

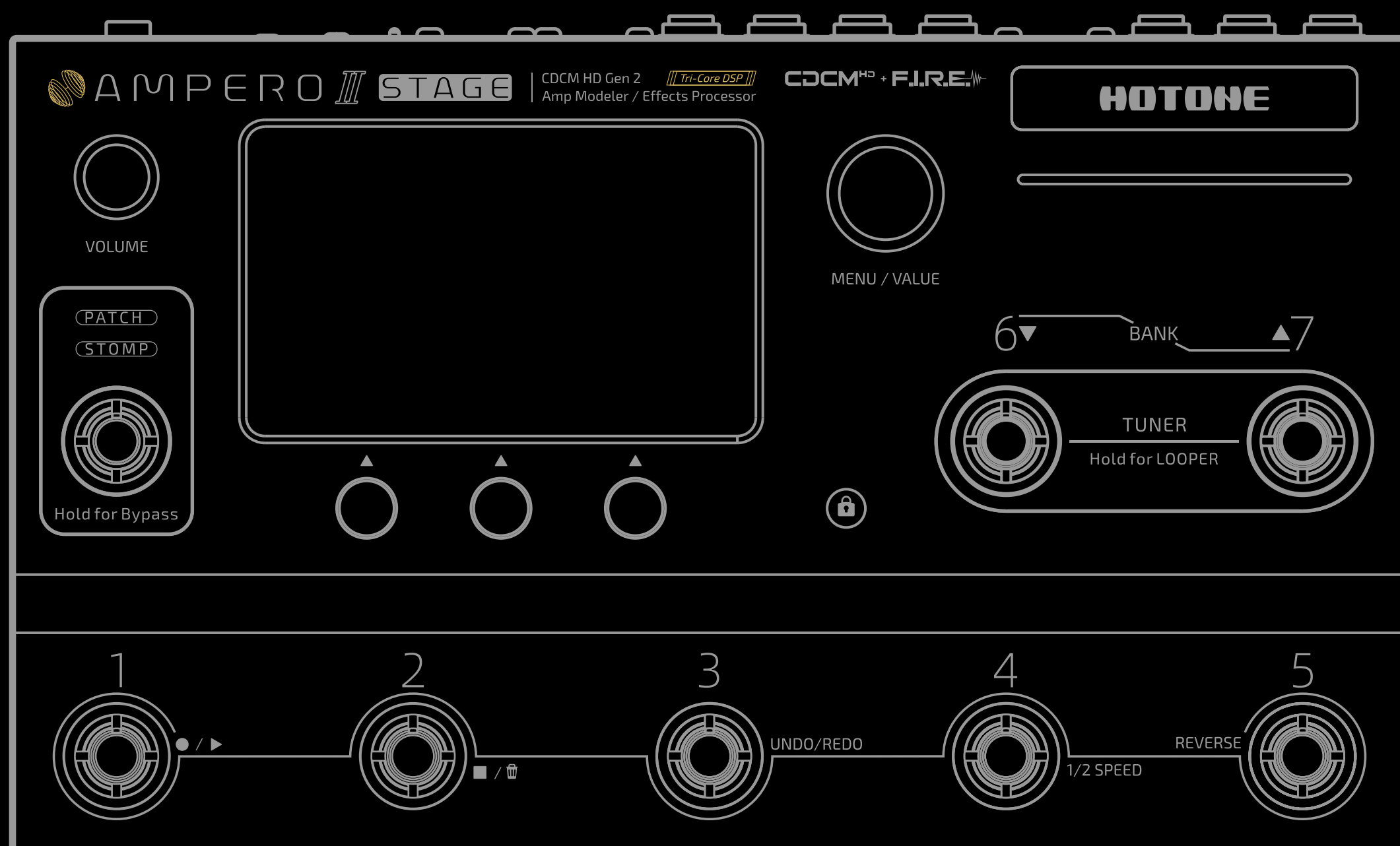


AMPERO III STAGE

CDCM HD Gen 2 Amp Modeler / Effects Processor

User Manual

For Firmware V1.2.1



HOTONE
DESIGN INSPIRATION

※In the interest of product improvement, the specifications and/or the content of products (including but not limited to appearances, packaging design, manual content, accessories, size, parameters and display screen), are subject to change without prior notice. Please check with local supplier for exact offers. Specifications and features (including but not limited to appearances, colors and size) may vary by model owing to environmental factors, and all images are illustrative.

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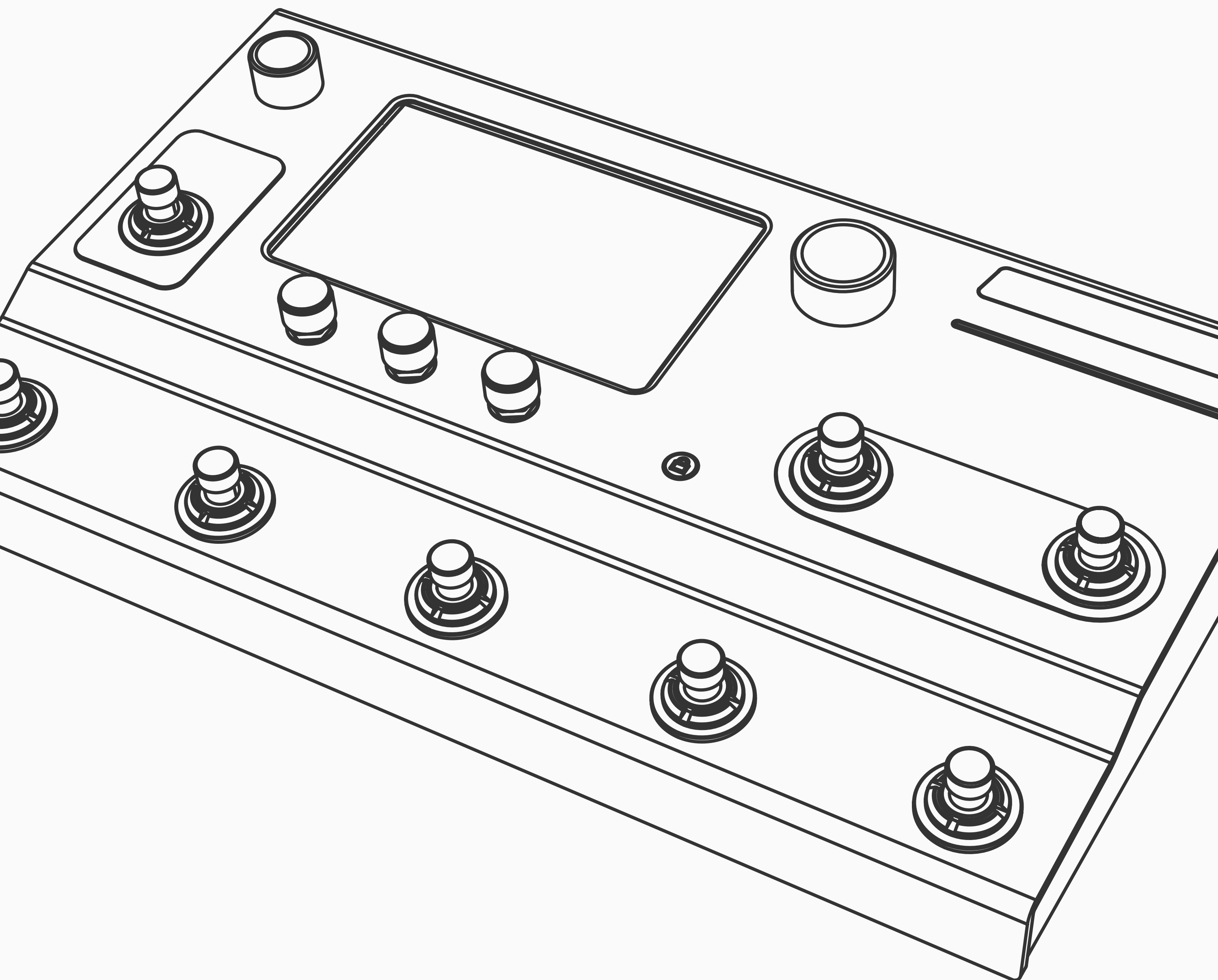
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» Welcome

Thank you for purchasing a Hotone product.

Please read this manual carefully to get the most out of your Ampero II Stage.

Please keep this manual in a safe place for further reference.



» Safety Instructions

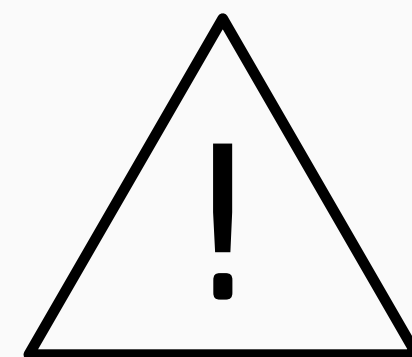
Precautions

PLEASE READ CAREFULLY BEFORE OPERATING THE DEVICE.

Please keep this manual in a safe place for future reference.

Please always follow the basic precautions listed below.

These precautions include, but are not limited to, the following:



Definition of intended use

Power supply & power cord

Please check the voltage specification on the device or device power adaptor match your power supply network.

Please be sure to use the device just with an adequate power supply, such as original supplied power adaptor.

When using a 3rd party power adapter, please make sure the power adapter fits the device's power requirement. Use of an adapter other than that specified could damage the unit or cause malfunction and pose a safety hazard, such as incorrect polarity would cause the fire hazard.

Hotone will not be responsible for physical injury to you or others, or damage to the device or other property.

When disconnecting the adapter from an outlet, please always pull the connector itself. Pulling the cord will cause damage to the unit.

Make sure to separate the power adapter and store in a safe place.

Please remove the electric plug from the outlet when the device is not to be used for extended periods of time, or during electrical storms.

Please be sure to connect to an appropriate outlet with a protective grounding connection.

Do not open

This device contains no user-serviceable parts. Do not open the device or attempt to disassemble the internal parts or modify them in any way.

Opening the case may expose you to dangerous voltages, or other hazards. Opening the casing or performing self-repairs on this device will result in the loss of the warranty eligibility for this device.

If it should appear to be malfunctioning, please discontinue use immediately and contact our service team.

Water warning

Do not expose the device to rain, use it near water or in damp or wet conditions, or place on it any containers (such as vases, bottles or glasses) containing liquids which might spill into any openings. If any liquid such as water seeps into the device, turn off the power immediately and unplug the power cord from the AC outlet.

Please never insert or remove an electric plug with wet hands.

Fire warning

Please do not place any burning items or open flames near the device, since they may cause a fire hazard.

Electromagnetic fields warning

Please avoid operating the device within significant electromagnetic fields. Failing to do so may result in noise, device malfunction, or even loss of data etc.

Hearing loss

Please avoid setting all volume levels to their maximum, specially with using headphones. Depending on the condition of the connected devices, doing so may result in feedback that can cause hearing loss and damage the speakers or headphones.

Before connecting the device to other devices, please turn off the power

for all devices. Also, before turning the power of all devices on or off, please make sure that all volume levels are set to the minimum. Failing to do so may result in hearing loss, electric shock, or device damage.

Location

Please keep away from children, or be accompanied by an adult. The following may cause choking hazard.

- Swallowing of small parts.
- Plastic covers and other packaging material.

While using, please do not cover the device with any cloth, or block any jack of the device.

The device and power supply will become warm with extended use.

Please avoid using the device in any of the following conditions that could cause malfunction:

- Extremely hot or cold places
- Sandy or dusty places
- Contact with corrosive gases or salt air
- Places with extreme vibrations

Before moving the device, please be sure to remove all connected cables, and power adaptor.

Depending on the material and temperature of the surface on which you place the device, its rubber feet may discolor or mar the surface.

Maintenance

Please remove the power plug from the AC outlet while cleaning the device.

Please use a soft cloth to clean the panels if they become dirty. If necessary, slightly moisten the cloth.

Never use cleansers, wax, or solvents such as paint thinner, benzene or alcohol.

Operation

Please do not apply excessive force to the knobs, switches, jacks, and other controls.

Please do not apply excessive force to the screen (if applicable) or casing, which may cause malfunction.

Please do not expose the unit to strong impact or drop it.

Please do not place foreign objects (liquid or solid) into the device.

Malfunction

If any of the following problems occur, immediately turn off the device and disconnect the electric plug from the outlet.

- The device is dropped or damaged.
- The power cord or plug becomes frayed or damaged.
- The power adaptor malfunction.
- Unusual smells or smoke are emitted.
- Some object has been dropped into the device.
- There is a sudden loss of sound during use of the device.
- Cracks or other visible damage appear on the device.
- The device has other obvious signs of malfunction (e.g. can not turn on, knobs can not work, volume is too low, etc.)

Then please contact our service team.

About disposal

While disposing of this product, please take them to applicable collection points, for proper treatment, in accordance with your national legislation.

Disposal of the packaging material



For the transport and protective packaging, environmentally friendly materials have been chosen that can be supplied to normal recycling.

Ensure that plastic bags, packaging, etc. are properly disposed of.

Please do not just dispose of these materials with your normal household waste, but make sure that they are collected for recycling.

Disposal of your old device



This symbol on the products, packaging, and/or accompanying documents means that used electrical and electronic products should not be mixed with general household waste.

By disposing of these products correctly, you will help to save valuable resources and prevent any potential negative effects on human health and the environment which could otherwise arise from inappropriate waste handling.

For more information about collection and recycling of old products, please contact your local municipality, your waste disposal service or the point of sale where you purchased the items.

This product is subject to the European Waste Electrical and Electronic Equipment Directive (WEEE Directive - Waste Electrical and Electronic Equipment) as amended from time to time version.



Observe the disposal note for documentation in France.

Disposal of batteries



Batteries must not be discarded or incinerated, but disposed of in accordance with local hazardous waste disposal regulations.

Service Contact

Please prepare information including the model name, serial number, specific symptoms related to the malfunction, your name, address and telephone number, etc.

You can contact the store where you bought the device, or contact Hotone support (service@hotoneaudio.com)

Please use this device according to the manual provided. Any other use, as well as use under other operating conditions, is considered improper use.

Hotone cannot be held responsible for damage caused by improper use or modifications to the device.

» Definitions

- **Effects Chain**

The effects chain (or simply “chain”) shows the current internal signal routing/effect procession including current effects chain type, signal routing, current effects and effects combination, etc.

Ampero II Stage features two effects chains with flexible serial/parallel options.

- **Effect Slot**

Effect slots (or simply “slots”) are spaces located on an effects chain for adding effects. Ampero II Stage features 6 slots on one effects chain, 12 slots in total.

- **Module**

Ampero II Stage employs 14 kinds of effects, each kind is called an “effects module,” or simply “module”. There are several effects available in each module. To use an effect, add a module to an empty effect slot, and then pick one effect in the module.

There are also some modules used for signal routing only.

- **Parameter**

Variables that determine the application of an effect are called “parameters”. If we imagine each slot as a separate effect pedal, then each parameter would be a knob on that pedal.

- **Node**

The beginning/end of an effects chain or the intersection of two effects chains is called a “node”:

Input node is the beginning of an effects chain that sets signal input source;

Output node is the end of an effects chain that determines where the signal goes;

Split node splits one effects chain into two, sending the signal to two effects chains;

Mixer node combines two effects chains into one.

- **Patch**

The ON/OFF status and current module/effect of each effect slot, parameter settings and related controller/expression pedal settings are stored in units called “patches”. These are your “tones.” Use patches to recall, edit, and save your favorite tones.

