distortion Setting (complete amp)
21	EV 5050 CH1	Based on EVH® 5150 III Green Channel (complete amp)
22	EV 5050 CH2	Based on EVH® 5150 III Blue Channel (complete amp)
23	EV 5050 CH3	Based on EVH® 5150 III Red Channel (complete amp)
24	Cali BLD CL	Based on Mesa Boogie® Rectifier Badlander Clean Setting (compl. amp)
25	Cali BLD CR	Based on Mesa Boogie® Rectifier Badlander Crunch Setting (compl. amp)
26	Cali BLD DS	Based on Mesa Boogie® Rectifier Badlander Distortion Setting (cpl. amp)

Parameter Description		
No.	**Parameter**	**Description**
1	Gain	Adjusts the input gain and drive / distortion level.
2	Bass	Adjusts the low frequency level.
3	Mid	Adjusts the middle frequency level.
4	Treble	Adjusts the high frequency level.
5	Brightness	Adjusts the higher frequencies of AMP effects.
6	Master	Final output level of AMP effects.

Cabinet modules

Effect Description (Classic)		
No.	**Model name**	**Description**
1	Regal Tone 110	Based on Tone King® Falcon 110 Cabinet
2	US DLX 112	Based on Fender® 65 Deluxe Reverb 112 Cabinet
3	Sonic 112	Based on Fender® Super Sonic 112 Cabinet
4	Blues 112	Based on Fender® Blues Deluxe 112 Cabinet
5	Mark 112	Based on Mesa Boogie® Mark 112 Cabinet
6	Dr Zee 112	Based on DR.Z® MAZ 112 Cabinet
7	Cardeff 112	Based on Two Rock® 112 Cabinet
8	US TW 212	Based on Fender® 65 Twin Reverb 212 Cabinet
9	Citrus 212	Based on Orange® PPC 212 Cabinet
10	Jazz 212	Based on Roland® JC120 212 Cabinet
11	UK 212	Based on VOX® AC30 212 Cabinet
12	Tow Stones 212	Based on Two Rock® 212 Cabinet
13	US Bass 410	Based on Fender® 59 Bassman 410 Cabinet
14	1960 412	Based on Marshall® 1960A 412 Cabinet
15	Eagle p412	Based on ENGL® Pro XXL 412 Cabinet
16	Eagle s412	Based on ENGL® Vintage XXL 412 Cabinet
17	Rec 412	Based on Mesa Boogie® Rectifier Standard 412 Cabinet
18	Citrus 412	Based on Orange® PPC 412 Cabinet
19	Slow 412	Based on Soldano® Slo 412 Cabinet
20	HWT 412	Based on Hiwatt® AP412 Cabinet
21	PV 5050 412	Based on Peavey® 5150 412 Cabinet
22	EV 5050 412	Based on EVH® 5150 412 Cabinet

