AUDOTA

AME-200

Amp modelling & Multi Effects

User Manual

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Important Notes

*** carefully review all instructions prior to first use***

Precautions

- Please use a power supply that is approved by the relevant authorities and complies with local regulatory requirements (e.g., UL, CSA, VDE, CCC).
- Please use a power supply that meets the manufacturer's specified specifications.
- Disconnect the power supply when not in use or during thunderstorms.
- Do not allow products containing batteries to overheat (e.g., avoid direct sunlight and keep away from fire sources).
- If the battery leaks, avoid contact with the liquid on skin or eyes. If contact occurs, seek medical attention immediately.
- The battery included with this product may pose a fire or chemical burn hazard if not handled properly.

Placement Location

To prevent deformation, discoloration, and other serious damage, please avoid the following situations:

- Direct sunlight
- Near heat sources
- Dusty or unclean environments
- Magnetic fields
- High temperature and humidity
- High humidity
- Strong vibrations or shaking

Cleaning

When cleaning the unit, please use a dry, soft cloth or a cloth slightly dampened with water. Do not use abrasive cleaning powders, alcohol, paint thinners, wax, solvents, cleaning agents, or chemicals for wiping.

Operation

Do not use excessive force on the switches and control elements.
Do not allow paper, metal objects, or other items to fall into the unit.
Do not drop the unit or subject it to impacts or excessive pressure.
Do not modify the product without authorization.
For any repair issues, please contact customer service.

Product Features

- Built-in 10 effect modules, with 221 outstanding effect models.
- Built-in 200 preset storage locations.
- Supports customizable editing of effect chain module order.
- Support official amp file and third-party IR file loading, up to 30 storage slots.
- Built-in tuner, 50 drum machine patterns, and 60s recording loop.
- Supports global BPM setting.
- Supports dual-channel stereo output.
- Supports stereo headphone output.
- Supports external expression pedal.
- USB supports OTG recording.
- Supports USB connection to PC with AME-200 Studio software.

Panel Overview

Main Panel

1 **3.5-inch Color Display**
Displays effect chain and other interface function information.

2 **EDIT Encoder**
Can be pressed or rotated to select functions, toggle switches, and edit parameters.

3 **MASTER Knob**
Controls the overall output volume.

4 **PLAY Button**
Pressing it displays the preset name interface on the large screen.

5 **BACK Button**
Pressing it returns to the previous interface or the main interface.

6 **SWITCH Button**
Pressing it toggles modules within the effect chain.

7 **SAVE Button**
Pressing it saves the preset parameters.

8 **Footswitch A**
In the effect chain interface, press to switch to the current group preset A;
Long press to enter the drum machine interface, and navigate down through the drum group;
In the recording loop interface, press to start/overdub/play recording.

9 **Footswitch B**

In the effect chain interface, press to switch to the current group preset B;
Long press to enter the recording loop interface, and perform pause/delete;
In the drum machine interface, press to navigate up through the drum group.

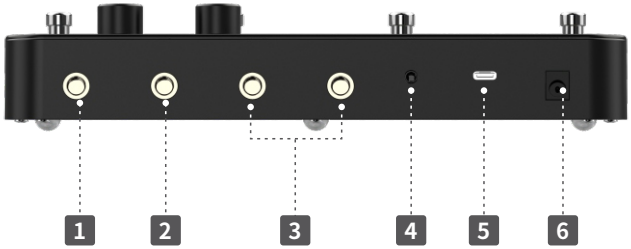
10 **Footswitch C**

In the effect chain interface, press to switch to the current group preset C;
Long press to enter the tuner;
In the drum machine interface, press to toggle the drum machine on/off;
In the recording loop interface, press to toggle the drum machine on/off.

11 **Footswitch D**

In the effect chain interface, press to switch to the current group preset D;
Long press to activate the tap tempo function;
In the drum machine interface, press to set the tempo with the drum machine;
In the recording loop interface, press to set the tempo with the drum machine.

Interface



1 **EXP Interface**
"1/4" TRS external foot pedal interface.

2 **INPUT Interface**
"1/4" instrument input interface.

3 **OUTPUT Interface**
"1/4" left and right channel output ports, providing stereo output. For mono output, use the left channel output port.

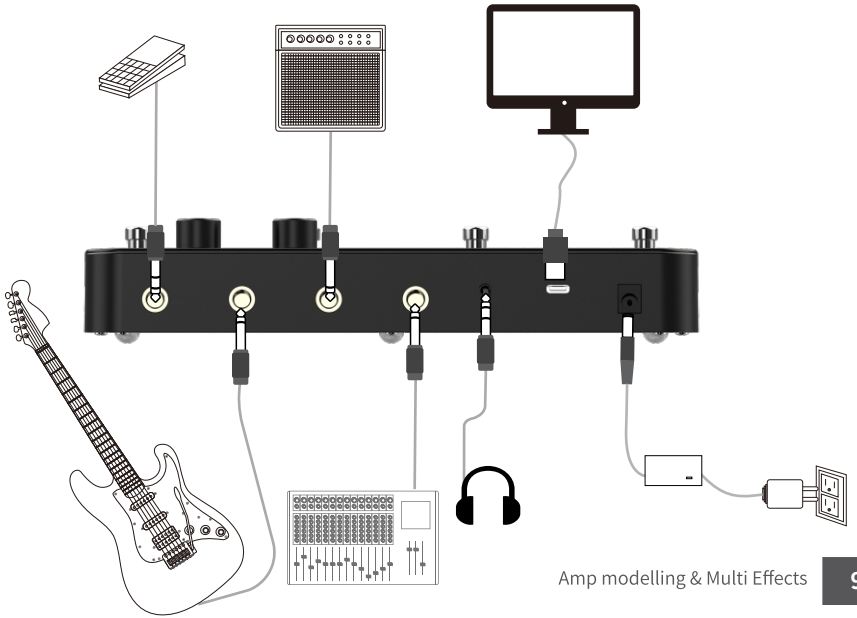
4 **PHONES Interface**
"1/8" stereo headphone output port.