- **Scene**

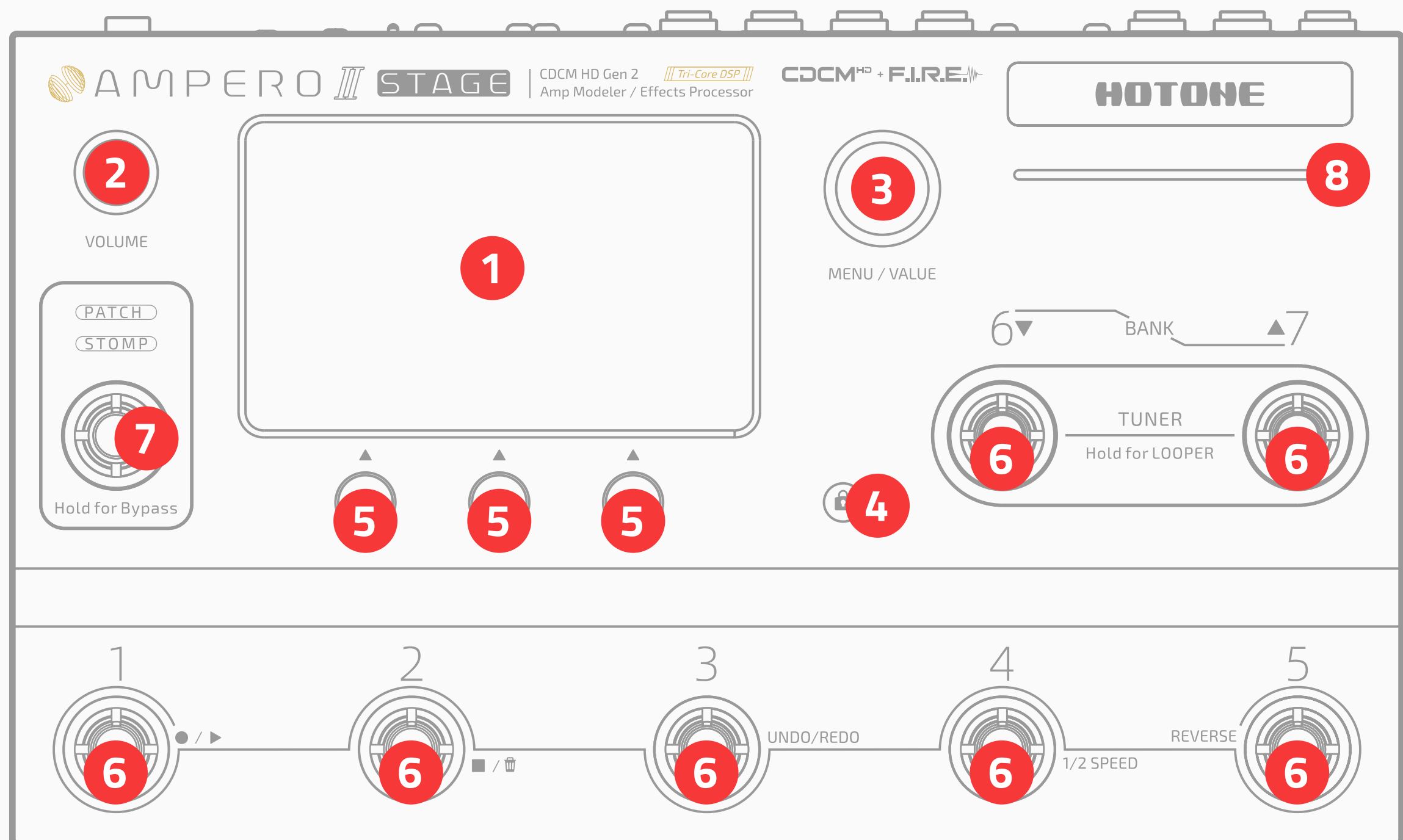
A scene is a “patch within a patch” which helps you hold different effect parameter combinations and module on/off statuses in current patch. You can use scene function for gap free effect switching or natural delay/reverb trail spillovers during live performance.

- **Bank**

A set of 5 patches is called a “bank”. Ampero II Stage has a total of 60 banks, which means, you have up to 300 fully editable/savable patches.

» Panel

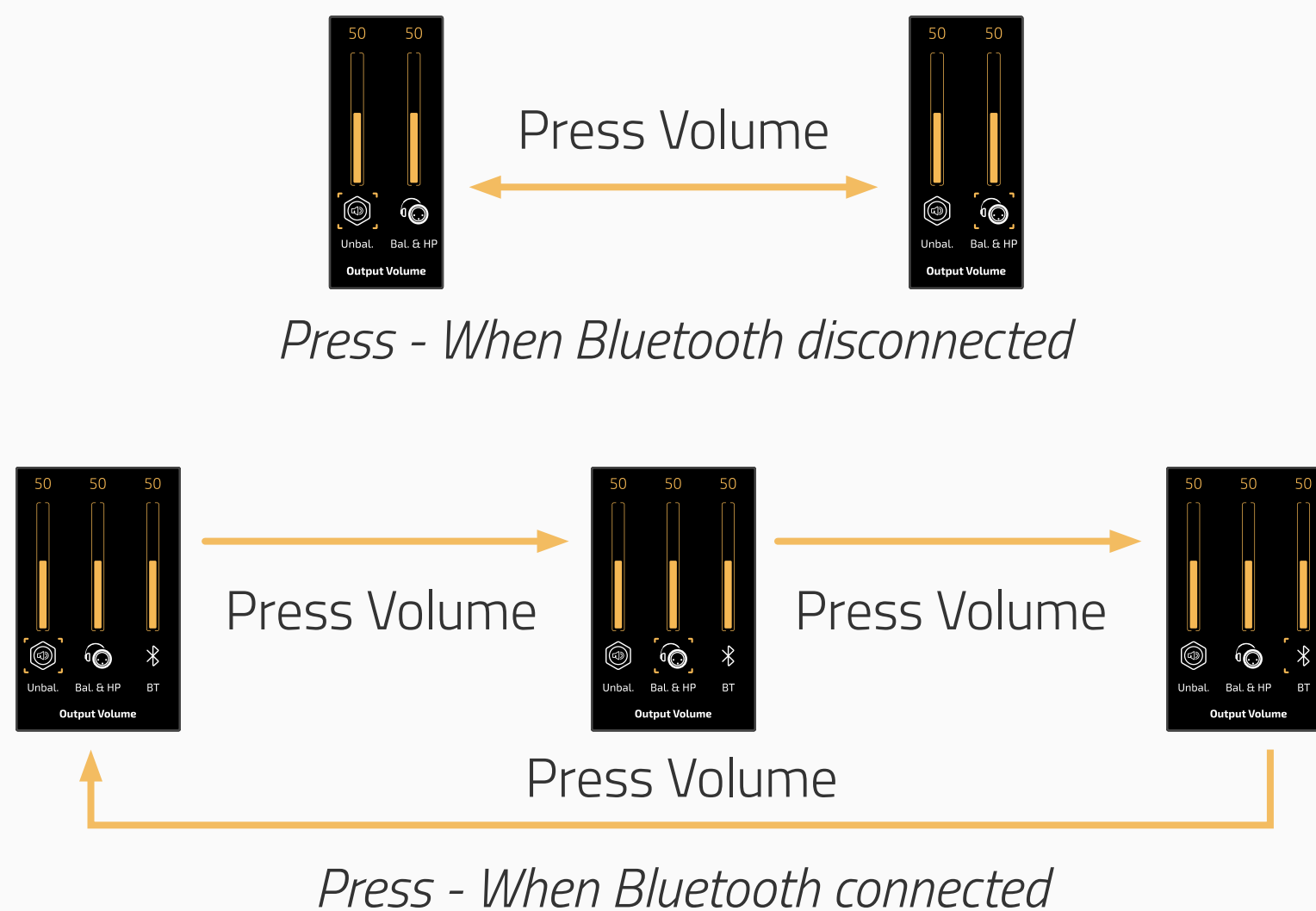
Front



- 1. Display Screen:** Displays unit current status. Use the touchscreen to select effects, edit patches, and make tone adjustments.
- 2. Volume Knob:** Turning this knob allows you to adjust unbalanced/ balanced (along with headphones output)/Bluetooth (appears when connected) output volume, press to switch between control targets:

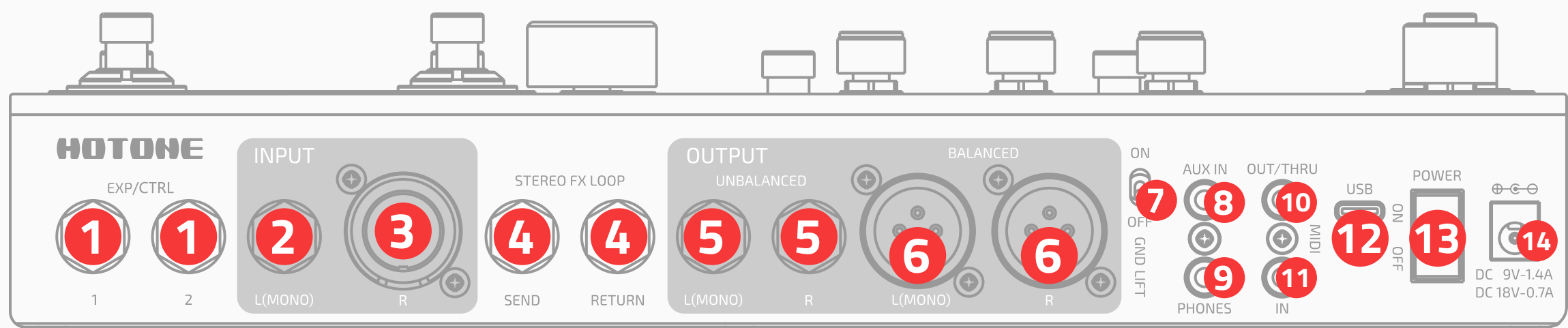


Turn to adjust selected output volume

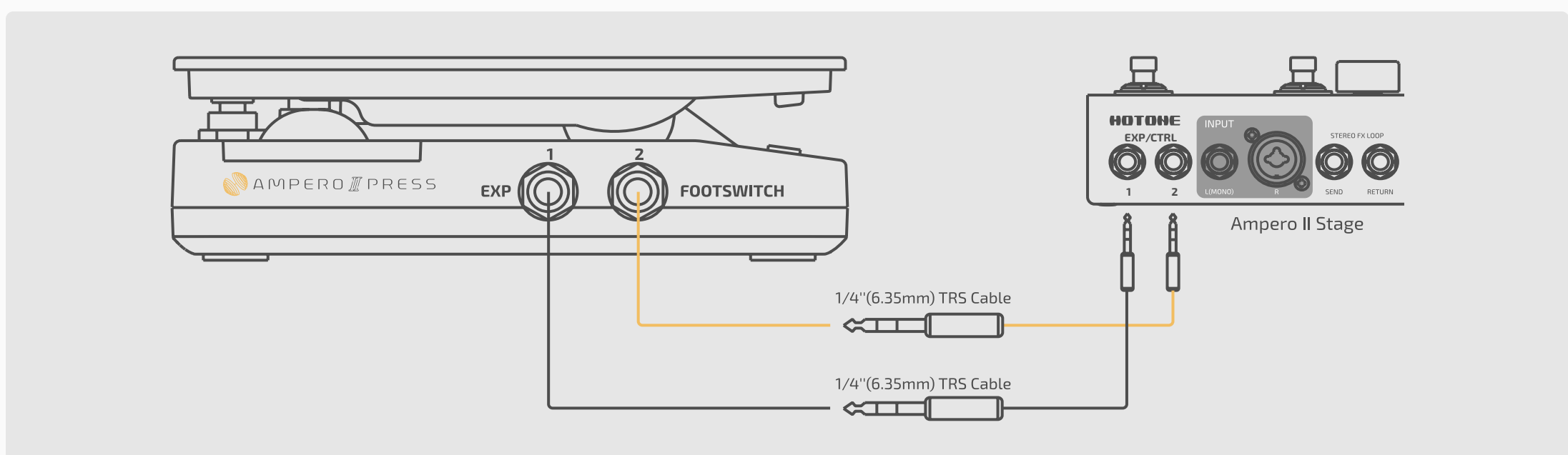


- 3. MENU/VALUE Knob (Main Knob):** Turning or pressing this knob allows you to change menus and adjust parameters.
- 4. Screen Lock Button:** Use to lock or unlock the touchscreen.
- 5. Quick Access Knobs 1-3 (left to right):** Use to adjust parameters on the lower part of the screen. Each knob will vary in function according to the parameter on the display.
- 6. Programmable Footswitch:** Use to change patches/scenes, turn on/off effects, set tap tempo, etc.
- 7. Mode Footswitch:** Press to toggle between Patch and Stomp modes, hold to bypass the unit. **The function of Mode footswitch is fixed.**
- 8. LED Strip:** RGB LED strip lights for indicating I/O meter, acting as a parameter status bar, etc.

Top



- 1. EXP/CTRL 1/2:** 1/4" (6.35mm) TRS inputs, for connecting external expression pedals/momentary footswitch controllers. Perfect for Ampero II Press.



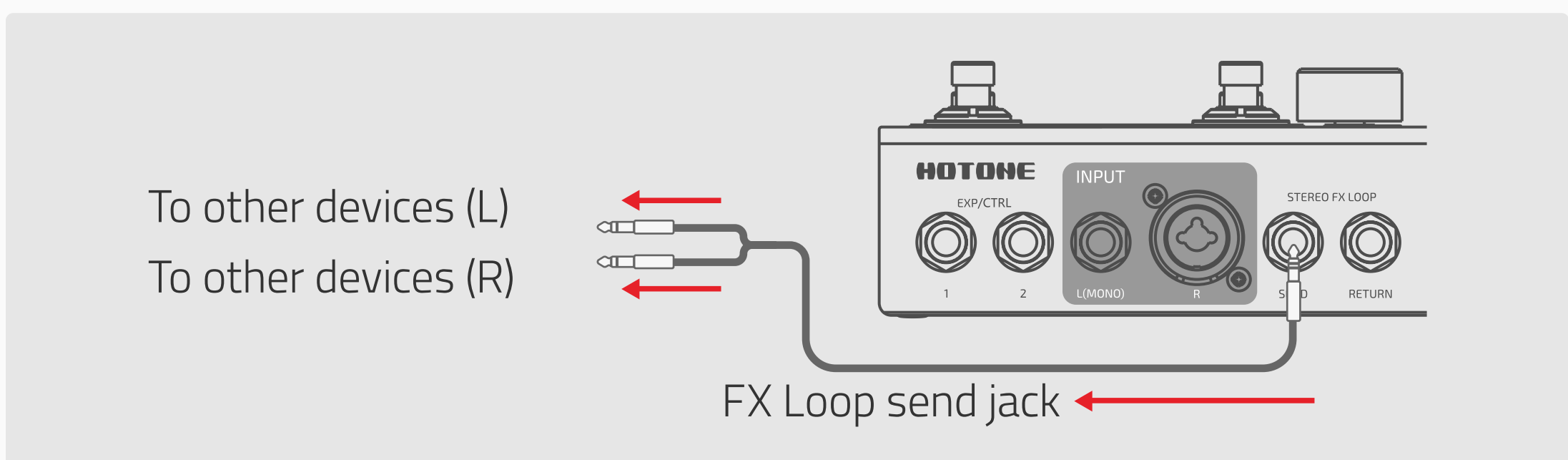
- 2. INPUT L:** 1/4" (6.35mm) unbalanced input connection for guitar or other instruments

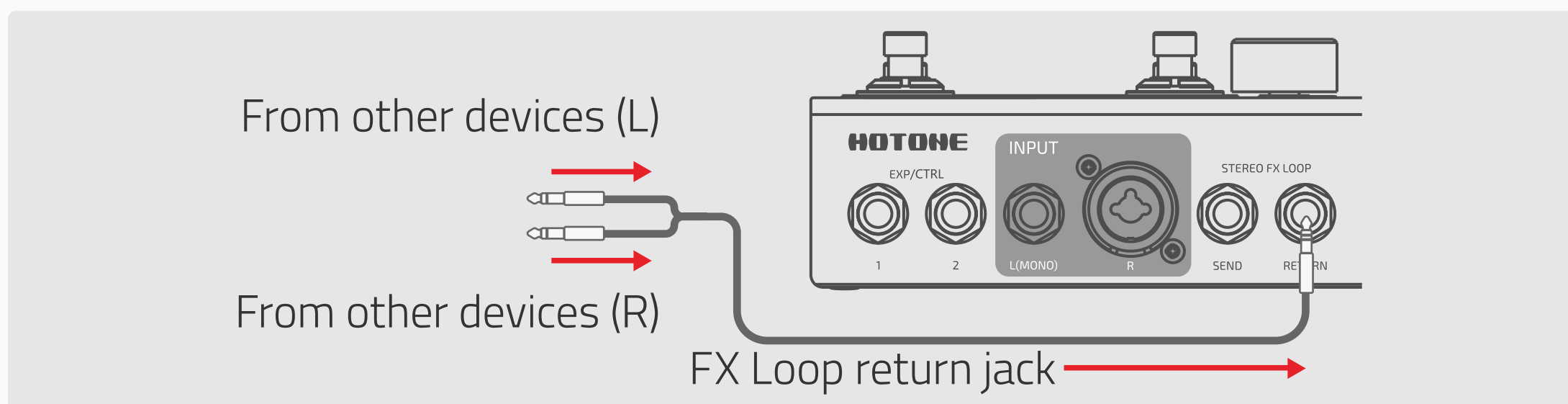
- 3. INPUT R:** XLR/TS combo input for instruments or microphones.