23	Diesel 412	Based on Diezel® Hagen 412 Cabinet

Effect Description (Boutique)		
No.	**Model name**	**Description**
1	US DLX 112	Based on Fender® Deluxe 112 Cabinet
2	US TWN 212	Based on Fender® Twin Reverb 212 Cabinet
3	US Bass 410	Based on Fender® Bassman 410 Cabinet
4	UK 212	Based on VOX® Silver Alnico 212 Cabinet
5	Matchbox 30 112	Based on Matchless® C30 112 Cabinet
6	Regal Tone FLN 110	Based on Toneking® Falcon 110 Cabinet
7	Regal Tone SK 112	Based on Toneking® Sky King 112 Cabinet
8	Custom 112	Based on Custom Audio® 112 Cabinet
9	Custom 212	Based on Custom Audio® 212 Cabinet
10	Custom 412	Based on Custom Audio® 412 Cabinet
11	SPT 112	Based on Suhr® PT100 112 Cabinet
12	SPT 212	Based on Suhr® PT100 212 Cabinet
13	SPT 412	Based on Suhr® PT100 412 Cabinet
14	CITRUS 112	Based on Orange® PPC 112 Cabinet
15	CITRUS 212	Based on Orange® PPC 212 Cabinet
16	CITRUS 412	Based on Orange® PPC 412 Cabinet
17	1960 412 A	Based on Marshall® 1960A 4x12 Cabinet
18	1960 412 B	Based on Marshall® 1960TV 412 Cabinet
19	1960 412 C	Based on Marshall® 1960BV 412 Cabinet
20	EV 5050 212	Based on EVH® 5150III 212 Cabinet
21	EV 5050 412	Based on EVH® 5150III 412 Cabinet
22	Cali 412 A	Based on Mesa Boogie® 4x12 Recto® Traditional Slant Cabinet
23	Cali 412 B	Based on Mesa Boogie® 4x12 Recto® Traditional Straight Cabinet
24	Cali 412 C	Based on Mesa Boogie® Road King® 4x12 Straight Cabinet
25	CT-SupBMK112	Based on Supro® Black Magick 1x12 Cabinet (ChopTones active)
26	CT-FendS212	Based on Fender® Super Sonic 2x12 Cabinet (ChopTones active)
27	CT-FendTW212	Based on Fender® Twin Reverb 65 Reissue 2x12 Cabinet (ChopTones active)
28	CT-Fend67212	Based on Fender® 1967 Bassman 2x12 Cabinet (ChopTones active)
29	CT-BritJV212	Based on Marshall® JVM 2x12 Cabinet (ChopTones active)
30	CT-Brit412	Based on Marshall® 1960 4x12 Cabinet (ChopTones active)
31	CT-BritJ412	Based on Marshall® 1982 4x12 Cabinet (ChopTones active)
32	CT-Bogie212	Based on Mesa Boogie® 2x12 Cabinet (ChopTones active)
33	CT-BogieLS212	Based on Mesa Boogie® Lonestar 2x12 Cabinet (ChopTones active)
34	CT-BogOS412	Based on Mesa Boogie® OS 4x12 Cabinet (ChopTones active)
35	CT-Vocs212	Based on VOX® BNX 2x12 Cabinet (ChopTones active)
36	CT-Barb212	Based on Mezzabarba® 2x12 Cabinet (ChopTones active)
37	CT-Fram212	Based on Framus® CB 2x12 Cabinet (ChopTones active)
38	CT-Kox212	Based on Koch® Multitone 2x12 Cabinet (ChopTones active)
39	CT-Mgan212	Based on Morgan® Vertical 2x12 Cabinet (ChopTones active)
40	CT-Edd412	Based on EVH® 5150III 4x12 Cabinet (ChopTones active)
41	CT-Fried412	Based on Friedman® 4x12 Cabinet (ChopTones active)
42	CT-Gas412	Based on Diezel® 4x12 Cabinet (ChopTones active)
43	CT-Hess212	Based on Hesu® Modern 2x12 Cabinet (ChopTones active)
44	CT-Hess412	Based on Hesu® 4x12 Cabinet (ChopTones active)
45	CT-HW412	Based on Hiwatt® 4x12 Cabinet (ChopTones active)
46	CT-HK412	Based on Hughes&Kettner® Triamp 4x12 Cabinet (ChopTones active)

47	CT-OR412	Based on Orange® PPC412 4x12 Cabinet (ChopTones active)
48	CT-PvyIn212	Based on Peavey® Invective 2x12 Cabinet (ChopTones active)
49	CT-Pvy50412	Based on Peavey® 5150 4x12 Cabinet (ChopTones active)
50	CT-Revo412	Based on Revv® 4x12 Cabinet (ChopTones active)
51	CT-River412	Based on Rivera® 4x12 Cabinet (ChopTones active)
52	CT-Sold412	Based on Soldano® 4x12 Cabinet (ChopTones active)
53	CT-VTH412	Based on VHT® 4x12 Cabinet (ChopTones active)
54	CT-Win412	Based on Victory® 4x12 Cabinet (ChopTones active)

Parameter Description		
No.	**Parameter**	**Description**
1	Power stage	Turns the power stage effect on/off
2	Power tube	Selects the tube type for the power stage
3	Low cut	Low frequency cut. Bands below this value will be removed.
4	High cut	High frequency cut. Bands above this value will be removed.
5	Early Reflection	Simulates the effect of early reflections in the pickup environment, the larger the value the greater the spatiality of the environment. 0 = no reflection.
6	Output	Adjust the output volume level of the module.

NS noise gate modules

Effect Description		
No.	**Model name**	**Description**
1	Noise Killer	Hard noise gate based on the Mooer® Micro Noise Killer. The effect solves noise issues quickly and efficiently with simple threshold adjustments.
2	Intel Reducer	Unlike conventional noise gates, this works by separating the conventional signal from the white noise in the signal and eliminating the white noise to achieve noise reduction while maintaining natural decay. This module is recommended for use before distortion effects or speaker simulation.
3	Noise Gate	Five parameter studio noise gate. The user can adjust the effective threshold according to the current noise level, then adjust the appropriate attack and release according to their needs, and finally select the appropriate damping.

