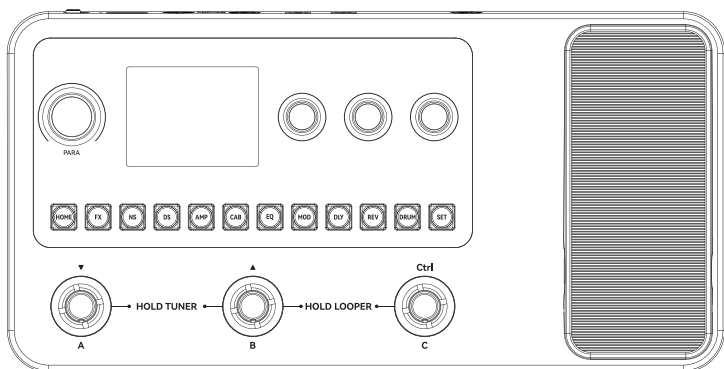


MK-20

Guitar/Bass AMP Modeler&Effects Processor
吉他/贝斯综合效果器

OWNER'S MANUAL
说明书



Please read carefully before proceeding

Upon receipt of the product, please calibrate the Pedal first, otherwise Pedal cannot be used normally. For correction, see Pedal setting for Global Settings.

Power supply

Please use a 5V 2A Power adapter to charge the MK-20. Failure to do so will result in damage to the device, fire, or other problems. Unplug the device when not in use or during thunderstorms.

Connections

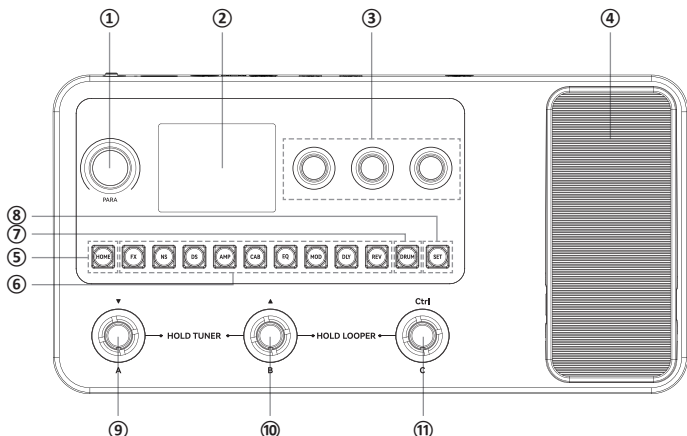
Always switch off the power supply and other equipment before connecting or disconnecting the device, as this will help to avoid malfunctions and damage to other equipment.

Also. Always disconnect all connections and power cables before moving the device.

Important Safety Instructions

1. Read these instructions
2. Keep these instructions
3. Heed all warnings
4. Follow all instructions
5. Do not use this apparatus near water
6. Clean only with a dry cloth
7. Make sure to use it away from radio and television sets or other devices that generate magnetic fields to avoid interference
8. Do not use switches and controls by force
9. Do not allow paper, metal and other objects to fall into the machine
10. Do not drop the unit or subject it to shocks or excessive pressure

- High-quality 2.4" LCD screen
- 10 effects modules with 320+ different types of effects in total.
- Up to 150 editable user preset slots.
- Editable effects chain allows users to change the order of 10 modules.
- Extensive I/O that provides flexibility for studio, stage, or practice.
- Under the "Main Display Screen", the functions of the 3 footswitches can be customized and modified.
- 120 Built-in preamp models based on ANN (Audio Neural Net) modelling technology to recreate the feel of an authentic tube amplifier.
- 120 AMP, there are 85 electric guitar AMP, 30 bass AMP, and 5 for acoustic guitar. And the DS module also provides 40 overdrive/distortion/fuzz effects.
- 100 high-quality CAB (1024/2048pts) with support for loading up to third-party impulse response files! There are 65 electric guitar CAB, 25 bass CAB, and 10 for acoustic guitar.
- MIDI port for MIDI IN.
- Global EQ allows user to adjust the tone quickly according to different audio setups.
- Built-in 20-second mono front-end LOOPER phrase cycling module.
- 128 drum machine variations to choose from.
- The 3 footswitches allows user to set the footswitch as the on/off switch or tap tempo switch.
- The Ctrl function can set 3 footswitches to "use foot to Save", "preset ± 3 ", "preset volume ± 5 ", etc.
- Support to set the Pedal to the control module parameters or instrument output volume,
- Battery life: About 8+ hours.
- You can use the accessory recording cable to connect your cellphone and Phone recording jack, then enter any video/audio recording APP for direct recording.
- USB jack: Use to charge the battery/The MK-20 can be a sound card of computer/ Computer software can be connected for interactive data transmission/ Use USB MIDI function/ Firmware updates or factory Settings can be restored in the computer software /Third-party IR files (CAB module) and AMP and DS files can be imported/ OTG recording.
- Designers provide users with a super convenient footswitches-stepping mode called the "PRESET LIST". In this mode, 3 footswitches represent 3 presets, 3 presets as a BANK, with the left two footswitches for BANK- and the right two footswitches for BANK+.
- Under the "Main Display Screen", the color of each preset footswitch-light can be customized. The color can be adjusted in the Save interface by using the Dial3 knob under the screen. In the factory default settings, most of the presets are set to blue.
- Wireless BT function, support for BT music, BLE MIDI and for APP data transfer.
- 44100HZ 24Bit high sampling rate digital signal processor to provide you with a nuanced sound.
- Free download of computer software or mobile APP from our official channels to provide users with more ways of operation and management.
- Official software comes with a community interactive platform to download the sounds shared by the world's top artists.
- RE-AMP mode, you can send audio tracks from your computer to be processed and have effects added by the MK-20. For example, a non-processed guitar track could be played through the MK-20 and have AMP and CAB added.