- 4. STEREO FX LOOP:** 1/4" (6.35mm) unbalanced stereo TRS input/output connections:

- **SEND:** 1/4" (6.35mm) unbalanced stereo TRS output jack, for feeding signal to other devices
- **RETURN:** 1/4" (6.35mm) unbalanced stereo TRS input jack, for receiving signal from other devices

When you need stereo connection, a Y cable is needed for connector separation/combination:





- 5. UNBALANCED OUTPUT:** 1/4" (6.35mm) unbalanced stereo output connections to amplifiers or other equipment. For mono output, use only the left unbalanced output.
- 6. BALANCED OUTPUT:** A pair of balanced XLR outputs for stereo connection to mixer or audio interface. For mono output, use only the left balanced output.
- 7. GND LIFT:** Turn the GND LIFT switch ON to cut off the ground connection of the two XLR connectors (Ground Lift) to avoid noise caused by the Ground Loop. Turned OFF, the XLR line will be ground normally.
- 8. AUX IN:** 1/8" (3.5mm) stereo input for connecting external devices (phone, MP3 player) for practice and jamming.
- 9. PHONES:** 1/8" (3.5mm) stereo output for connecting headphones.
- 10. MIDI OUT/THRU:** 1/8" (3.5mm) TRS MIDI OUT for sending/transferring MIDI messages.
- 11. MIDI IN:** 1/8" (3.5mm) TRS MIDI IN for receiving MIDI messages or connecting a MIDI controller.

When connecting devices with standard MIDI jacks, a converter cable is needed with wiring diagram as shown below:



- 12. USB:** USB 2.0 Type-C connects to your computer.
- 13. Power Switch:** Turns power on/off.
- 14. Power Supply Connection:** Power supply input (9-18V DC center negative). We strongly recommend **always use the included genuine power adapter.**

» Getting Started

1. Connecting your unit

Plug your guitar in to the Ampero II Stage's input L jack and run a cable from OUTPUT L to your amp. Please remember:

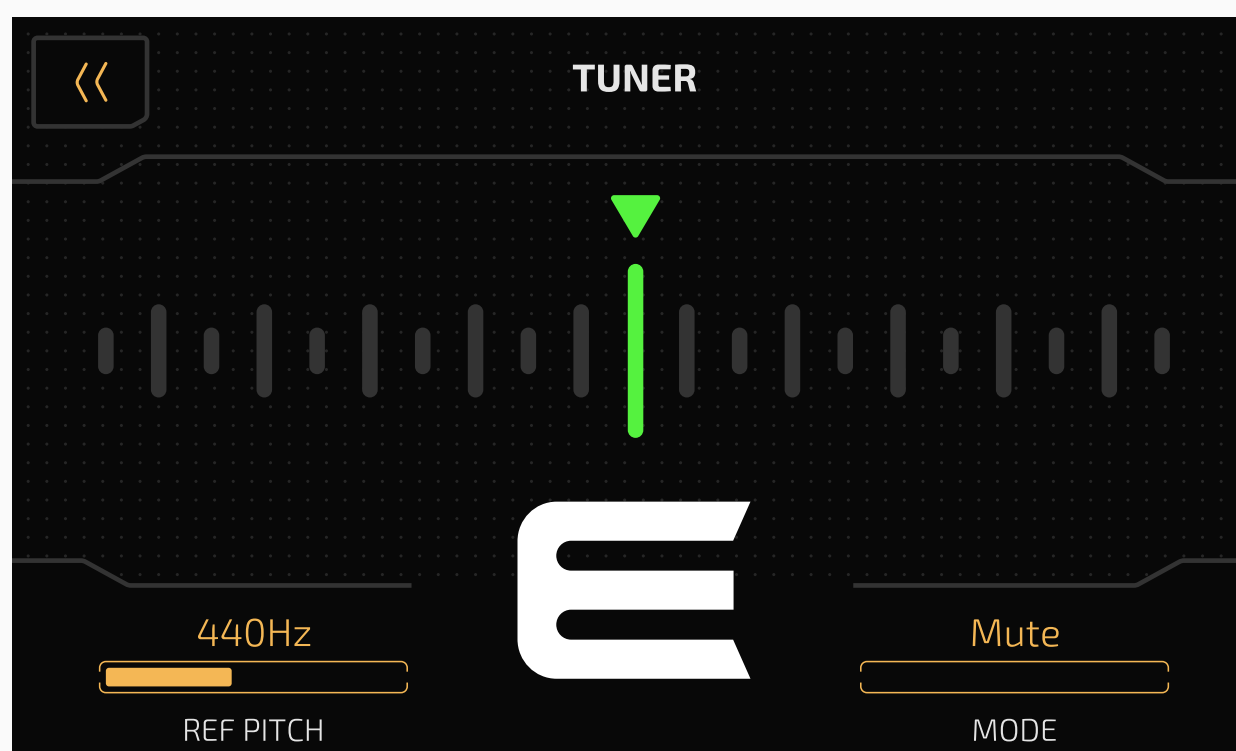
- Keep your amp volume down.
- Connect your cable to the amp's FX Loop Return if it has one (see Suggested Setups section)
- When using with studio monitors, we suggest to use a stereo pair of monitors for best possible experience. Remember to turn monitor power off or turn monitor volume down before connection to prevent from possible device damage/hearing loss.
- When using with headphones, we suggest to use studio monitor headphones for best possible experience. Headphones with built-in microphone are not recommended – the TRRS connector may not be correctly recognized due to different manufacturers, which may lead to malfunction.

2. Connect the power supply and turn ON.

3. Tune your guitar.

Press footswitch 6 and 7 together to engage tuner (see Tuner section).

Pluck each string and tune until the pitch reaches the middle of the screen and turns green, as below:



When finished, tap any footswitch to exit the tuner.

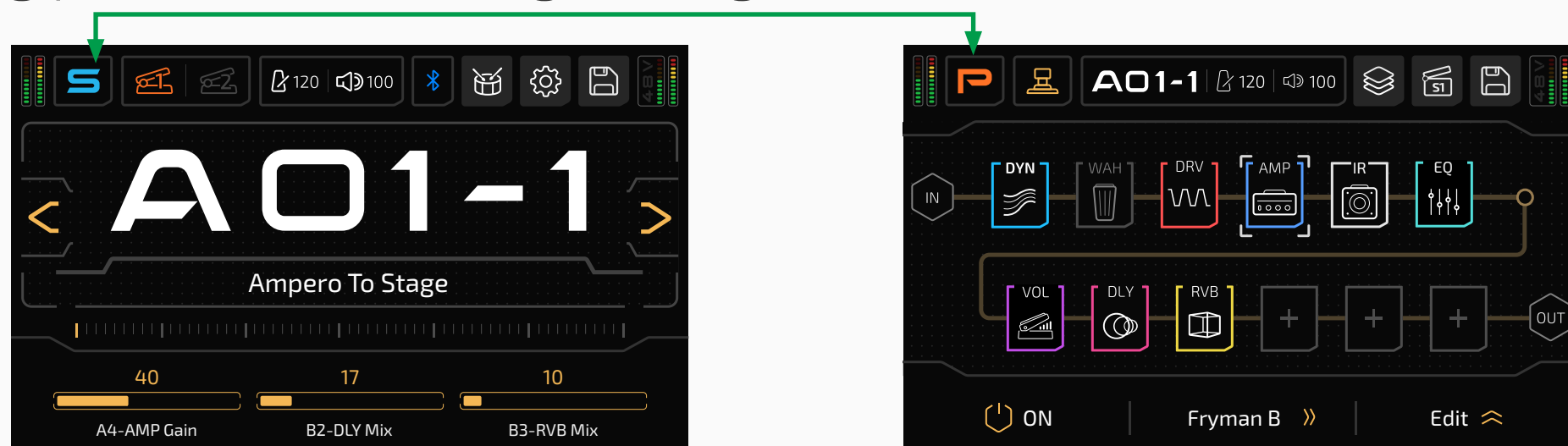
4. Select a patch:

- Tap footswitch 1-5 to choose a patch you like.
- Tap footswitch 6 to move backward through the banks, tap footswitch 7 together to move forward through the banks, tap footswitch 1-5 to select a patch.

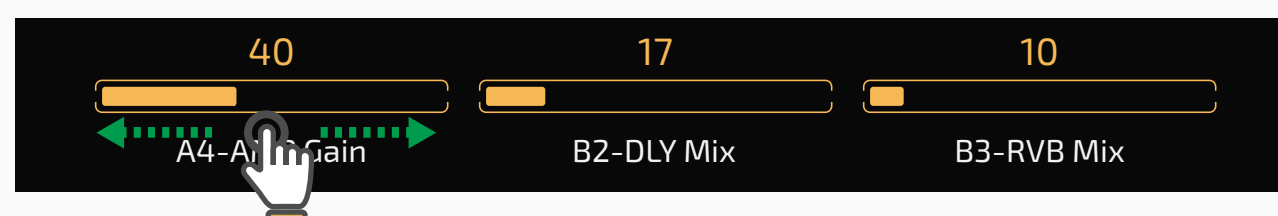
» Using the Interface

Touch operation

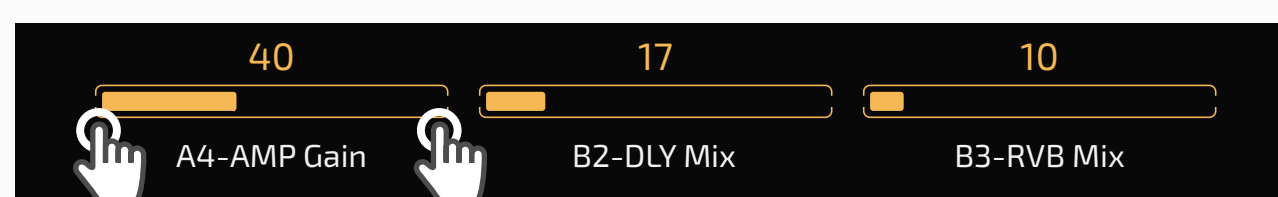
Changing patches and editing settings can all be done with the touchscreen:



Sliding on one bar in parameter list to adjust:

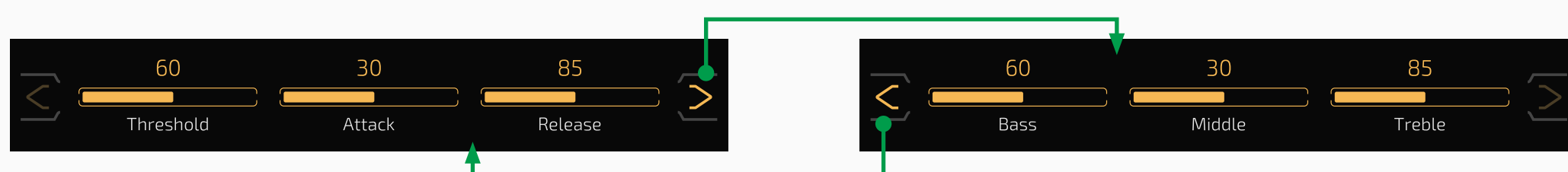


Tap on left/right side of the bar for fine tuning a parameter:



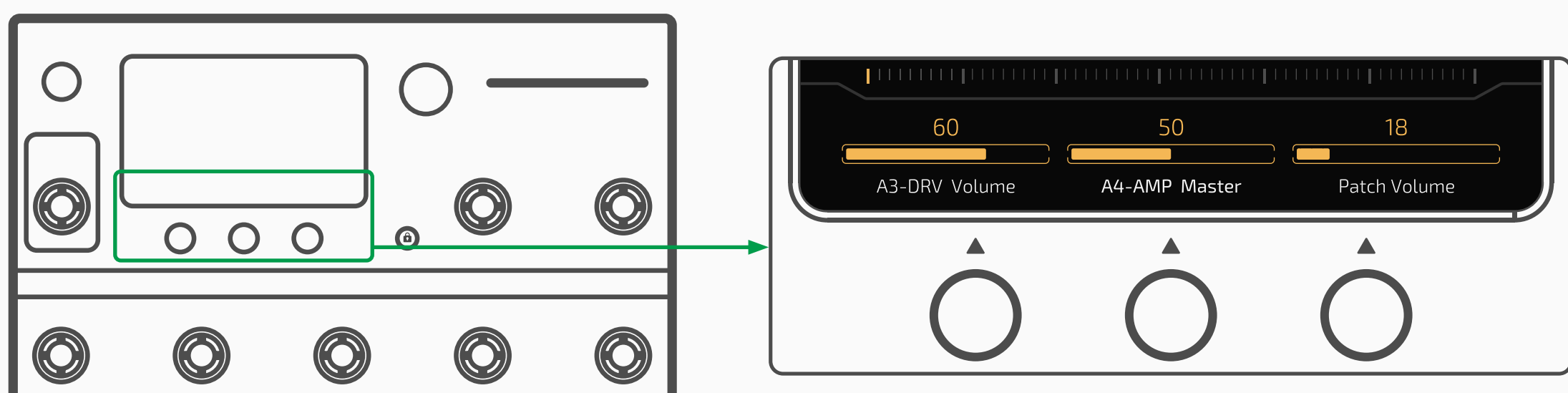
Tap=Value-1 Tap=Value+1

< > buttons indicate there are more parameters to be shown. Press to go to previous/next page to check them out:



Quick Access Knobs

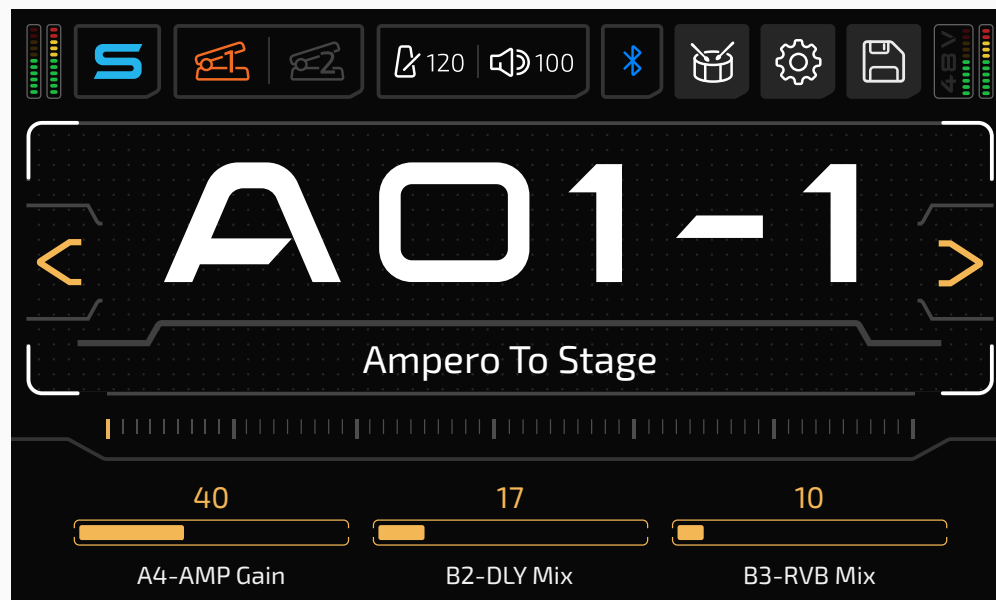
The quick access knobs allow you to change the values of the three parameters directly above on the touch screen.



*Parameter 1-3 (from left to right) are controlled by quick access knobs 1-3
The actual effect depends on displayed parameters*

Main Knob

Turning the main knob lets you select the object you want to control:



The white square indicates current cursor location

Then press the knob to confirm the selection:



The highlighted patch number square indicates current selection

Then turn Main Knob to go through the patches

- If the selected object is a button, it will respond as if you'd touched the button on the touchscreen.
- If the selected object is a parameter, you can use the main knob to adjust the parameter value. Pressing the main knob again will take you back to selection mode.

Reminder: The details of use and programming may slightly vary under certain operational circumstances. Please read this manual carefully to get all the necessary information.

» Unit Mode and Main Display

Ampero II Stage features two modes: Patch Mode and Stomp Mode. Default is set to Patch Mode.

Patch Mode is a “classic” mode friendly for most multi-effects users, which is recommended to users who are new to Ampero II Stage or who prefer classic operations.