Parameter Descriptions		
No.	**Parameter**	**Description**
1	Threshold	Level threshold for triggering dynamic effects. The smaller the value, the easier it is to trigger, and at approximately 0 dB it is turned off.
2	Output	Adjusts the output volume of the compressor.
3	Depth	Intel Reducer module's white noise suppression strength, the larger the value, the stronger the suppression strength.
4	Attack	The startup time of the dynamic effect after the signal exceeds the set threshold. 100 = slowest attack, 0 = fastest attack.
5	Release	The time it takes for the signal to return to normal from the compressed state after the input level falls below the set threshold. The larger the value, the longer the time.
6	Damp	Adjusts how much the signal is attenuated when the Noise Gate is operating. The signal is cut off completely when noise is detected and this setting is at maximum value.

Equalizer modules

Effect Description		
No.	**Model name**	**Description**
1	3 Bands EQ	Simple amp style 3-band EQ.
2	5 Bands EQ	Simple amp style 5-band EQ.
3	MOOER HM	Stompbox style 5-band EQ for heavy guitar.
4	MOOER B	Stompbox style 6-band EQ for guitar.
5	MOOER G6	Stompbox style 6-band EQ for guitar.
6	Custom EQ	Stompbox style 3-band EQ with adjustable frequency bands.

Parameter Description		
No.	**Parameter**	**Description**
1	Low	Adjusts the gain level of the low frequencies.
2	Mid	Adjusts the gain level of the mid frequencies.
3	High	Adjusts the gain level of the high frequencies.
4	Output	Adjusts the output level.
5	Low Gain	Adjusts the gain/attenuation level of the low frequencies with no gain/attenuation at 0.
6	Low Freq	Specifies the center of the custom low frequency range that will be adjusted by the Low Gain.
7	Mid Gain	Adjusts the gain/attenuation level of the mid frequencies with no gain/attenuation at 0.
8	Mid Freq	Specifies the center of the custom middle frequency range that will be adjusted by the Mid Gain.
9	High Gain	Adjusts the gain/attenuation level of the high frequencies with no gain/attenuation at 0.
10	High Freq	Specifies the center of the custom high frequency range that will be adjusted by the High Gain.

Modulation modules

Effect Description		
No.	**Model name**	**Description**
1	Phaser	Based on the MOOER® Ninety Orange.
2	Step phaser	Square wave phase shifter.
3	Fat Phaser	Low frequency phase shifter.
4	Dual Phaser	Dual channel phase shifter.
5	Modern Phaser	Modern sound phase shifter.
6	Flanger	Based on the MOOER® E-Lady.
7	Jet Flanger	Based on the MOOER® Jet Flanger.
8	Flanger Pro	Professional flanger effect with more parameter controls.
9	Tremolo	Based on the MOOER® Trelicopter.
10	Optical Tremolo	Simulates a device that reads a pattern printed on a rotating disc and converts it into a volume-modulating “tremolo” sound.
11	Stutter	Square wave tremolo effect.
12	Vibrato	Pitch modulation.
13	Rotary	Simulates a vintage Leslie rotary speaker.
14	Modern Rotary	Modern sound rotary.
15	Panner	Pans through the left and right phase shift to achieve a different stereo effect.
16	Ana Chorus	Stompbox style analog chorus.
17	Tri Chorus	Rich multi-stage chorus.

18	Detune	Fine-tuned pitch adjustment.
19	Poly Pitch	Poly pitch shifter.
20	Octave	Adds a note one octave lower or higher.
21	Ring	Ring modulator.
22	Lofi	Low sampling rate filter.
23	Slow Gear	Auto volume swell.
24	Low Pass Filter	Static low frequency pass filter.
25	High Pass Filter	Static high frequency pass filter.
26	Q-Filter	Static notch filter (like a half cocked Wah pedal).
27	Auto Wah	Modulated automatic sweeping Wah.
28	Touch Wah	Dynamic envelope filter Wah with auto sweep.
29	Talk Wah Ah	Talking Wah algorithm from the MOOER® Red Kid.
30	Talk Wah Oh	Talking Wah algorithm from the MOOER® Red Kid.
31	S-Comp	Dual-parameter adjustable compressor.
32	Red Comp	Dual-parameter compressor.
33	Yellow Comp	Based on MOOER® YELLOW COMP compressor with four parameters.
34	Blue Comp	Compressor based on MOOER® BLUE COMP with four parameters.
35	Deluxe Comp	Modern analog studio compressor.
36	Limit	Dual-parameter limiter.
37	Analog Delay	Modeled after classic stompbox delays with BB chips.
38	Noise Killer	Hard noise gate based on the Mooer® Micro Noise Killer. The effect solves noise issues quickly and efficiently with simple threshold adjustments.