5 **USB-C Interface**
Used for connecting to the PC with AME-200 Studio software and for using the OTG recording function.

6 **9V Power Interface**
Used to connect the included power adapter to the power supply.

Connect Devices

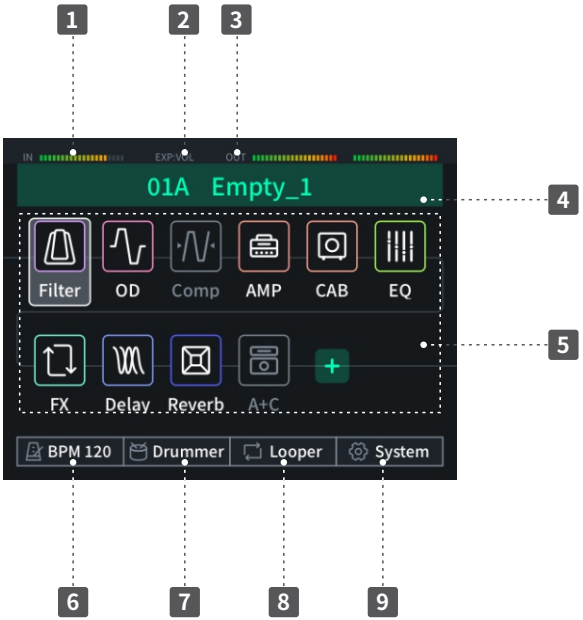
To prevent malfunctions and damage to the device, it is recommended to lower the volume and turn off all devices before connecting any equipment. Connect the included power adapter to the power interface (DC 9V 300mA, center negative, outer positive). Connect the instrument to the INPUT interface, and connect the OUTPUT L/R to speakers, audio interfaces, mixers, or other equipment. If using a mono connection, please use the OUTPUT L interface.



Note: When connecting to the guitar amplifier's INPUT, it is recommended to turn off the AMP and CAB modules. When connecting to the RETURN or power amplifier of a guitar amplifier, it is recommended to turn on the AMP and turn off the CAB module. When connecting to full-range speaker equipment, it is recommended to turn on both the AMP and CAB modules.

Main Interface

Effect Chain Interface



1 **Input Level Indicator**
Displays the current instrument input volume.

2 **Pedal Mode Indicator**
Displays the current external pedal mode status (either on or off).

3 **Output Level Indicator**
Displays the left and right channel output volume.

4 **Preset Number and Name Display**
Displays the current preset group and preset name.

5 **Effect Chain Editing Area**
Displays the currently loaded modules in the effect chain and their on/off status.

6 **Global BPM Setting**
Displays the global BPM value. You can enter the BPM setting interface by using the EDIT encoder.

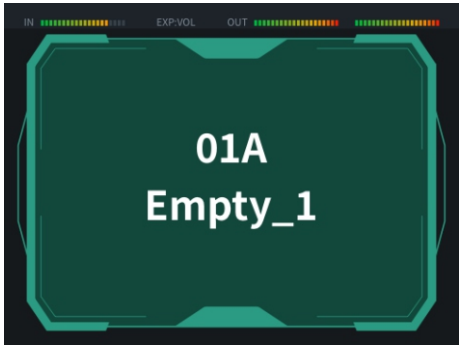
7 **Drum Machine Settings**
Use the EDIT encoder or long press Footswitch A to enter the drum machine function interface.

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

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

PLAY Interface

Press the PLAY button on the panel, and the screen will display the preset group and tone name in large characters, making it clearly visible even from a distance.

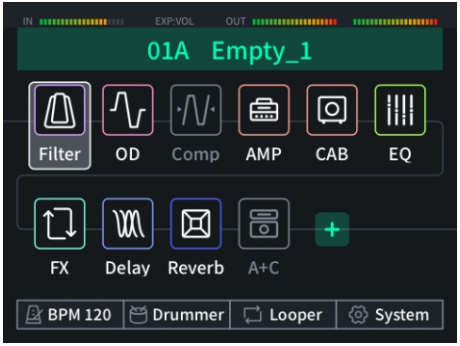


Function Operation

Preset Selection

Using the EDIT Encoder to Select Presets

In the effect chain interface, use the EDIT encoder to select the preset column and press the encoder. The preset column will highlight to indicate it has been selected. Then, rotate the encoder to choose the desired preset, and press it again to confirm the preset selection.



Using Footswitches to Select Presets

In the effect chain interface, use Footswitches A, B, C, and D to switch between the four presets in the current group. Press Footswitches A+B or C+D to scroll the preset group up or down. After selecting the desired preset group, press Footswitches A, B, C, or D to switch between presets across groups.