In this mode:

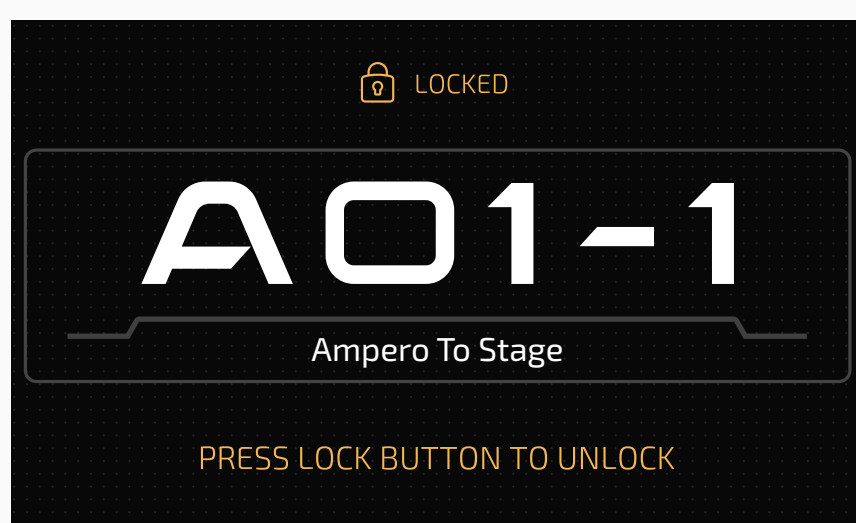
- Use footswitch 1-5 to select between patch 1-5 in the current bank
- One of the footswitch LEDs will be steady to indicate selected patch
- In default, press footswitch 6 to go to the previous bank, footswitch 7 to go to the next bank, use footswitch 1-5 to select a patch; change bank selection methods in Global settings (see GLOBAL section).

Stomp Mode is recommended to users who prefer pedalboard-like operations.

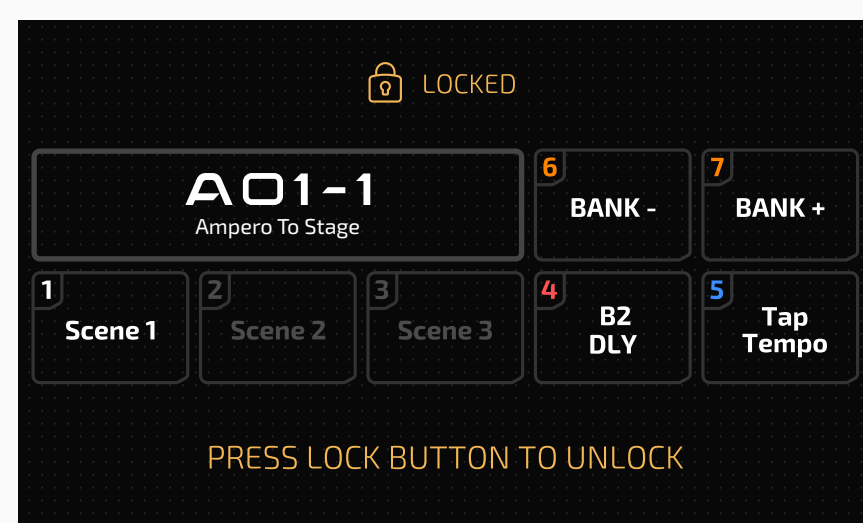
In this mode:

- You can edit effect chain, modules, effects or use the footswitches to toggle effects on/off, select a scene, tap tempo, etc.
- The screen display features two views: FX Chain View for showing effects chain routing. Footswitch View for footswitch functions
- Edit effect chain, modules, effects in FX Chain View
- Edit footswitch functions in Footswitch View
- Footswitch function and LED color depend on your footswitch settings

When you press the screen lock button, the screen lock menu will differ depending on the mode you’re using:

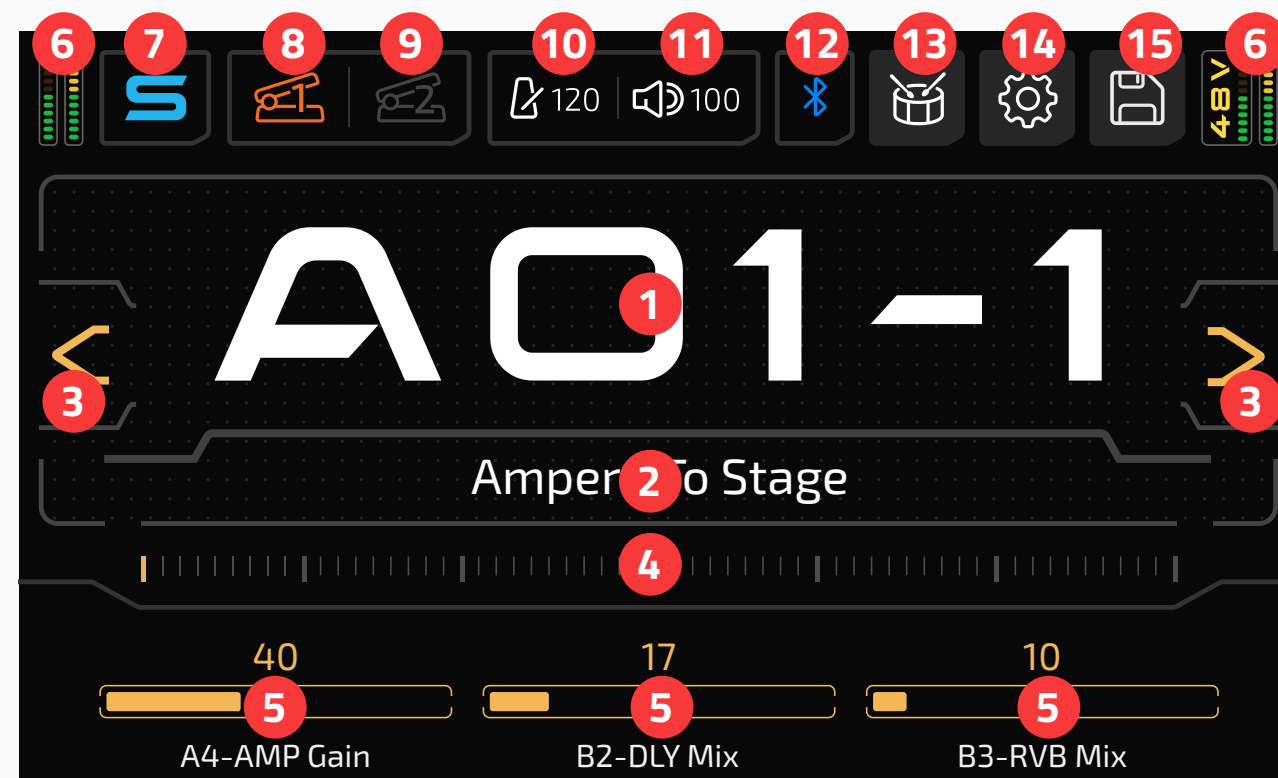


Patch Mode

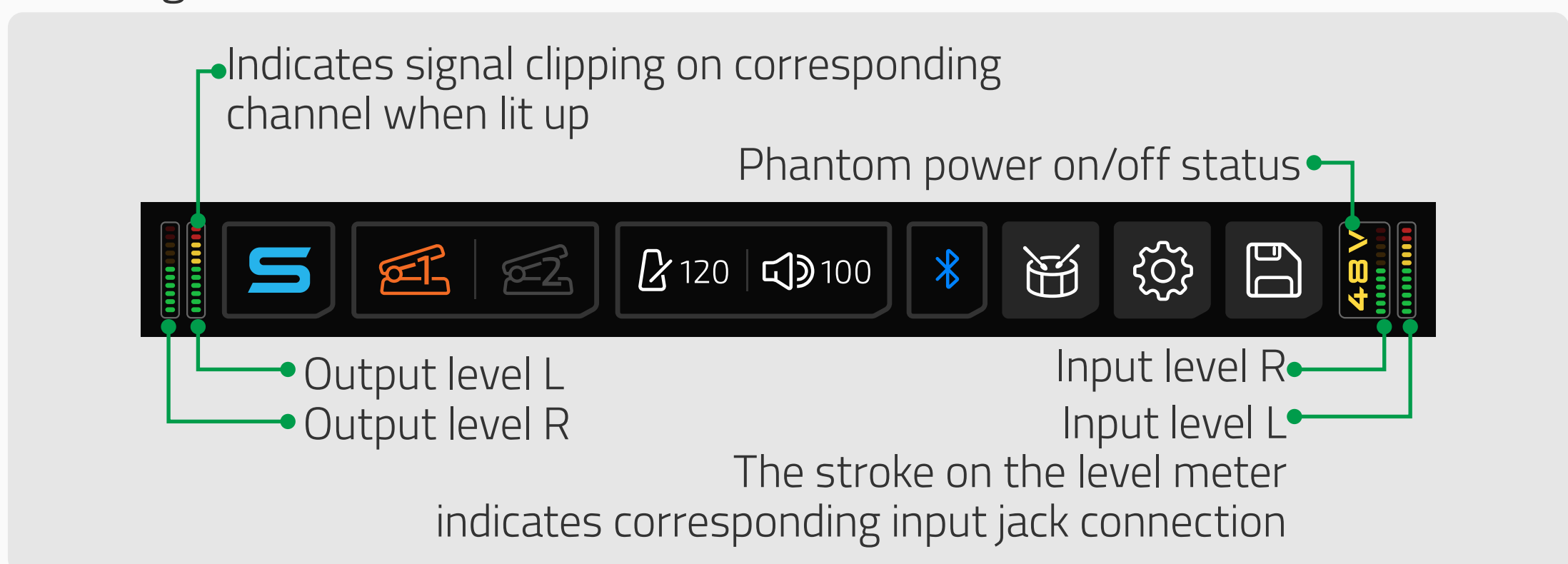


Stomp Mode

Patch Mode

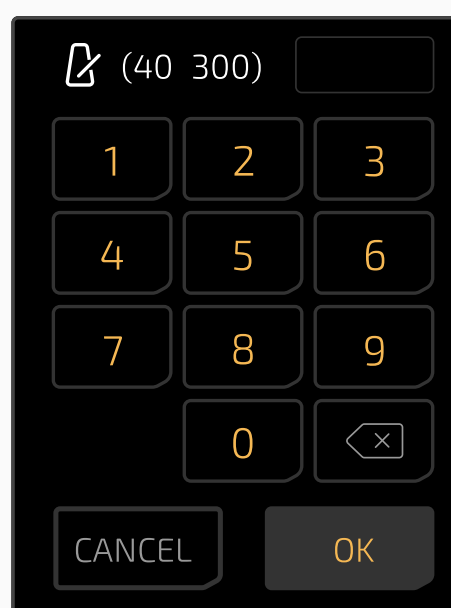


1. Current patch number; press to enter patch list (see Patch Management section)
2. Current patch name; patch number and name may swap depending on your settings (see Display section)
3. Patch selection forward/back button
4. Slide on the bar to go through the patches
5. Parameter list: This shows current parameters controlled by quick access knobs 1-3. In Patch Mode, this indicates quick access parameters of current patch; hold the parameter name to change the parameter you're controlling (see Patch Settings section)
6. Leveling meter that indicates current I/O level:

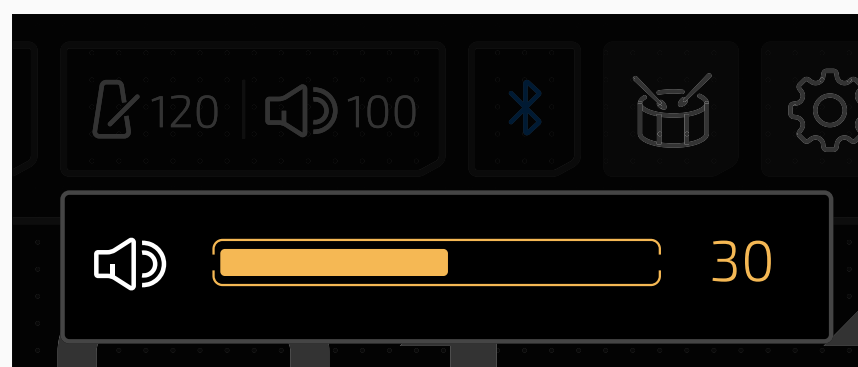


7. Tap to enter Stomp Mode
8. Tap to engage expression pedal 1; hold for expression pedal 1 settings (see Patch Settings section)
9. Tap to engage expression pedal 2; hold for expression pedal 2 settings (see Patch Settings section)

10. Indicates the current patch tempo; press to enter patch tempo:



11. Indicates current patch volume; press to adjust:



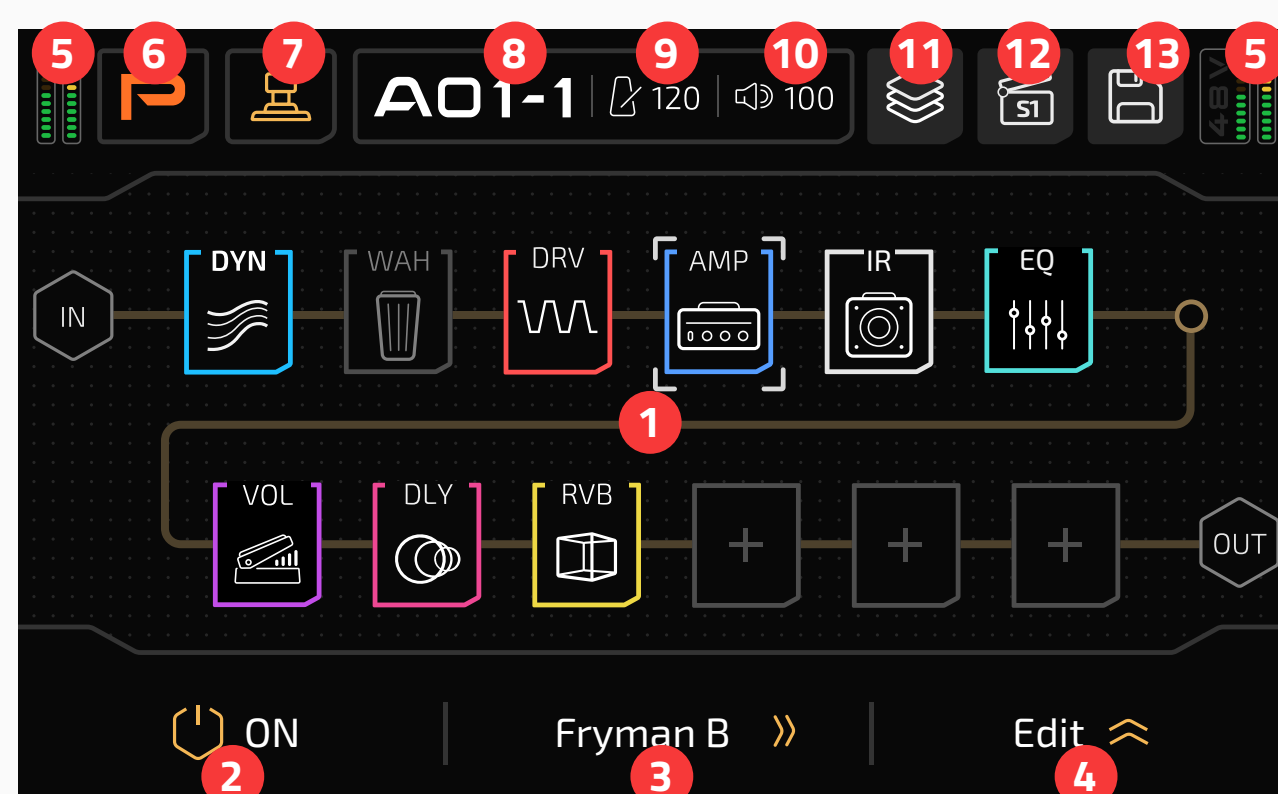
12. Turn on/off Bluetooth audio; the Bluetooth icon will indicate connection status: Flash=waiting for connection, solid=connected