Parameter Description		
No.	**Parameter**	**Description**
1	Position	The position of the Wah in its pedal sweep. 0 is equal to heel down, 100 is equal to toe down. *Note: If you want to use the EXP pedal to control the Wah sweep, assign “WAH > Position” as the function in the EXP menu.
2	Q	The Q or “Quality factor” is the ratio of the resonant frequency to the bandwidth, between the upper and lower -3dB frequencies. In this particular application, you can think of the Q as the shape of your band pass filter. A low Q will have a wider, rounder shape and sound less pronounced. A high Q will have a narrower, sharper shape and sound more pronounced.
3	Peak	Controls the height of the resonance peak. Higher values deliver a more pronounced WAH effect.
4	Low Fc	Lowest frequency point in the center frequency range.
5	High Fc	Highest frequency point in the center frequency range.
6	Mix	Sets the proportion of mix between the original (dry) and 'effected' (wet) signals. 0 is total dry signal, 100 is total wet signal.
7	Rate	Adjusts the speed of the modulation effect.
8	Range	Adjusts the range modulation range of the modulation effect.
9	Curve	Waveform of the position sweep LFO. Trig: Triangular wave. Sine: Sine wave. Step: Stepped PWM style wave. Rand: Random pattern.
10	Attack	For WAH effect models, this is the startup time of the envelope filter, the larger the value, the shorter the startup time. In compression effect models, this is the startup time of the compression effect after the signal exceeds the threshold. The larger the value, the slower the startup time, the smaller the value, the faster the startup time.
11	Delay	Sets the delay time for the flanger.
12	Sensitive	The sensitivity (threshold) of the input level that triggers the envelope filter in WAH effect models. The larger the value, the easier it is to trigger the filter. Adjust this value in relation to the output power of the pickup.

		In compression models, this adjusts the sensitivity of the compression effect.
13	Direction	Direction of the envelop filter WAH sound. (low-to-high or high-to-low)
14	Depth	Adjusts the depth / intensity of the effect.
15	Level	Volume adjustment for modulation and filter effects.
16	Output	Adjusts the output volume of compression, limiting or noise reduction effects.
17	Ratio	Compression Ratio. The ratio of input level to output level after the threshold is exceeded. A larger ratio produces a more pronounced compression effect, to a certain extent.
18	Threshold	Level threshold for triggering dynamic effects. The smaller the value, the easier it is to trigger, and at approximately 0 dB it is turned off.
19	Release	The time it takes for the signal to return to normal from the compressed state after the input level falls below the set threshold. The larger the value, the longer the time.
20	Tone	Adjusts the brightness of the effect sound.
21	Feedback	Adjusts the intensity of the modulation effect.
22	Pitch	Sets the pitch shift value for the modulation effect. (Detune: -100 cents to 100 cents; Poly Shift: -1 oct to +1 oct)
23	Sub	Adjusts the volume of the lower octave of the Octave effect.
24	Sub Tone	Adjusts the tone of the lower octave of the Octave effect.
25	Upper	Adjusts the volume of the upper octave of the Octave effect.
26	Upper Tone	Adjusts the tone of the upper octave of the Octave effect.
27	Dry	Adjusts the volume of the dry signal.
28	Sample	Adjusts the sample rate of the Lofi effect.
29	Bit	Adjusts the bit rate of the Lofi effect.
30	Rise	Adjusts the time needed for the volume to reach its maximum. 100 is the slowest.
31	Time	Adjusts the delay repeat time. This parameter is displayed in two different ways. When the Tempo Sync function is off, this parameter directly adjusts the delay time of the effect in milliseconds. When Tempo Sync is active, this parameter adjusts the Sub-division value for the delay time value based on the current BPM speed.
32	Tempo Sync	Switch to synchronize the effect with TAP TEMPO. When this parameter is on, the delay time value changes to sub-divisions of the current BPM tempo.
33	Trail	Switch to activate effect tails after switching - see *Trails*
34	Damp	Adjusts how much the signal is attenuated when the Noise Gate is operating. The signal is cut off completely when noise is detected and this setting is at maximum value.
35	Speed	Adjusts the rate/speed of the effect.
36	Intensity	Sets the intensity of the modulation.
37	Duty	Adjusts the ratio of the left panning duration to the whole panning period. 0 = shortest duration, 50 = left duration : right duration = 1:1, 100 = longest duration.