Switching Presets in the PLAY Interface

In the PLAY interface, press the EDIT encoder. The PLAY interface will highlight, and you can rotate the encoder or use the footswitches to switch presets.

Preset Editing

Adding/Deleting Modules in the Effect Chain

Use the EDIT encoder to select and press the "+" in the effect chain to choose the effect module you want to add. Once added, the effect chain will display the newly added module and its name. To delete a module, use the encoder to select the module, then press and hold the encoder until a deletion prompt appears. Select "Yes" to delete the module.

Moving Modules in the Effect Chain

After selecting an effect module with the EDIT encoder, press and hold the encoder and rotate it to move the module to a new position in the effect chain.

Turning Effect Modules On/Off

After selecting a module, press the SWRITCH button on the panel to toggle the effect on/off. The module will indicate its on/off status with a color change.

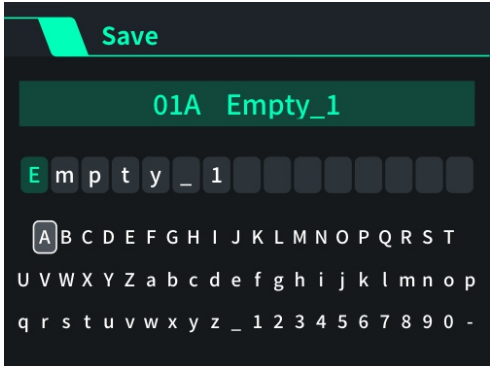
Editing Effect Parameters

Select a module and press the EDIT encoder to enter the effect parameter editing interface. Rotate the encoder to choose the parameter you want to adjust, then press to select that parameter. Once selected, rotate the encoder to adjust the effect parameter or change the effect type. Press the encoder again to exit the selection mode, and the encoder will return to the movable selection state. Press the BACK button on the panel to return to the effect chain interface.

For the AMP and CAB modules, which have multiple models, move the cursor to the page number display using the encoder and press it to quickly scroll through pages.

Preset Saving

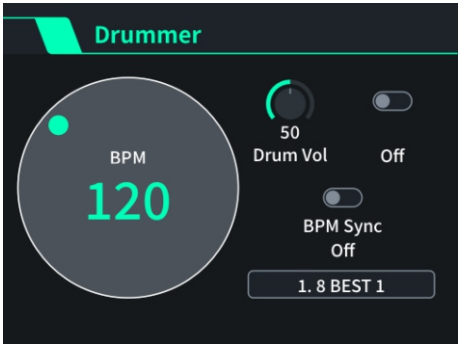
Press the SAVE button on the panel to enter the preset save interface.



Use the EDIT encoder to move the cursor to the preset group name field and press to select the preset group location where you want to save the preset.
After choosing the save location, use the EDIT encoder to customize the preset name.
Once all operations are complete, press the SAVE button to save the preset. The screen will automatically return to the original interface, indicating that the preset has been successfully saved.
To cancel the save, press the BACK button to exit the save interface.

Tap Tempo

The AME-200's tap tempo function can be used with the delay module, modulation module, and drum machine. The BPM switch or BPM sync switch must be enabled in the respective modules.

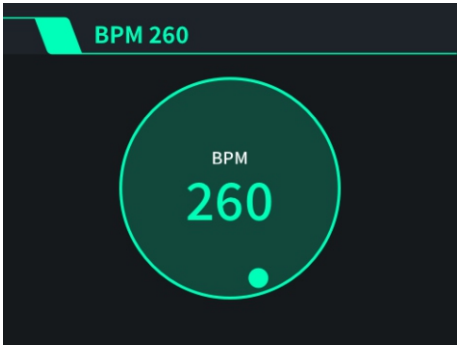


Once the switch is enabled, the delay time in the delay module and the speed in the modulation module will become selectable based on the tempo.

BPM Value Setting

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

In the BPM interface, rotate the encoder or long press Footswitch D in the effect chain interface until the red LED on Footswitch D flashes to indicate the BPM value. At this point, pressing Footswitch D two or more times will set the BPM value. Press and hold Footswitch D again to exit the tap tempo function.

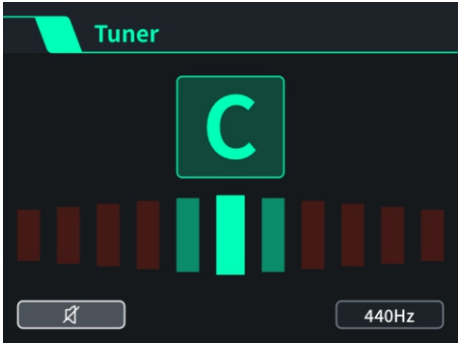


Enabling Global BPM

The AME-200 includes two BPM modes. By default, the global BPM is turned off, and each preset can independently set and save its BPM value. To enable global BPM, turn on the global BPM switch in the system settings. All preset BPM values will then be synchronized and changed accordingly.