13. Tap to enter Drum menu (see Drum section)

14. Tap to enter global settings menu (see Global section)

15. Tap to save current patch settings (see Save section)

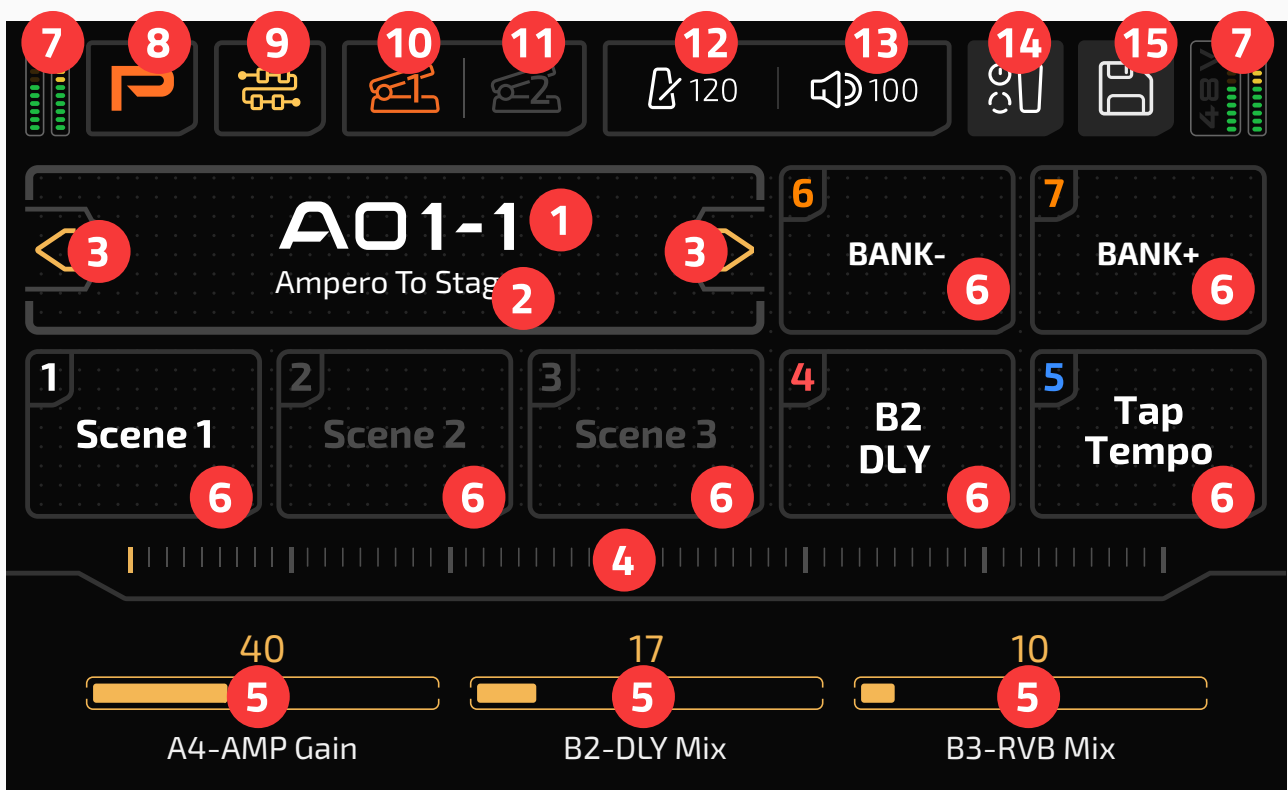
Stomp Mode (FX Chain View)



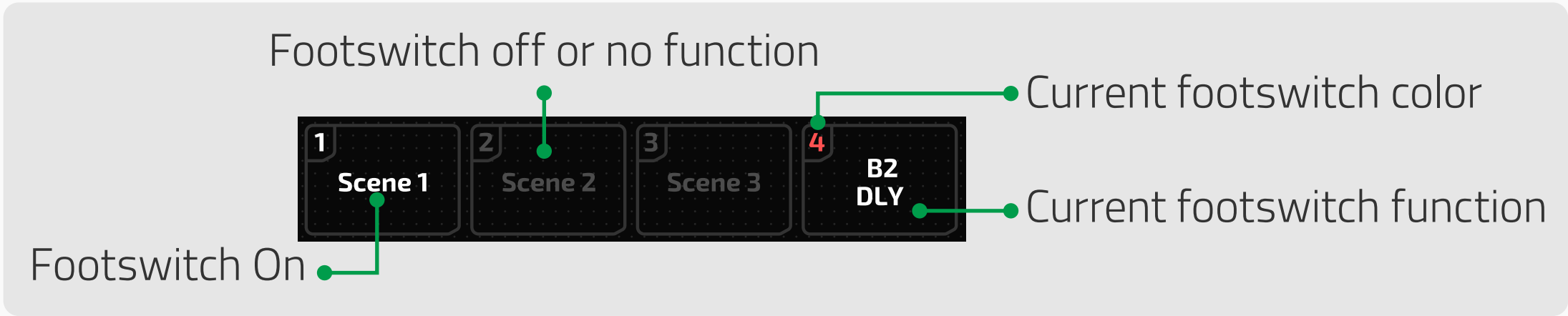
1. FX chain settings in current patch
2. Turn selected slot on/off
3. Turn quick access knob 2 to change effect; press to enter effects list
4. Press to expand available parameters of current effect
5. I/O meter (same as Patch Mode)

- 6. Tap to enter Patch Mode
- 7. Tap to enter Footswitch View
- 8. Current patch number; tap to enter patch list
- 9. Patch tempo (same as Patch Mode)
- 10. Patch volume (same as Patch Mode)
- 11. Effect chain template menu
- 12. Scenes menu
- 13. Save menu for saving patches and effects chain templates

Stomp Mode (Footswitch View)



- 1. Current patch number; press to enter patch list (same as Patch Mode)
- 2. Current patch name (same as Patch Mode)
- 3. Patch selection forward/back button (same as Patch Mode)
- 4. Slide on the bar to go through the patches (same as Patch Mode)
- 5. Parameter list (same as Patch Mode)
- 6. Indicates footswitch 1-7 function assignment and on/off status of current patch; hold to assign a function (see Patch Settings section)

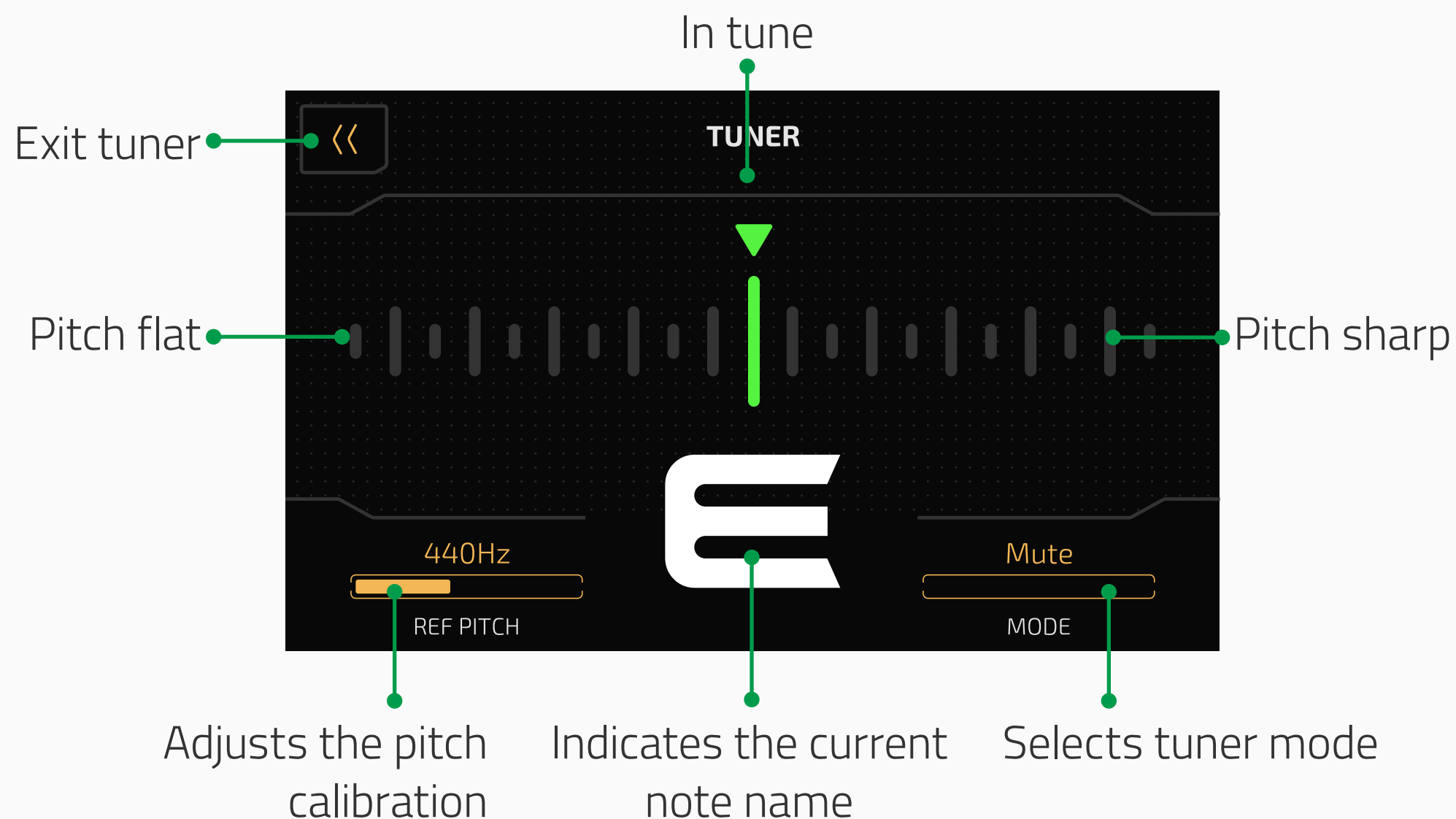


- 7. I/O meter (same as Patch Mode)
- 8. Tap to enter Patch Mode

9. Tap to enter FX Chain View
10. EXP pedal 1 function (same as Patch Mode)
11. EXP pedal 2 function (same as Patch Mode)
12. Patch tempo (same as Patch Mode)
13. Patch volume (same as Patch Mode)
14. Tap to enter Patch Settings menu
15. Save menu (same as Patch Mode)

» Tuner

Press footswitch 6 and 7 together to open the tuner.



On the upper part is a scale that indicates your pitch. Left of center is flat, and right of center is sharp. As you tune your instrument towards the middle, the color of the scale will change from red (out of tune) to yellow (near pitch) to green (in tune).

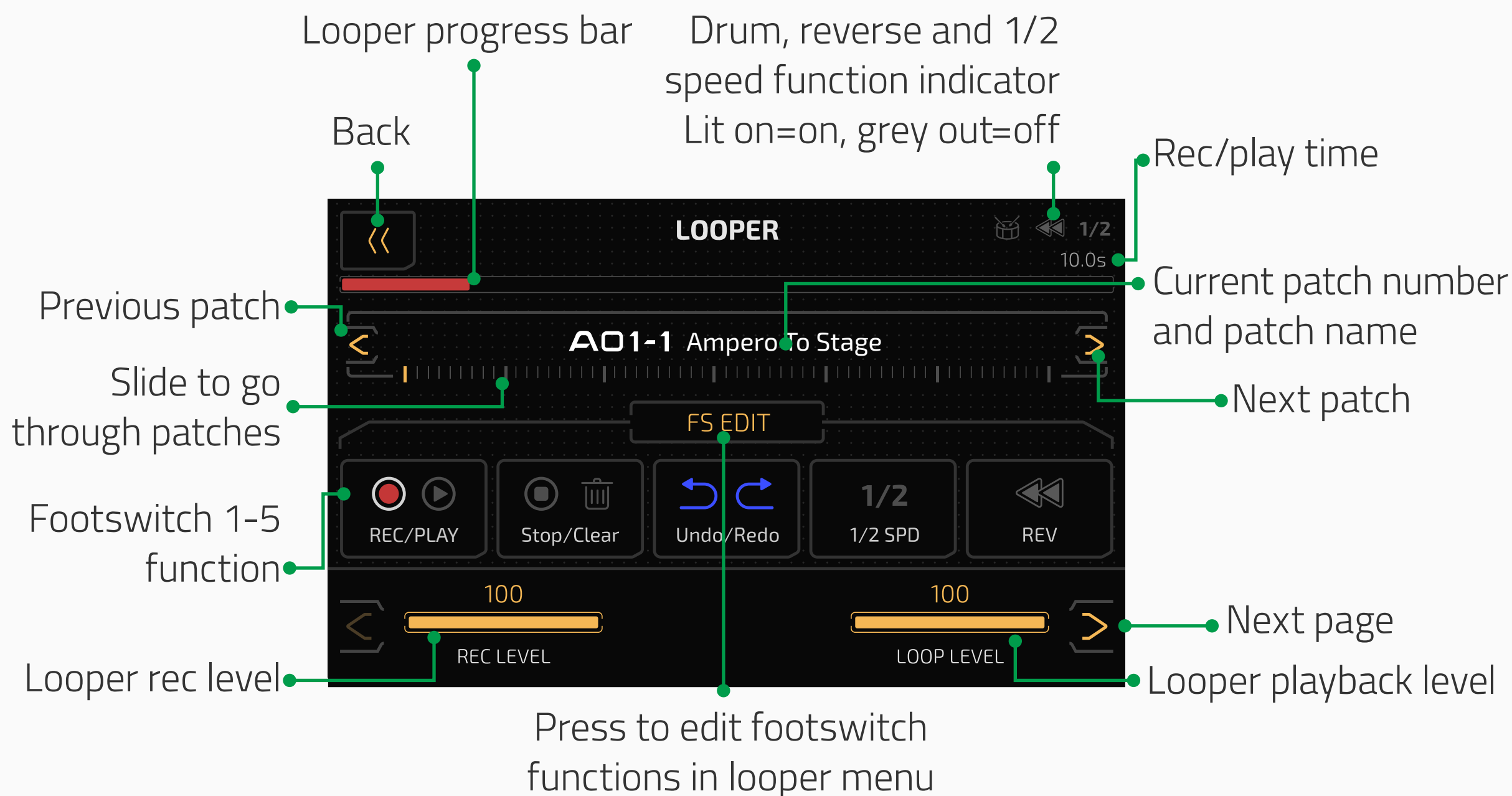
REF PITCH lets you adjust the pitch calibration ranging from 415Hz to 475Hz. Standard pitch is set at 440Hz.

MODE lets you select the tuner mode, either Thru (for effect signal through), Bypass (for dry signal thru) and Mute (for silent tuning).

You can exit the tuner either by pressing any footswitch or by pressing the Back button on the touchscreen.

»» Looper

Hold footswitch 6 and 7 until looper menu appears as shown below:



The progress bar at the top will be shown in red during recording and overdubbing. It will be shown in green during playing.

REC LEVEL adjusts the loop recording level from 0-100.

LOOP LEVEL adjusts the loop playback level from 0-100.

In default settings, use footswitch 1 to record/play/overdub, footswitch 2 to stop/clear all recorded data, footswitch 3 to undo/redo, footswitch 4 to start/stop half speed record/playback, footswitch 5 to start/stop reverse record/playback.

Go to page 2 for further settings:

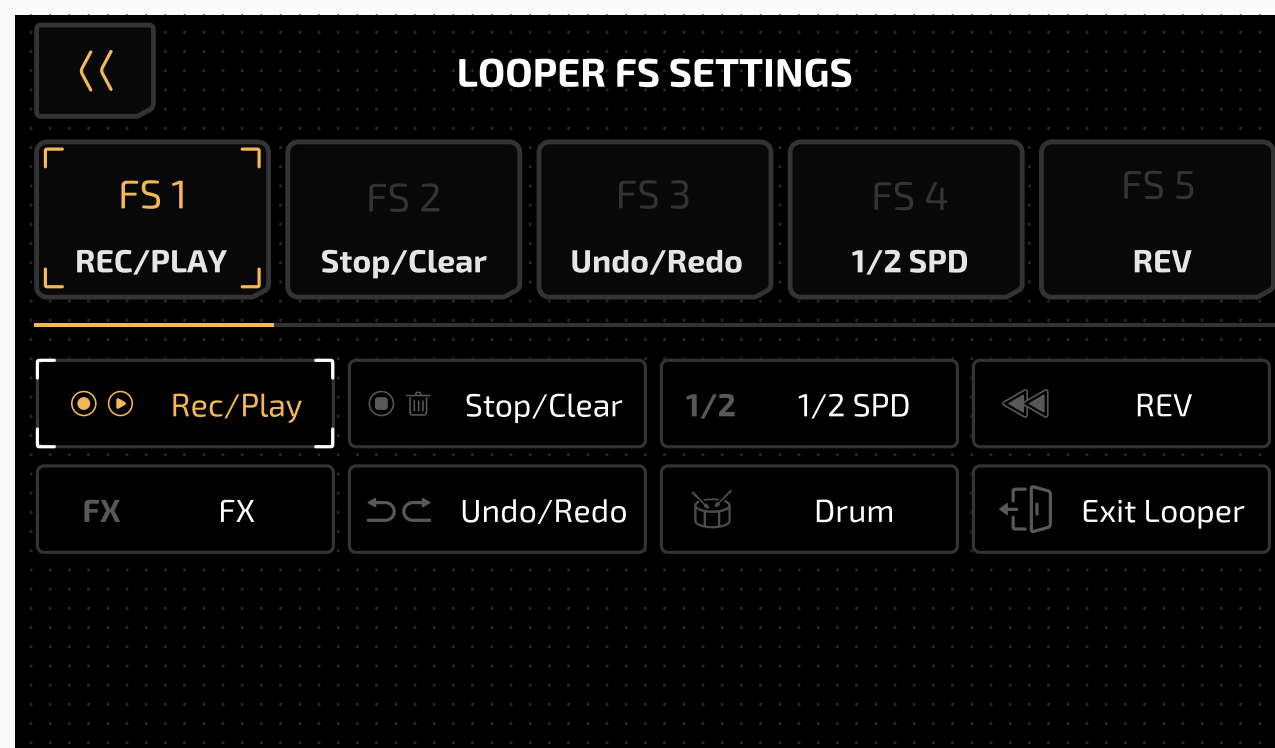


PRE/POST selects between setting the loop before (Pre) or after (Post) your effects chains. The maximum recording time is 60 seconds in both modes.