DELAY modules

Effect Description		
No.	**Model name**	**Description**
1	Digital	Recreates the crystal-clear repeats of the 80's delay units.
2	Analog	Modeled after classic stompbox delays with BB chips.
3	Real	Realistic and natural echoes.
4	Tape	Recreates swirly 70's tape echo.
5	Mod	Digital Delay with modulated repeats.
6	Reverse	Clear reverse delay.
7	Dynamic	Digital Delay which responds to instrument dynamics.

8	Sweep	Delay with a modulated envelope reverb.
9	Pingpong	Normal Ping Pong sound stereo delay.
10	Dual Delay	2 clear delays with independent controls.
11	Multi Tap Delay	3 clear delays with independent controls.

Parameter Description		
No.	**Parameter**	**Description**
1	Feedback	Adjusts the number of delay repeats.
2	Time	Adjusts the delay repeat time. This parameter is displayed in two different ways. When the Tempo Sync function is off, this parameter directly adjusts the delay time of the effect in milliseconds. When Tempo Sync is active, this parameter adjusts the Sub-division value for the delay time value based on the current BPM speed.
3	Mix	Sets the proportion of mix between the original (dry) and 'effected' (wet) signals. 0 is total dry signal, 100 is total wet signal.
4	Mod Rate	Adjusts the modulation speed of the delay repeats.
5	Mod Depth	Adjusts the modulation width of the delay repeats. Higher values result in more obvious modulation effects.
6	Low Cut	Sets a low frequency EQ shelf for the delay repeats.
7	High Cut	Sets a high frequency EQ shelf for the delay repeats.
8	Threshold	Level threshold for triggering dynamic effects. The smaller the value, the easier it is to trigger, and at approximately 0 dB it is turned off.
9	Filter	Choose the type of the filter envelopes. (LP: low pass / BP: band pass / HP: high pass).
10	Rate	Adjusts the modulation rate of the delay repeats.
11	Range	Adjusts the modulation range of the delay repeats. Higher values result in more obvious modulation effects.
12	Pan	Adjusts the sound panorama of the effect sound. L/R is for Left/Right, Center is for Center, and the value indicates the percentage of the effect focused on this side.
13	Level	Volume adjustment for the delay effect.
14	Tempo Sync	Switch to synchronize the effect with TAP TEMPO. When this parameter is on, the delay time value changes to sub-divisions of the current BPM tempo.
15	Trail	Switch to activate effect tails after switching - see Tails

REVERB modules

Effect Description		
No.	**Model name**	**Description**
1	Room	Small room reverb
2	Hall	Concert hall reverb
3	Plate	Studio style plate reverb
4	Spring	Classic spring reverb tank
5	Mod	Reverb with modulation effect
6	Fl-Reverb	Reverb with flange effect
7	Reverse Reverb	Backwards Reverb
8	Swell Reverb	Brings in the reverb gradually behind the dry signal
9	Shimmer	Simulates reverberation with a distinctively sparkling high-frequency range.

Parameter Description		
No.	**Model name**	**Description**
1	Pre (Pre-Delay)	Delay time before the first reflections can be heard.
2	Decay	Length of the reverb trails.
3	Mix	Mix rate of the dry signal and wet signal. 0 is 100% dry sound. 100 is 100% reverb sound.
4	Low Cut	Low frequency EQ shelf
5	High Cut	High frequency EQ shelf
6	Quality	Choose between standard quality and high quality.
7	Spring Length	Simulated size of the springs in the spring tank. The length affects the timbre of the spring reverb sound.
8	Spring Depth	Simulated strength of the springs in the spring tank.
9	Rate	Adjusts modulation speed. 100 is the fastest
10	Depth	Adjusts the modulation depth of the reverb trails.
11	Mod Level	Adjusts the modulation mix on the reverb trails.
12	Feedback	Adjusts the feedback intensity of the flanging reverb effect.
13	Mod-Delay	Adjusts the amount of delay in the flanging reverb effect. The larger the value, the larger the delay, the lower the frequency of the effect's feedback; the smaller the value, the smaller the delay, the higher the frequency of the effect's feedback.
14	Attack	Rate of automatic volume swell of the reverb effect. 100 is the fastest.
15	Shimmer	Volume level of the shimmer effect.

Note: The names of the manufacturers and products mentioned in this manual are the property of their respective companies and are used here only to illustrate the types of effect sounds simulated in this product.