Tuner

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



Drum Machine

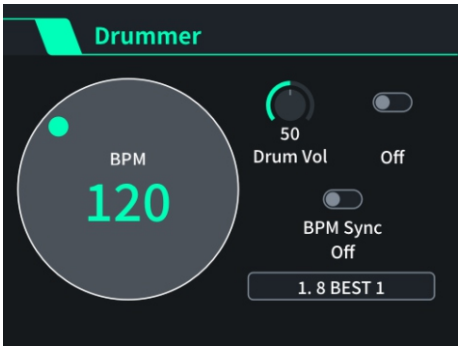
The AME-200 includes 40 different drum machine styles. Use the EDIT encoder in the effect chain interface to select the drum machine and press to select it, or long press Footswitch A to enter the drum machine function interface. At this point, the functions of the four footswitches are as follows:

Footswitch A: Page down through the drum group.

Footswitch B: Page up through the drum group.

Footswitch C: Toggle the drum machine on/off.

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



In the drum machine interface, you can also use the EDIT encoder to control all functions of the interface.

Drum Machine Sync

When BPM sync is not enabled, the drum machine can have an independently set BPM value. After enabling BPM sync, the drum machine BPM value will match the current preset BPM or global BPM value.

Looper

The AME-200 supports a 60-second overdub recording loop. Use the EDIT encoder in the effect chain interface to select the recording loop and press to select it, or long press Footswitch B to enter the drum machine function interface. At this point, the functions of the four footswitches are as follows:

Footswitch A: Record/Play/Overdub.

Footswitch B: Press to pause, long press to delete.

Footswitch C: Toggle the drum machine on/off.

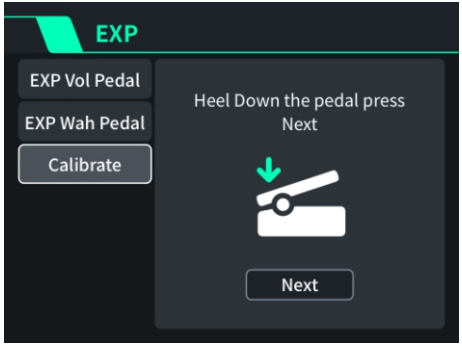
Footswitch D: Set the drum machine BPM. The red LED will flash to indicate BPM.

In the recording loop interface, you can also use the EDIT encoder to control all functions of the interface.

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

Foot-Pedal

Please use a TRS (Tip-Ring-Sleeve) stereo cable with two 1/4" connectors to connect the external footswitch to the AME-200.



Footswitch Calibration

After connecting the footswitch, you must first enter the footswitch settings to calibrate it. Follow the on-screen instructions step by step to complete the footswitch calibration.

Volume Pedal Function

Use the EDIT encoder to select the volume pedal and enter its submenu, then turn on the volume pedal switch. The external footswitch will now function as a volume pedal.

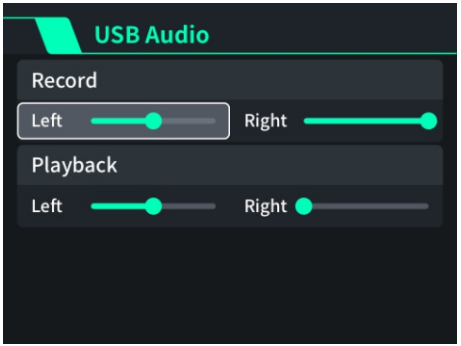
In the volume pedal submenu, you can set the minimum and maximum values for the footswitch. The minimum value corresponds to the footswitch fully raised, while the maximum value corresponds to the footswitch fully pressed down. The maximum value can be set to a value lower than the minimum value. When the maximum value is lower than the minimum value, the footswitch will decrease the volume when pressed down and increase the volume when raised.

Wah Pedal Switch

When the wah pedal switch is enabled, if the effect chain contains a filter effect with a Position parameter, the footswitch will control this parameter. When the module is turned on, pressing and raising the footswitch will create a wah effect.

OTG Recording

The USB interface of the AME-200 supports connecting to smart devices for OTG recording and playback.



Specific Operation

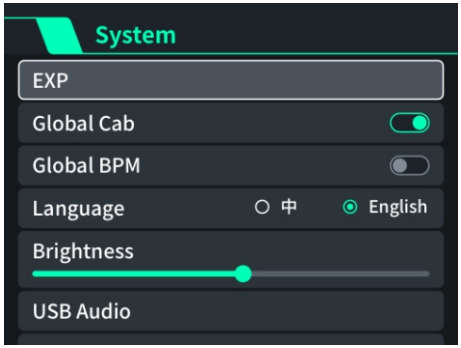
Note: Please ensure that your smart device supports OTG recording.

1.Use a USB cable to connect to the smart device. An OTG adapter cable may be required.

2.Open a recording or video app on the smart device to start recording, and OTG recording will begin. The AME-200's OTG recording is stereo. In the "System Settings - USB Audio" menu, you can adjust the left and right channel volumes for both recording and playback.

System Settings

Use the EDIT encoder in the effect chain interface to select "System Settings" and press to enter the system settings interface.



Footswitch

Please refer to the "Function Operations - Footswitch" section of this manual.

Global Cabinet

The AME-200 supports a global cabinet switch to adapt to different connection scenarios. This switch is enabled by default.

When the global cabinet switch is turned off, all preset cabinets will be disabled.

When the global cabinet switch is turned back on, you must switch presets once. Presets that have the cabinet turned on will activate the cabinet simulation, and presets with the cabinet turned off will keep the cabinet simulation off.

Language

The AME-200 supports switching between Chinese and English displays.

Note: Some effect model names and special terms are displayed in English only.

Brightness

Adjust the screen brightness to suit different usage environments.