- In Pre mode, the looper will record stereo audio without any effects

- In Post mode, the looper will record stereo audio with effects
CHAIN selects between setting the loop in chain A or chain B.

Press FS EDIT button to enter Looper FS Settings menu:



- Rec/Play: Tap to recording, then tap again to start playback
- Stop/Clear: Tap to stop recording and hold to clear
- FX: Tap to toggle 1/2 speed function, hold to toggle reverse function (violet LED steady)
- 1/2 SPD: On (yellow LED on)/Off (yellow LED off)
- REV: On (white LED on)/Off (white LED off)
- Undo/Redo: Tap to undo/redo last overdub phrases (blue LED steady)
- Drum: Start/stop drum playback
- Exit Looper: Exit looper page (cyan LED steady)

You can use drum function while looping. When you record phrases with drum rhythms, the drum rhythm will automatically sync to your loop phrase. In this case, we recommend to turn on drum first before recording a loop phrase. Some unusual operations (e.g. randomly play/stop looping or drum machine, change drum style/tempo during looping, randomly engaging/disengaging 1/2 SPD or REV) will break the sync status.

Exit the looper by pressing back button on the upper left of the screen. The current looping status won't be affected.

Looping operation and status modes:

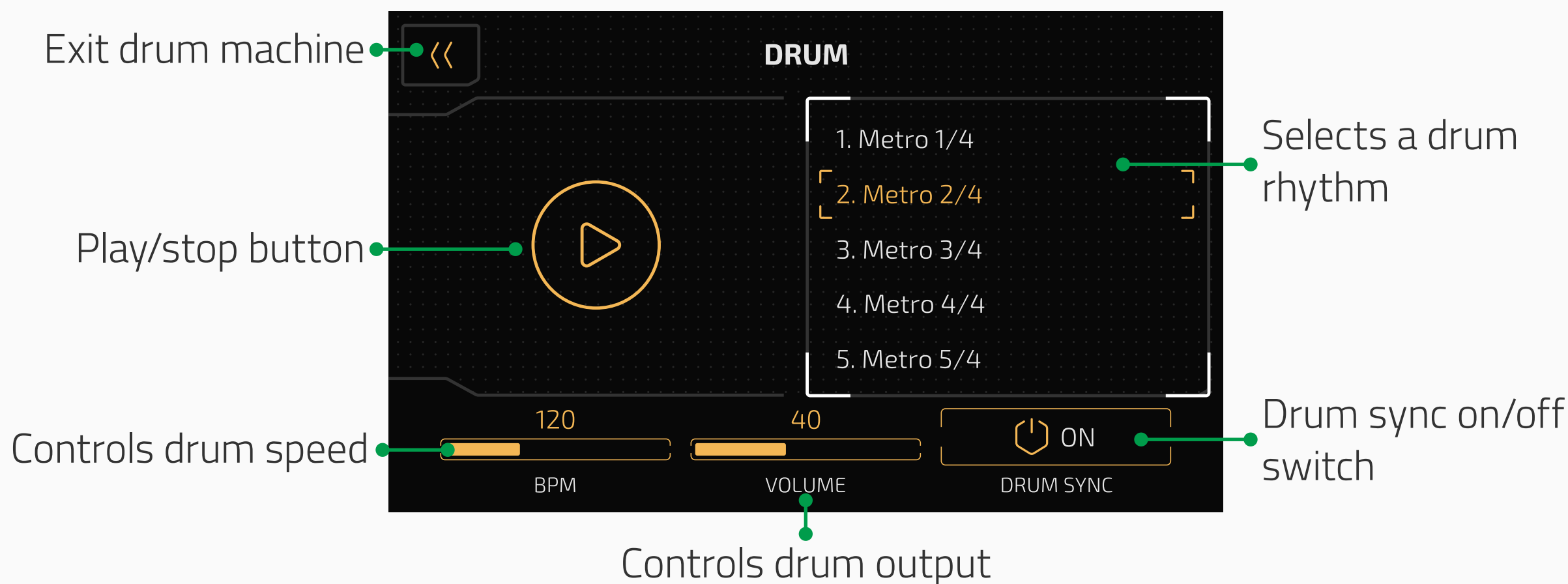
Operation	Function/ Status	LED Color (Rec/ Play)	LED Color (Stop/ Clear)
On with no data	Stop	None	None
Tap Stop/Clear footswitch while loop is playing	Stop	Flashing green	Flashing green
Tap Rec/Play footswitch when there's no data	Record	Steady red	None
Tap Rec/Play footswitch while recording, overdubbing, or paused	Play	Steady green	Steady green
Tap Rec/Play footswitch while loop is playing	Overdub	Steady blue	Steady blue
Hold Stop/Clear footswitch	Clear	Quickly flashing green	Quickly flashing green
Each time a recorded loop plays from the beginning	Play	Single flash	Single flash
Tap Undo/redo footswitch during playback	Undo/redo	Single flash	Single flash

Reminder:

- 1. When the loop recording reaches it's time limit, the looper will automatically stop the recording and begin playback.
- 2. When the looper is in Post mode, changing patches will not change already recorded loop phrases.
- 3. Half-speed and Reverse functions will affect all recorded loop phrases.
- 4. If you switch looper between pre/post while it's running, the loop will automatically stop and be erased; switching A/B will stop recording and start playback (other statuses and looping data won't be affected), the output may differ depending on effects chain and pre/post settings.

» Drum

In Patch Mode, press  button to enter drum menu:



Use the style list to scroll between genre styles (see Ampero II Stage Drum Rhythm List).

Use TEMPO to adjust the drum tempo, ranging from 40BPM-300BPM.

Use VOLUME to adjust the drum volume from 0-100.

Turn on DRUM SYNC switch if you need to set drum tempo by Tap Tempo function. In this case, the drum tempo will be synced to patch tempo.

Exit the drum menu by pressing back button at the top left. Exiting the menu will not stop the drums from playing.

Reminder:

1. Setting the drum tempo will affect patch tempo if you turn DRUM SYNC ON.
2. When using with looper, we recommend to turn on drum first before recording a loop phrase. Unusual operations may break the sync status (see Looper section).

» Bypass

In Patch and Stomp modes, hold Mode footswitch to bypass the unit:

DSP Bypassing
Press any footswitch to engage

When the unit is bypassed, press any footswitch to go back to normal. Ampero II Stage supports two bypass modes: DSP Bypass and Analog Bypass. You can set unit bypass mode depending on your needs (see GLOBAL section).

Please note:

1. Bypassing the unit will also bypass USB Audio.
2. Ampero II Stage features a hardware true bypass in Analog Bypass mode, which supports mono in/out, stereo in/out configuration only (mono in/stereo out not supported).
3. In Analog Bypass mode, the phones output will be MUTED when bypassed.
4. In Analog Bypass mode, XLR input of Input R and outputs are disabled.

» Customizing Your Unit

This section will show you how to customize your Ampero II Stage’s settings, edit patches, using scenes, setup the expression pedal, and change other features to your taste.

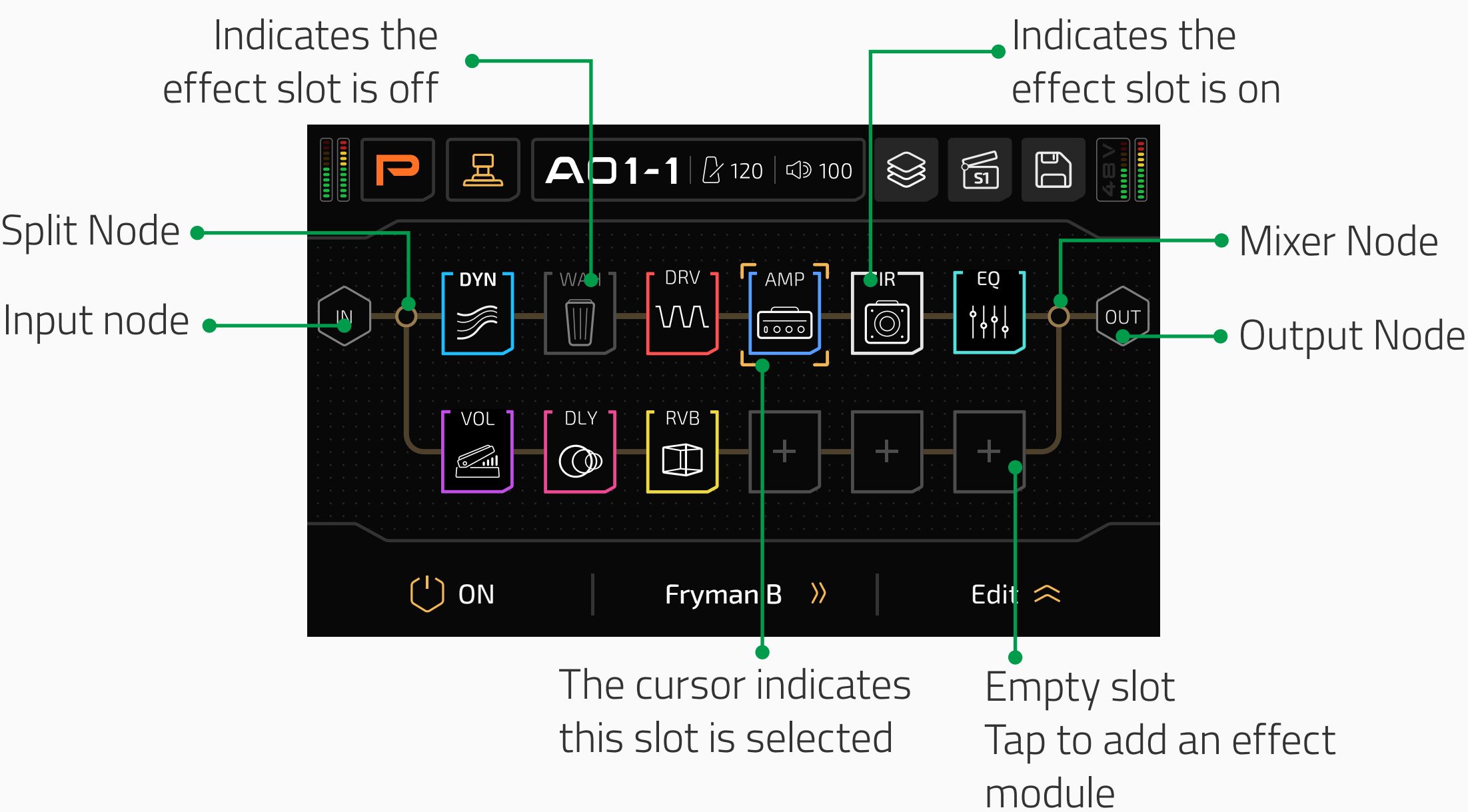
Edit A Patch

Edit your patches to get the tone you want.
Remember that turning the effect slots on/off and adjusting parameters will change the current patch. If you switch patches or turn the unit off before saving your changes, the changes will be lost.
Make sure to press **SAVE** on the upper right of the display screen to save your settings.

You can start with any patch you like or choose an empty patch (A26-1 to A60-5 in default).

Effects Chain Basics

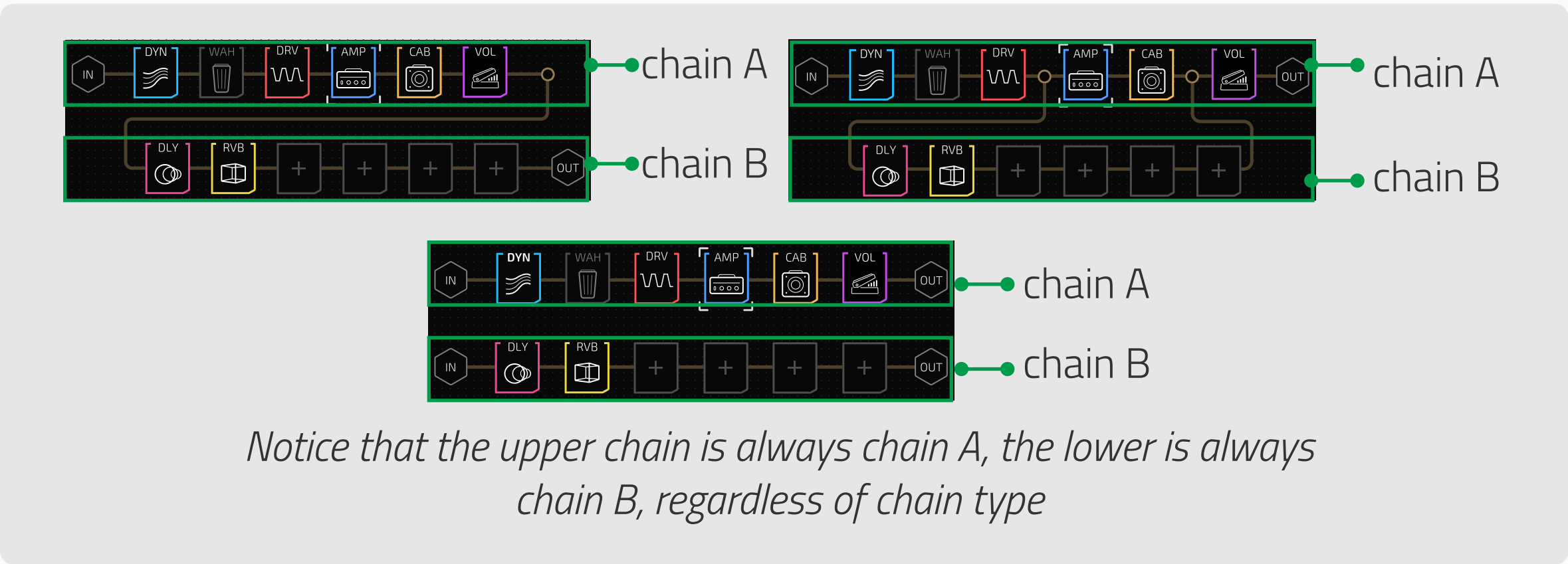
In Stomp mode, switch to FX Chain View to check out current effects chain:



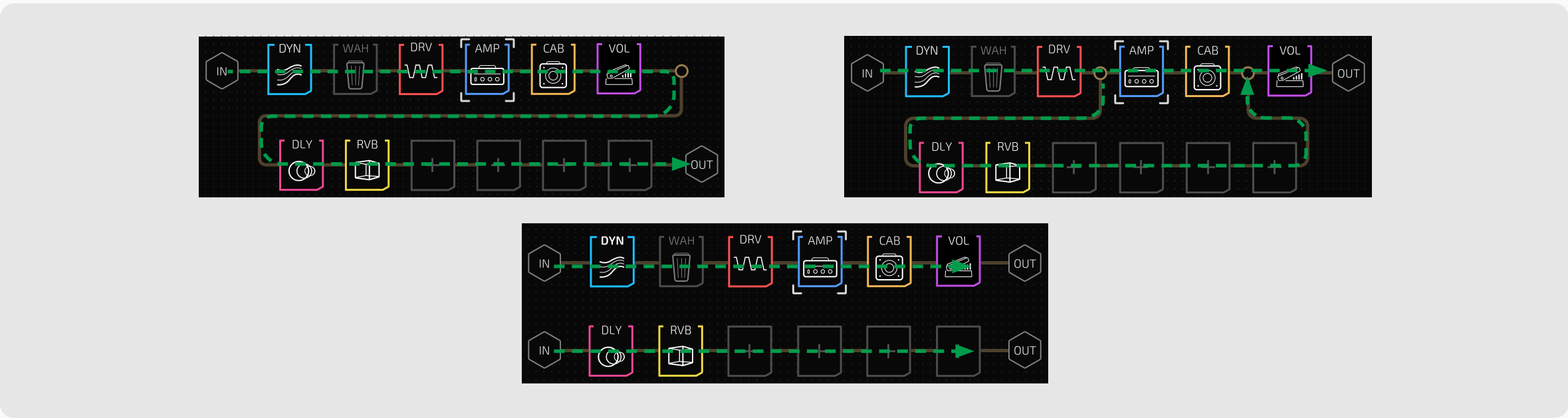
This shows how your Ampero II Stage processes your sound by showing internal signal flow, effect combination, etc.
Now let's see detailed effects chain info:

Effects Chain

The upper effects chain is called effects chain A (or simply "chain A"), the lower chain is called effects chain B (or simply "chain B"):

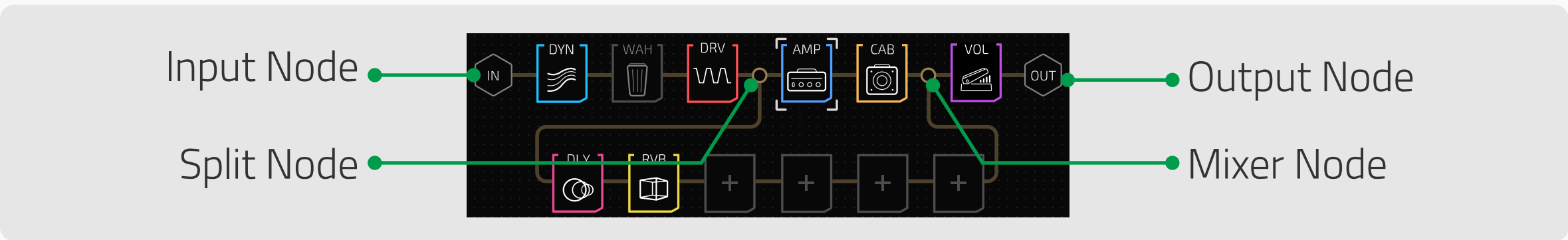


The signal flow direction is fixed from left to right:



Nodes

The beginning/end of an effects chain or the intersection of two effects chains is called a "node":



Input node is the beginning of an effects chain that sets signal input source.