USB Audio

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

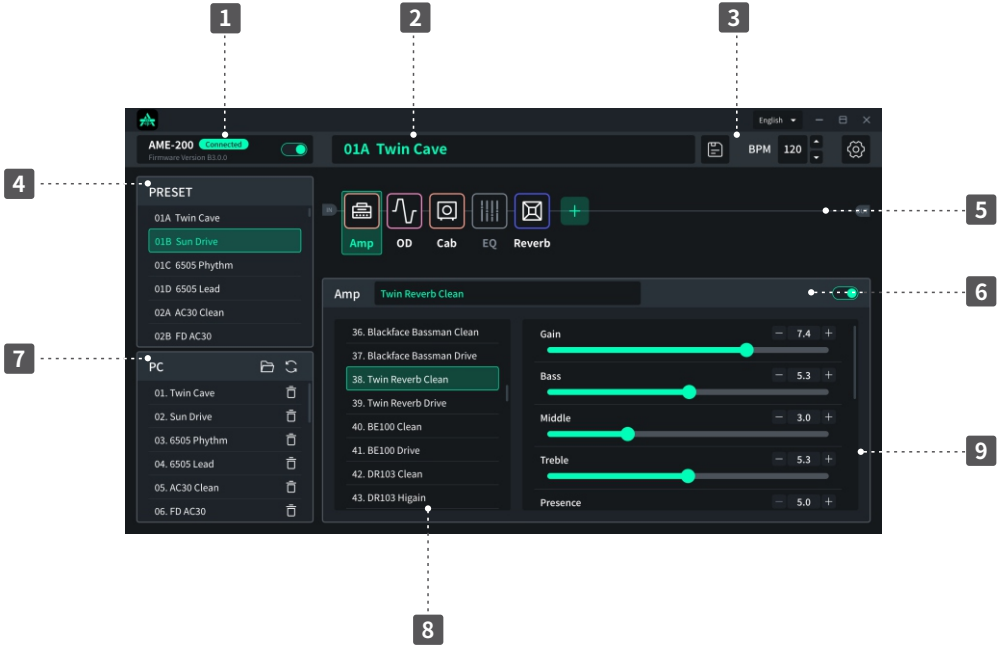
Restore Factory Settings

Select this option to restore the AME-200 to its factory settings. This will reset all presets and erase IR files. Use this feature with caution.

Version

Displays the firmware version information of the AME-200.

AME-200 Studio Software Guide



1 **Connection Status Display Area**

Displays whether the device is connected and the firmware version number. Click the switch to connect or disconnect the device.

2 **Preset Name Display and Save Area**

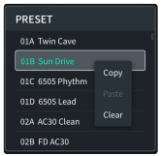
Displays the current preset name. You can edit the preset name and save the preset.

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

Click the language to select between Chinese/English interface display; click the up/down arrows next to BPM or enter a value to adjust the BPM; click the icon to open the system settings interface.

4 **Preset Bar**

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



5 **Effect Chain Edit Area**

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

6 **Selected Effect Module Display Area**

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

7 **Local Preset Bar**

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

8 **Effect Model Selection Area**

Displays the list of effects within the selected module. You can switch between effects.

9 **Effect Parameter Adjustment Area**

Displays the parameter information of the selected effect model, which can be adjusted.

Device Update

Download and install the latest version of AME-200 Studio software, then connect the device.

Enter the system settings and click "Device Update."
The update progress will be displayed. Once completed, the device will reboot, and the update will be finished.

Note: During the device update, please do not disconnect the USB or power connection. You can update the device using either a higher or lower version of AME-200 Studio. Please pay attention to the version information.

Sample File Management

AME-200 supports loading 10 official amp sample files and 20 IR files:

1.Select the Amp or Cab modules, add both modules into current effect chain.

2.Scroll down to the bottom of the model type list to locate the sample files.

3.Tap the "+" button to import a sample file to the desired slot.

4.Tap the "-" button to delete an imported sample file.

Backup and Re-store

The AME-200 Studio backup function allows for a full device data backup, including all presets, third-party IRs, and global settings.

Backup:

Enter the system settings interface in AME-200 Studio.
Click "Backup," select the backup location, and customize the backup file name.
Click "Save" to complete the backup.

Restore:

Enter the system settings interface in AME-200 Studio.
Click "Restore," select the backup file you want to restore.
Click "Open" to complete the restoration of the backup file.

Tone Description

Overdrive		
S/N	**Name**	**Tone Description**
1	Treble Boost	The bright features Boost
2	RC Drive	Based on Xotic RC Booster overdrive
3	SunSet	Based on Strymon Sunset overdrive
4	Green Drive	Based on Ibanez TS808 overdrive
5	Drive One	Based on Boss OD1 overdrive
6	Moller Drive	Based on T-Rex Moller Drive overdrive
7	Clone Drive	Based on Klon Centaur Gold overdrive
8	Tube Drive	Based on B.K.Butler Tubedrive overdrive
9	PI Fuzz	Based on EHX Big Muff Pi V7 Fuzz
10	Face Fuzz	Based on Dunlop Fuzz Face Fuzz
11	Mouse Dist	Based on ProCo The Rat Big Box distortion

S/N	Name	Tone Description
12	Dist One	Based on Boss DS1 overdrive
13	Full Drive	Based on Fulltone Fulldrive2 overdrive
14	Legacy Drive	Based on Carvin VLD1Legacy Drive
15	HM Two	Based on Boss HM-2 distortion
16	Industrial Fuzz	Based on Fuzz Factory Fazz
17	Ampeg Scrambler	Based on Ampeg Scrambler overdrive
18	OD250	Based on DOD Overdrive Preamp/250 overdrive
19	Zone	Based on Boss MT-2 distortion
20	Classic Dist	Based on ProCo Rat distortion
21	Muff Fuzz	Based on EHX Big Muff Pi Fuzz
22	Plus Dist	Based on MXR Distortion Plus distortion

Compressor		
S/N	**Name**	**Tone Description**
1	Dyna Comp	Based on MXR Dyna Comp compressor
2	CS Comp	Based on Boss CS compressor
3	SP Comp	Based on Xotic SP Compressor
4	Cali Comp	Based on Cali76 Compressor

Filter		
S/N	**Name**	**Tone Description**
1	Q-point filter	Based on EHX Q-tron filter
2	Dynamic Wah	Auto Wah
3	VX Wah	Based on Vox V846 Wah
4	Cry Wah	Based on Dunlop Cry baby Wah
5	Fasel Wah	Based on Dunlop Cry baby fasel model 310 Wah

Noise Gate		
S/N	**Name**	**Tone Description**
1	Noise Gate	The self-developed Noise Gate

Preamp		
S/N	**Name**	**Tone Description**
1	Acoustic Sim A	Acoustic simulation A
2	Acoustic Sim B	Acoustic simulation B
3	B 18N Clean	Based on Ampeg B 18N clean
4	B 18N Drive	Based on Ampeg B 18N overdrive
5	B 50R Clean	Based on Ampeg B 50R clean
6	HT60 Clean	Based on Blackstar HT60 clean
7	HT60 Drive	Based on Blackstar HT60 overdrive
8	HT60 Higain	Based on Blackstar HT60 high gain
9	Legacy Clean	Based on Carvin Legacy clean
10	Legacy Drive	Based on Carvin Legacy overdrive
11	Legacy Higain	Based on Carvin Legacy high gain

S/N	Name	Tone Description
12	Hagen Clean	Based on Diezel Hagen clean
13	Hagen Drive	Based on Diezel Hagen overdrive
14	Hagen Higain	Based on Diezel Hagen high gain
15	VH4 Clean	Based on Diezel VH4 clean
16	VH4 Drive	Based on Diezel VH4 overdrive
17	VH4 Higain	Based on Diezel VH4 high gain
18	Maz18 Clean	Based on DrZ Maz18 clean
19	Maz18 Drive	Based on DrZ Maz18 overdrive
20	Maz18 Higain	Based on DrZ Maz18 high gain
21	Maz Nr 18 Clean	Based on DrZ Maz Nr 18 clean
22	Maz Nr 18 Drive	Based on DrZ Maz Nr 18 overdrive
23	EV5150 III Clean	Based on EVH 5150 III clean

S/N	Name	Tone Description
24	EV5150 III Drive	Based on EVH 5150 III overdrive
25	EV5150 III Higain	Based on EVH 5150 III high gain
26	Fireball 100 Higain	Based on Engl Fireball 100 high gain
27	Fireball 25 Clean	Based on Engl Fireball 25 clean
28	Fireball 25 Higain	Based on Engl Fireball 25 high gain
29	PowerBall Drive	Based on Engl PowerBall overdrive
30	PowerBall Higain	Based on Engl PowerBall high gain
31	59 Bassman LTD Clean	以Fender 59 Bassman LTD clean
32	59 Bassman LTD Drive	Based on Fender 59 Bassman LTD overdrive
33	65 Deluxe Reverb Clean	Based on Fender 65 Deluxe Reverb clean
34	65 Deluxe Reverb Drive	Based on Fender 65 Deluxe Reverb overdrive

S/N	Name	Tone Description
35	Blackface Bassman Clean	Based on Fender Blackface Bassman clean
36	Blackface Bassman Drive	Based on Fender Blackface Bassman overdrive
37	Twin Reverb Clean	Based on Fender Twin Reverb clean
38	Twin Reverb Drive	Based on Fender Twin Reverb overdrive
39	BE100 Clean	Based on Friedman BE100 clean
40	BE100 Drive	Based on Friedman BE100 overdrive
41	DR103 Clean	Based on Hiwatt DR103 clean
42	DR103 Higain	Based on Hiwatt DR103 high gain
43	Jazz Chorus 120	Based on Jazz Chorus 120 clean
44	JCA20H Clean	Based on Jet City JCA20H clean
45	JCA20H Higain	Based on Jet City JCA20H high gain

S/N	Name	Tone Description
46	AOR30 Clean	Based on Laney AOR30 clean
47	AOR30 Drive	Based on Laney AOR30 overdrive
48	AOR30 Higain	Based on Laney AOR30 high gain
49	Ironheart Clean	Based on Laney Ironheart clean
50	Ironheart Drive	Based on Laney Ironheart overdrive
51	Ironheart Higain	Based on Laney Ironheart high gain
52	JCM2000 DSL 100W Clean	Based on Marshall JCM2000 DSL 100W clean
53	JCM2000 DSL 100W Higain	Based on Marshall JCM2000 DSL 100W high gain
54	JCM800 Clean	Based on Marshall JCM800 clean
55	JCM800 Drive	Based on Marshall JCM800 overdrive
56	JCM800 Higain	Based on Marshall JCM800 high gain