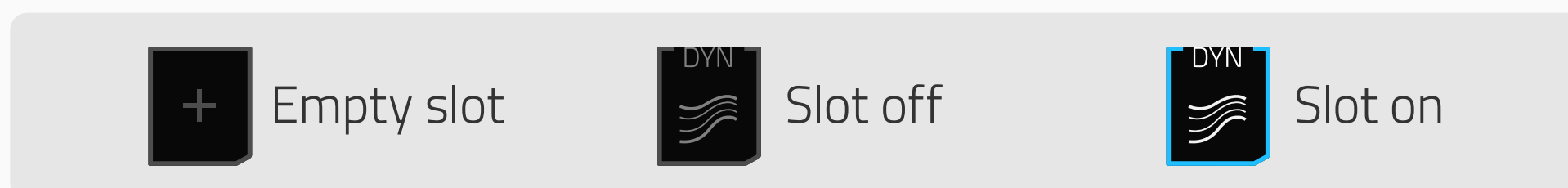
- EQ: Equalizers
- MOD: Modulation effects
- DLY: Delay effects
- RVB: Reverb effects
- CATCH: For loading Tone Catch files

There are also 3 FX Loop related modules:

- FX SND: FX loop send module for sending signal to external devices via unit's FX loop send jack
- FX RTN: FX loop return module for receiving signal from external devices via unit's FX loop return jack
- FX LOOP: FX loop module for inserting external effects to an effects chain via unit's FX loop jacks

Effect Slot Status

There are three slot status shown as below:

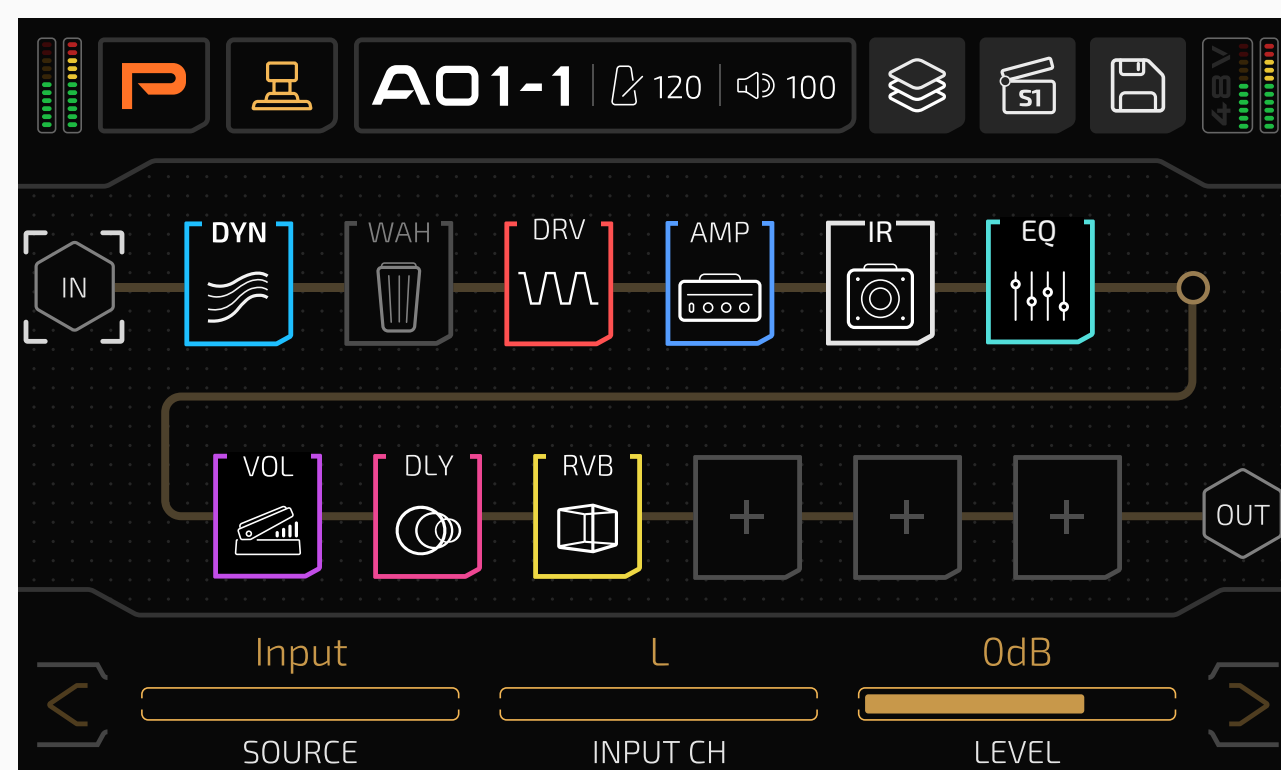


- **Empty slot** - the slot acts like a cable
- **Slot off** – the slot is bypassed, and the module in the slot doesn't work
- **Slot on** – the slot is on, the module in the slot is working

The next texts will show you how to edit an effects chain.

Input Node Setup

Select an input node and the parameters will come up as shown below:

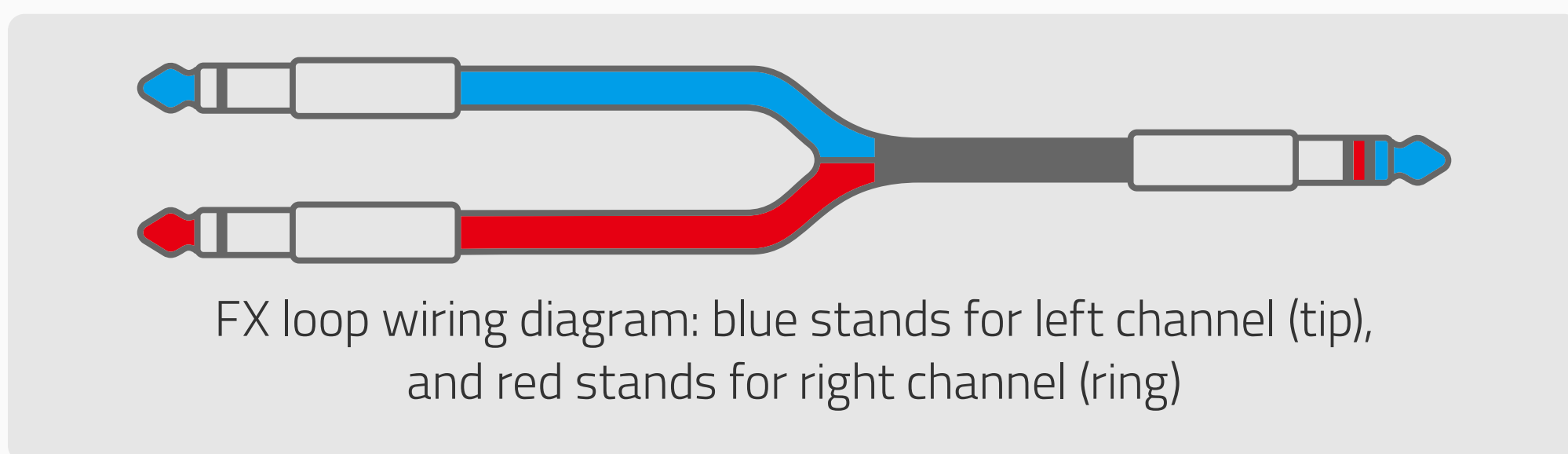


SOURCE lets you select an input signal source of current effects chain:

- Input: Sets the effects chain input source to the unit's input jack
- FX RTN: Sets the effects chain input source to unit's FX loop return jack
- USB 3/4~7/8: Set the effects chain input source to USB audio output 3/4~7/8, which is convenient for reamping (check USB Audio section)

INPUT CH lets you select the signal input channel:

- L/R: For FX loop return jack, the left channel is connected to tip conductor and the right channel is connected to ring:



For USB outputs, even number stands for left channel (3, 5, 7) and odd number stands for right channel (4, 6, 8)

- Sum: Sums input signal to mono
- Stereo: Receives L/R stereo inputs

There are two more selections available for **chain B only**:

- None: no input, then chain B will turn gray to indicate chain B not working:



- Chain A: Receives outputs from chain A, in this case, the chain A and B connects in series (see Effects Chain Types section):



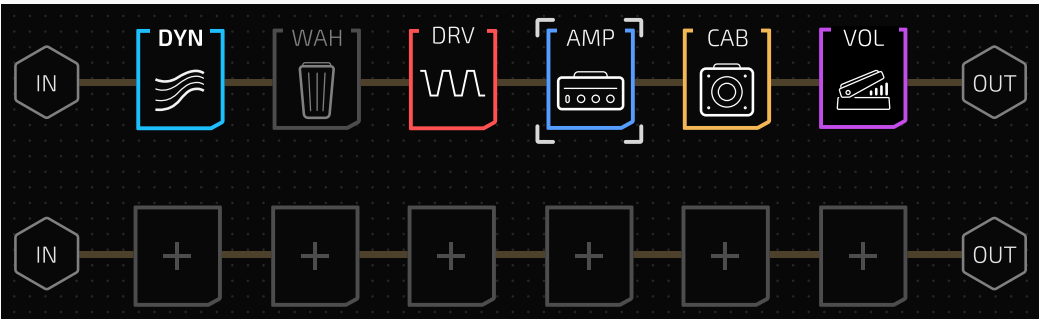
LEVEL lets you adjust input level from Mute~-60dB~+20dB. Default is set to 0dB (unity gain).

Effects Chain Types

Ampero II Stage supports various effects chain types:

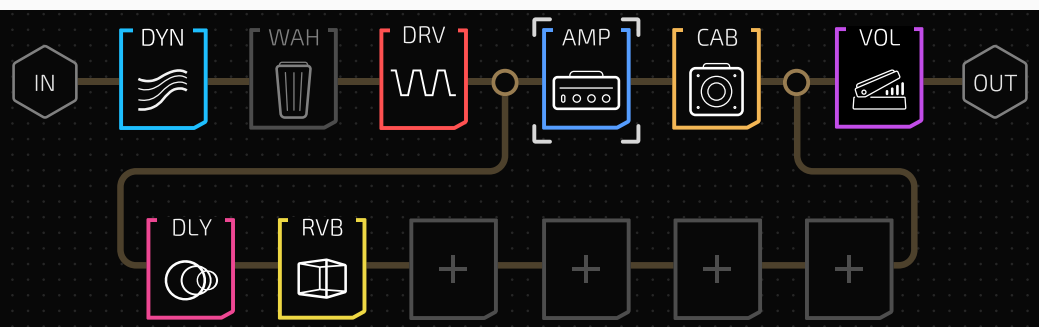
Parallel

The chain A and B are fully parallel (won't affect each other):



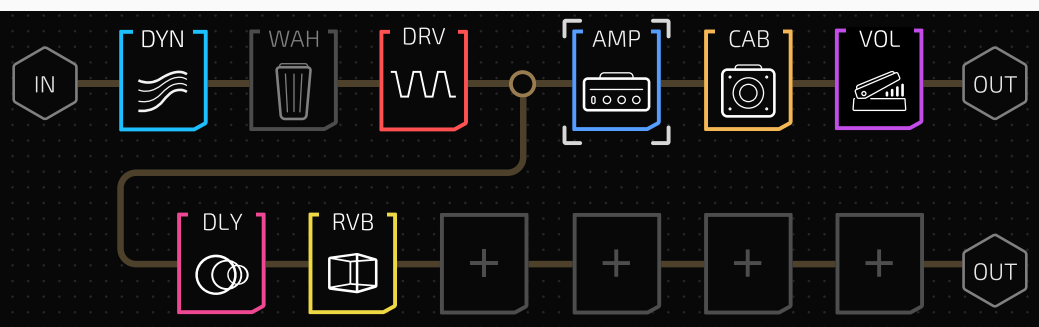
When you load an empty patch, the default effects chain type is a special parallel state that only chain A is working.

Split-Mix



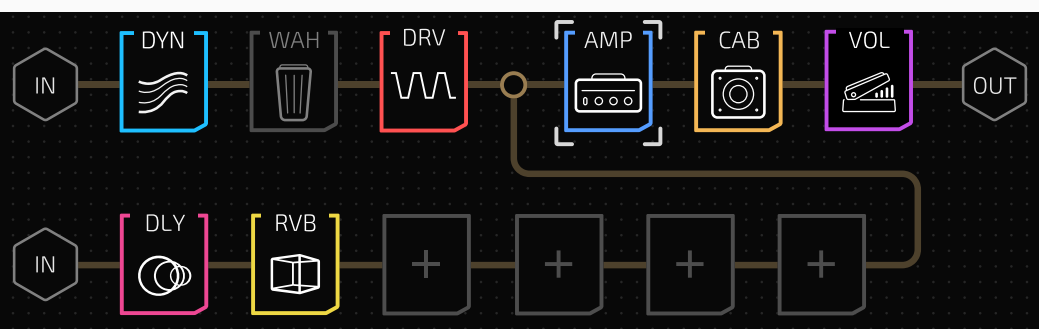
An input signal will be split into two and sent to both chain A and B, then mixed into one and sent to one output.

Y-A/B



An input signal will be split into two and routed to two outputs via both chain A and B.

A/B-Y



Use **A/B PAN** to set input signal stereo panning from A/B chains. The ranges are all L50~Center~R50, defaults are all set to Center.

When you mix A/B chain signals, output may sound very sharp/thin/weak/muddy, even left and right outputs are L/R not balanced, this may be caused by signal **phase** issue. If mixed output sounds abnormal, you can set **B POLARITY** to reverse chain B signal phase and see if the problem solved or not. **B POLARITY** is set to Normal by default. Sometimes reversing chain B's phase may surprise you.

Use **MASTER** to set output level of mixer node. The range is 0~100, default is set to 50.

Turn on **MASTER SUM** switch to sum mixer node output to a dual mono output. Default is set to Off.