S/N	Name	Tone Description
57	JCM900 Higain	Based on Marshall JCM900 high gain
58	JVM410HJS Clean	Based on Marshall JVM410HJS overdrive
59	JVM410HJS Drive	Based on Marshall JVM410HJS overdrive
60	JVM410HJS Higain	Based on Marshall JVM410HJS high gain
61	Cali IIC Clean	Based on Mesa Boogie IIC clean
62	Cali IIC Drive	Based on Mesa Boogie IIC overdrive
63	Cali IIC Higain	Based on Mesa Boogie IIC high gain
64	Cali Mark III Clean	Based on Mesa Boogie Mark III clean
65	Cali Mark III Drive	Based on Mesa Boogie Mark III overdrive
66	Cali Mark V Clean	Based on Mesa Boogie Mark V clean
67	Cali Mark V Drive	Based on Mesa Boogie Mark V overdrive

S/N	Name	Tone Description
68	Cali Mark V Higain	Based on Mesa Boogie Mark V high gain
69	Cali TripleRec Clean	Based on Mesa Boogie TripleRec clean
70	Cali TripleRec Drive	Based on Mesa Boogie TripleRec overdrive
71	Cali TripleRec Higain	Based on Mesa Boogie TripleRec high gain
72	Juice AD200 Clean	Based on Orange AD200 clean
73	Juice AD200 Drive	Based on Orange AD200 overdrive
74	Juice AD30 Drive	Based on Orange AD30 overdrive
75	Juice Dual Terror Clean	Based on Orange Dual Terror clean
76	Juice Dual Terror Drive	Based on Orange Dual Terror overdrive
77	Juice Dual Terror Higain	Based on Orange Dual Terror high gain
78	Juice Rockverb MKII Clean	Based on Orange Rockverb MKII clean

S/N	Name	Tone Description
79	Juice Rockverb MKII Drive	Based on Orange Rockverb MKII overdrive
80	Juice Rockverb MKII Higain	Based on Orange Rockverb MKII high gain
81	Juice Thunderverb200 Clean	Based on Orange Thunderverb200 clean
82	Juice Thunderverb200 Drive	Based on Orange Thunderverb200 overdrive
83	Juice Thunderverb200 Higain	Based on Orange Thunderverb200 high gain
84	Archon 50 Clean	Based on PRS Archon 50 clean
85	Archon 50 Drive	Based on PRS Archon 50 overdrive
86	Archon 50 Higain	Based on PRS Archon 50 high gain
87	6505 Clean	Based on Peavey 6505 clean
88	6505 Drive	Based on Peavey 6505 overdrive

S/N	Name	Tone Description
89	6505 Higain	Based on Peavey 6505 high gain
90	667 Clean	Based on Randall 667 clean
91	667 Drive	Based on Randall 667 overdrive
92	Satan 100w Clean	Based on Randall Satan 100w clean
93	Satan 100w Higain	Based on Randall Satan 100w high gain
94	Solo 100 Clean	Based on Soldano Solo 100 clean
95	Solo 100 Drive	Based on Soldano Solo 100 overdrive
96	Solo 100 Higain	Based on Soldano Solo 100 high gain
97	AC30 Clean	Based on Vox AC30 clean
98	AC30 Drive	Based on Vox AC30 overdrive

Cabinat		
S/N	**Name**	**Tone Description**
1	B 18N 118	Based on Ampeg B 18N Cab
2	B15RW Portaflex 115	Based on Ampeg B15RW Portaflex Cab
3	PPC 412	Based on Orange PPC 412 Cab
4	1922 212	Based on Marshall 1922 Cab
5	E 412	Based on Engl E 412 Cab
6	DZ 212	Based on DrZ 212 Cab
7	DZ Maz 18 112	Based on DrZ Maz 18 Cab
8	65 Deluxe Reverb 112	Based on Fender 65 Deluxe Reverb Cab
9	Blues Deluxe 112	Based on Fender Blues Deluxe Cab
10	Super Reverb 410	Based on Fender Super Reverb Cab
11	Twin Amp 57	Based on Fender Twin Amp 57 Cab

S/N	Name	Tone Description
12	Twin Reverb 212	Based on Fender Twin Reverb Cab
13	Jazz chorus 120 212	Based on Jazz chorus 120 Cab
14	PPC 112	Based on Jet City Orange PPC112 Cab
15	2551A 412	Based on Marshall 2551A Cab
16	1960A 412	Based on Marshall 1960A Cab
17	Recto Traditional 412	Based on Mesa Recto Traditional Cab
18	Mark III 112	Based on Mesa Boogie Mark III Cab
19	Boogie 212	Based on Mesa Boogie 212 Cab
20	Horizontal 212	Based on Mesa Recto Horizontal Cab
21	PPC412HP8 412	Based on Orange PPC412HP8 Cab
22	PPC Slope 412	Based on Orange PPC412 Slope Cab

S/N	Name	Tone Description
23	PPC 412	Based on Orange PPC412 Cab
24	5150 412	Based on Peavey 5150 Cab
25	AC30 212	Based on Vox AC30 Cab
26	AC10 210	Based on Vox AC10 210 Cab
27	Princeton 110	Based on Fender Princeton 110 Cab
28	G12M 412	Based on Marshall G12M 412 Cab
29	Pf 115HE 115	Based on Ampeg Pf 115HE 115 Cab
30	FBT Superbass 250w 115	Based on Ampeg FBT Superbass 250w 115 Cab
31	Bassman G12M Greenbacks 212	Based on Fender Bassman G12M Greenbacks 212 Cab
32	HT5 Emulated 412	Based on Blackstar HT5 Emulated 412 Cab
33	1960 TV 412	Based on Marshall 1960 TV 412 Cab

S/N	Name	Tone Description
34	Cali V30 412	Based on Mesa V30 412 Cab
35	Bug 412	Based on Bugera 412 Cab
36	Einstein 112	Based on Diezel Einstein 112 Cab
37	RT 412	Based on Diezel RT 412 Cab
38	Div13 Alnico Blue 112	Based on Divid 13 Alnico Blue 112 Cab
39	Match 212	Based on Matchless 212 Cab
40	Match Dumble Overdrive JB85 112	Based on Matchless Dumble Overdrive JB85 112 Cab
41	Tweaker 112	Based on Egnater Tweaker 112 Cab
42	E11 110	Based on Engl E11 110 Cab
43	YIR 212	Based on Orange YIR 212 Cab
44	Vintage E 412	Based on Engl Vintage E 412 Cab

S/N	Name	Tone Description
45	260CBCV 212	Based on Dragoon 260CBCV 212 Cab
46	Frankenkab 412	Based on Marshall Frankenkab 412 Cab
47	Edge Alnico blue 112	Based on Fender Edge Alnico blue 112 Cab
48	Uber 412	Based on bogner Uber 412 Cab
49	Bog 212CB	Based on Bogner 212CB Cab
50	1969 412	Based on Marshall 1969 412 Cab
51	Special P12R 112	Based on Jensen Special P12R 112 Cab
52	Dr103 412	Based on Hiwatt Dr103 412 Cab
53	GS412LA 412	Based on Laney GS412LA 412 Cab
54	5150III G12 412	Based on EVH 5150III G12 412 Cab
55	1968 HolyGrail 412	Based on Marshall 1968 HolyGrail 412 Cab

Equalizer		
S/N	**Name**	**Tone Description**
1	3-Band Equalizer	3-Band guitar EQ
2	5-Band Equalizer	Based on Mark iv Graphic EQ
3	7-Band Equalizer	Based on Boss GEB7 EQ

Modulation		
S/N	**Name**	**Tone Description**
1	One17 Flanger	Based on MXR 117 Flanger
2	Deluxe Flanger	Based on EHX Deluxe EM-Flanger
3	Jet Plane Flanger	Based on Strymon Mobius Flanger
4	90 Phaser	Based on MXR Phase 90 Phaser
5	Stone Phaser	Based on EHX Small Stone Phaser
6	70s Phaser	Based on Strymon Mobius Phaser
7	Pitch Tremolo	Based on BOSS VB-2 Tremolo
8	Triple Chorus	Based on DyTronics Tri-Stereo Chorus(Rank) Triple Chorus
9	Chorus of the orchestra	Based on BOSS CE-1 chorus
10	Analog Chorus	The classic analog chorus effect.

S/N	Name	Tone Description
11	Whammy	The Whammy effect with 9 pitch modes.
12	Volume Tremolo.	Based on Vox AC-15 Tremolo
13	Optical Tremolo.	Based on Fender optical tremolo circuit Tremolo.
14	Vibe Rotary	The rotation of a speaker simulation
15	Pitch Shifting (Monophonic)	Monophonic Pitch Shifting Effect.
16	Pitch Shifting (Polyphonic)	The pitch shifting effect that supports polyphonic play.
17	Acoustic Simulation	Based on Boss Acoustic Simulation
18	Slow Gear	Based on Boss Slow gear
19	Octave	Based on EH Octave

Delay		
S/N	**Name**	**Tone Description**
1	Digital Delay.	Clear Digital Delay Effect
2	Analog Delay.	Warm Analog Delay Effect
3	Man Delay	Based on EHX Memory Man delay
4	DM Delay	Based on Boss DM delay
5	Reverse	Reverse Delay Effect
6	Ping-Pong Delay	The effect that alternates between mono and stereo.
7	Dynamic Delay	The delay effect that adjusts the volume of the effect based on playing dynamics.

Reverb		
S/N	**Name**	**Tone Description**
1	Room	Smaller Space Reverb Effect
2	Hall	Larger Space Reverb Effect
3	Plate	Bright Plate Reverb Effect
4	MOD	Reverb with Chorus Effect
5	Spring	Based on Spring Chicken reverb
6	Canyon	Wide Canyon Reverb Effect.

Technical Specifications

Input:	6.35mm, 2.2MΩ
Output:	6.35mm, 510Ω
Headphone Output:	3.5mm, 32Ω
USB:	USB-C, used for connection to PC or OTG recording
Power Input:	DC 9V/300mA, center negative, outer positive
Impulse Response (IR)	
Format:	WAV
Sample Rate:	44.1k (supports full sample rate IR file import)
Sample Depth:	24bit
Sample Points:	512pts
Operating Temperature:	0°C ~ 60°C
Weight:	725g
Dimensions:	L240mm * W143.4mm * H48.8mm