Please note:

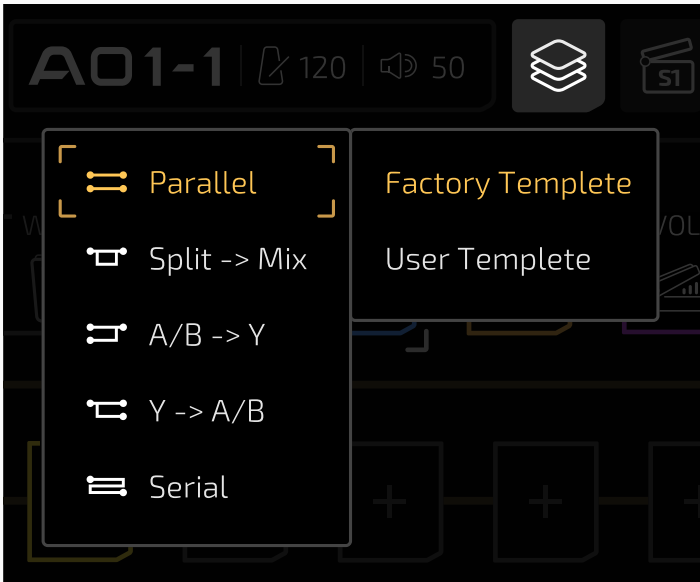
1. When using stereo effects, in some cases, turning on MASTER SUM may lead to an abnormal output or even no output, this may be caused by L/R phase cancellation.
2. Please adjust A/B LEVEL and MASTER carefully to prevent signal clipping.

Effects Chain Templates

You can load built-in effects chain templates for quick setup, or save all your current effects chain settings (incl. chain type and node settings) as a user effects chain template.

All templates are global data that won't change when changing patches. You can load them anytime in any patch.

Press  button and the effects chain template menu will appear:



Factory Template submenu lets you choose from one chain type mentioned above. In factory templates, all split nodes are set between input node and slot A1, all mixer notes are set between slot A6 and output node; all node settings are set to default.

User Template lets you choose from one of five user templates you saved before.

When you finished editing a chain, you can save its current chain type and node settings (slots/modules/effects are not included) as a user effects chain template so that you can recall anytime in any patch.

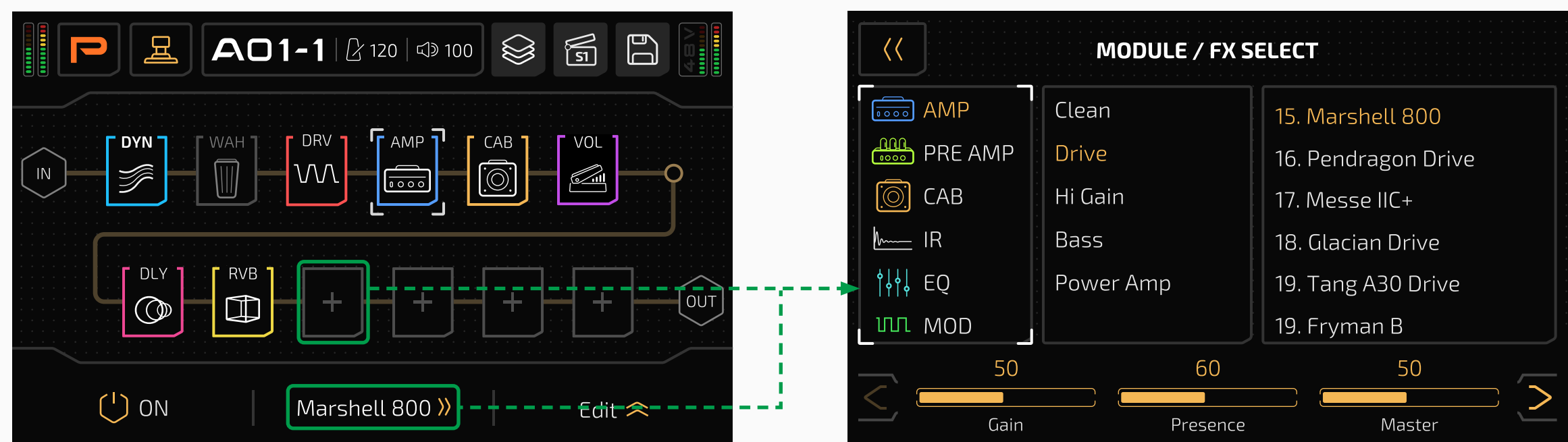
In FX Chain View, press  button and the save menu will appear. Then select Save Template to save your current effects chain settings as a template:



Slots and Modules Settings

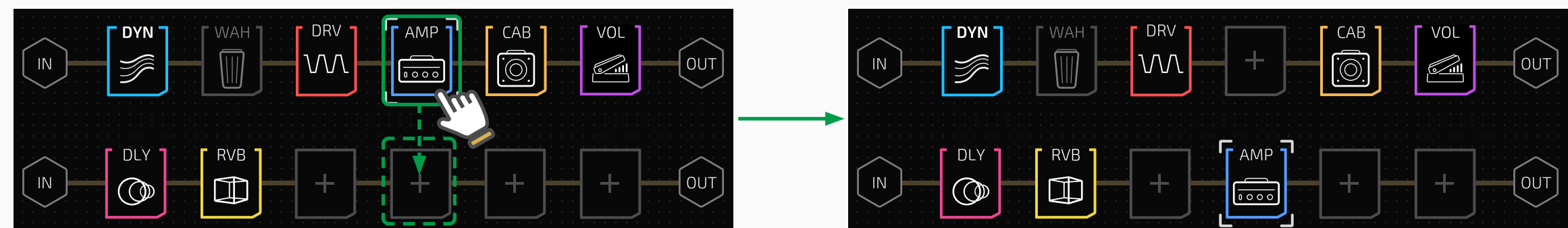
Add a Module

Press any empty effect slot to enter Module/FX Select menu. This lets you add a module to a slot:

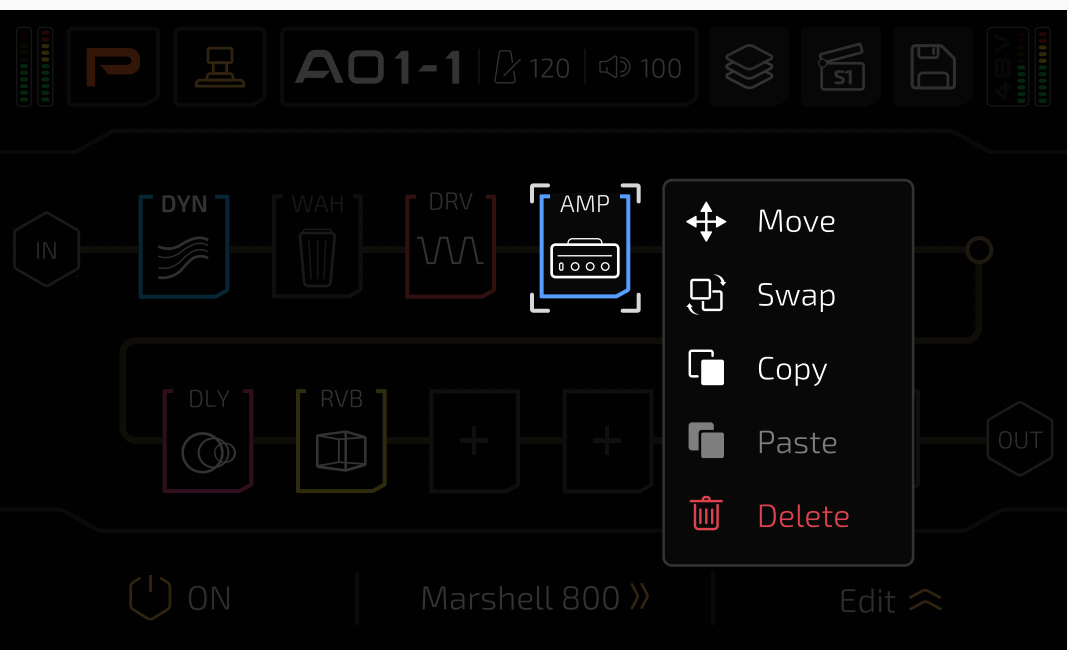


Move a Module

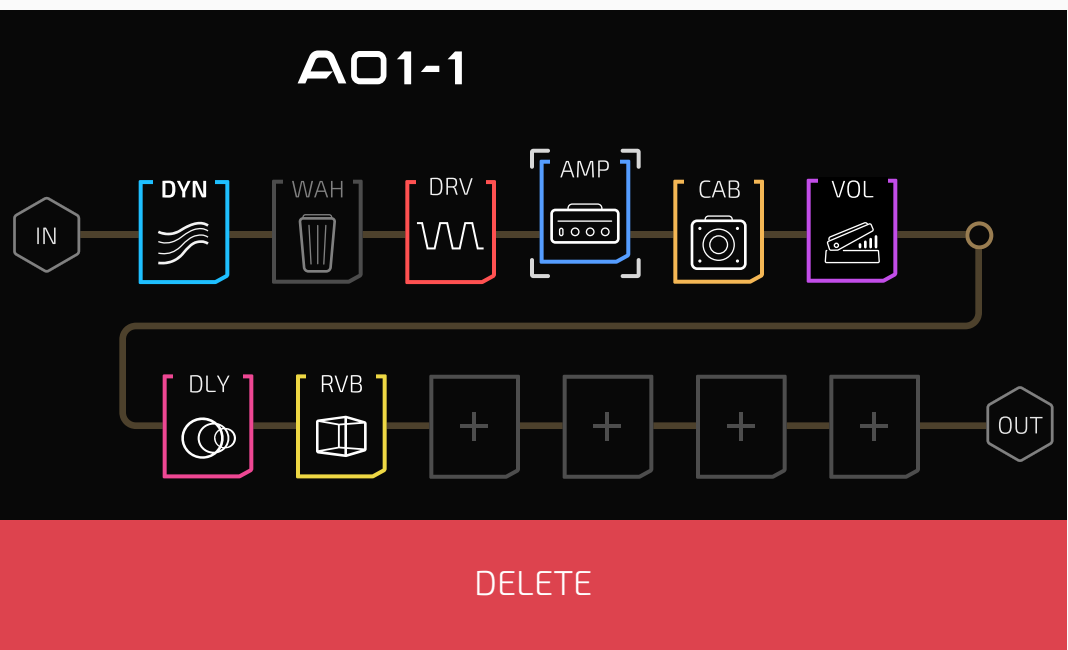
Drag and drop a module on an empty slot (or between slots):



Or you can press and hold a module until module edit menu appear:



Select Move and choose a target slot by touchscreen or Main Knob:



You can delete selected module by moving it to the red delete area as it appears on the bottom of the screen

Effects Settings

In FX Chain View

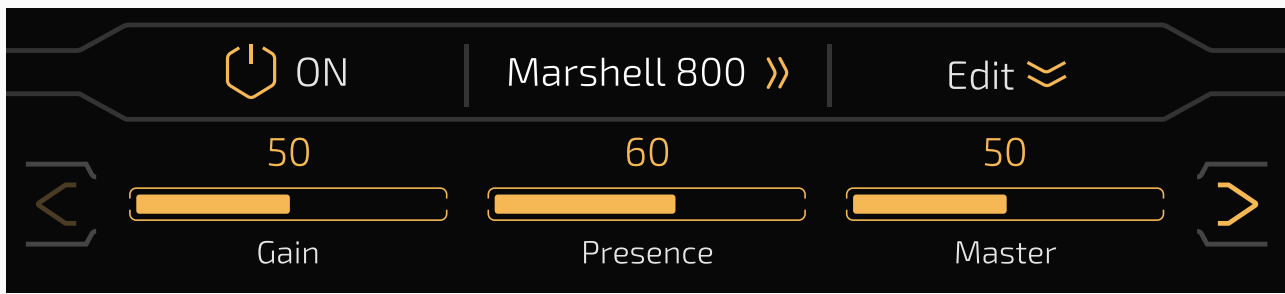
In FX Chain View, select a slot loaded with a module, and parameter list will show as below:



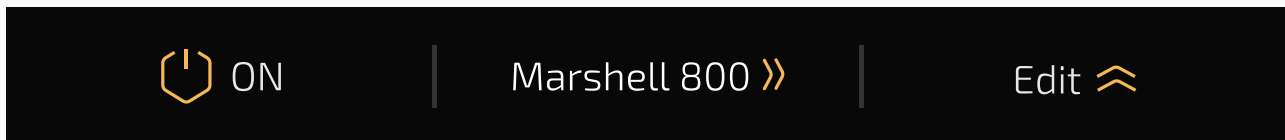
Press **ON** switch or use quick access knob 1 to turn the selected slot on/off.

Turn quick access knob 2 to switch current effect in this module.

Press **Edit** button to expand available parameters of current effect:

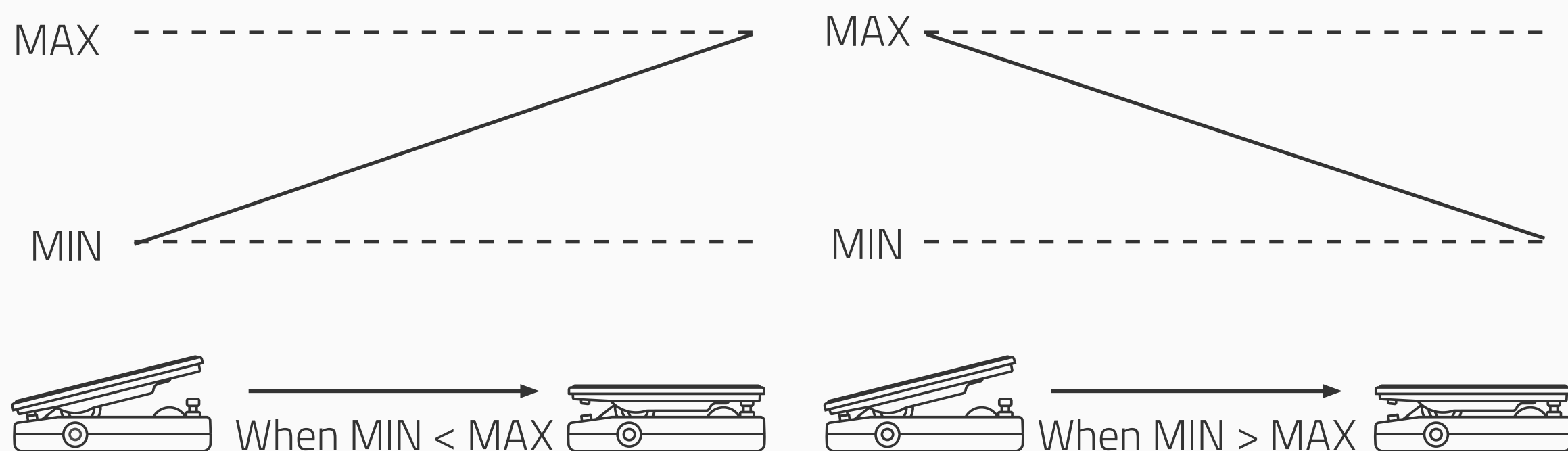


Press **Edit** button again to collapse:



In FX Chain View you can't change module in selected slot.

- Exp follows an exponential line from slow to fast
- Log follows a logarithmic line that changes as the pedal moves



If you don't want the expression pedal on, select NONE to turn its function off.

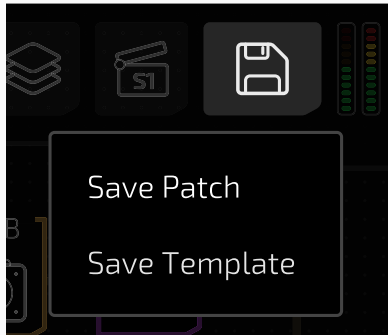
For EXP 1/2, you can also enter this menu by holding EXP 1/2 icon (available in Patch Mode and Footswitch View). In this case, when you press back button on top left, the unit will go back to Patch Mode/Footswitch View depending on your previous selection.

SAVE

You can save the changes your made to your effects parameters, control information, scene settings and other editable targets.

It is very important to save the changes you made to your tone and control settings!

In FX Chain View, press  button and the save menu will appear:



Then select Save Patch to enter Save Menu:

Cancel saving and exit

Select a patch

location to save

< > : Change Patch

<< >> : Change Bank

Lower/uppercase

Numeric keyboard

Space

SAVE

<< < A01-1 > >>

Patch Name

S1 S2 S3 S4 S5

Ampero To Stage |

Q W E R T Y U I O P

abc A S D F G H J K L

123 _ Z X C V B N M <x>

Confirm saving

Select to edit the patch

name or scene name

Changes the cursor position

Deletes unwanted characters

In Patch Mode and Footswitch View, when you press  button, the unit will straightly go to Save Menu as shown above.