① **PARA:** Rotate or press to navigate and select from options. You can use it to select preset, select and confirm the item on the screen, move modules or edit parameters.

*** Pro Tip:**

When a page-turn icon appears on screen, it indicates additional adjustable parameters beyond the initial 3 displayed. Press the PARA encoder on the current item to access parameter pages, then use the three knobs to adjust extended parameters.

② **2.4" chromatic LCD screen:** Display the states and detailed information.

③ **There are three parameter dials for the Follow Screen function:** From left to right are Knob1, Knob2, and Knob3.

④ **Expression pedal:** You can set expression pedal as the volume pedal, wah pedal, or control other parameters.

*** Tip:**

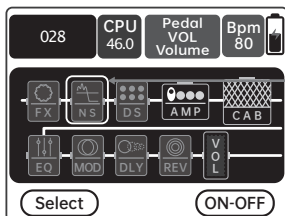
Upon receipt of the product, please calibrate the Pedal firstly, otherwise Pedal cannot be used normally. For correction, see Pedal setting of Global Settings. In the factory preset state, most of the current parameters of the pedal are used to adjust the parameters of the VOL module in the effect chain.

⑤ **HOME illuminated Button / BT switch Button(with BT state light):** Click the HOME button to display the "Home Screen" on the screen. When on the Home Screen, clicking the HOME button again will take you to the Module Operation Interface. Press and hold the HOME button to turn the BT module ON/OFF. When the button's light is off, it indicates that BT is not activated. When the button's light is slowly flashing, it means BT is activated but not connected. When the button's light is steadily on, it signifies that BT has been successfully connected.

"Main Display Screen" is the home page displayed right after the power is turned on. You can directly see the key information and settings of the current Preset, you can also know about battery conditions and other information and so on.

STOMP interface (as shown in the following figure): On the stomp interface, you can view the connection order and on/off states of 10 Modules, or use PARA to move the order.

In the Stomp Interface, you can observe the connection sequence and on/off status of the 10 modules. The Stomp Interface (as shown in the figure below) also allows you to adjust the order of the modules using the Para function. The three stomp switches in the Stomp Interface are designed with the following functions: **Switch A:** Exits the Home Screen. **Switch B:** Turns modules ON or OFF. **Switch C:** Selects a module. Press and hold to confirm the selected module.



*** Convenient operation tips:**

After you save the current preset, the position of the White border will be saved with the preset. Thus, users can access the Stomp Mode Interface via the stomp switches.

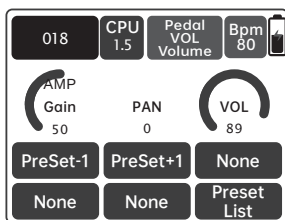
④ 9 effects modules illuminated Button: These buttons show the on/off state of the 9 effect modules. If the button is off, the effect is not enabled. If the button is on, the effect is started. If all 9 buttons are Off, the MK-20 is in Bypass state.

Click to enter the Edit Settings Menu of Module(MODULE interface), then click again to turn on/off Module. At any time, you can hold the button to quickly turn on/off Module.

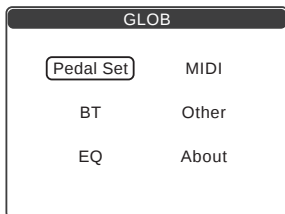
When the Edit Settings Menu is displayed on the screen, you can use the PARA and three dials below the screen to adjust any of the effects and parameters on the screen.

⑦ DRUM illuminated Button: Click to play or stop the drum machine immediately, and hold to enter the drum machine screen. The button light will be constantly on when the drum machine is playing.

⑧ SET illuminated Button/The switch-button of VOL module in effects chain (The 10th module): Short press to enter the Stomp Switch Mapping Interface. Press again to access the GLOB Interface or CTRL Interface (selectable). Long press this button to activate the VOL Module and toggle its ON/OFF functionality.



The Global (GLOB) Interface is designed for global storage, and its functions are explained as follows:



On this interface, you can configure global functions. Unlike the previous settings, global settings affect the operational status of the entire device and remain unaffected by preset changes. All modifications take effect instantaneously.

Pedal Set:

Pedal correction function, please follow the steps indicated for pedal correction. After the pedal is calibrated Successfully, the message "Correct Successfully" will be displayed, and the Pedal can be used normally. If the message "Correction Failure" is displayed, start from the beginning and correct the pedal again.

MIDI: Regarding the MIDI information of this device.

BT: You can turn BT on or off here, which is the same function as long-pressing HOME button.

Other:

1.RCH: Right Channel function, This function has three gears, the first gear function represents the left and right channel output content is the same.

The second gear function represents the left and right sound channels are wet sound and dry sound.

The third gear function represents that the left and right channels have CAB effect and no CAB effect respectively.

2.USB Audio: This function has 4 gears, the first gear function is usb audio recording will record the accompaniment and instrument sound(The accompaniment includes BT and USB). This gear indicates that the Loopback function is on. To facilitate users' mobile phone recording, it is set to this gear by default at the factory.

The second gear indicates that the Loopback function is off.

The third gear is RE-AMP mode, you can send audio tracks from your computer to be processed and have effects added by the MK-300. For example, a non-processed guitar track could be played through the MK-300 and have amp models and cabs added.

(Please note: If the Re-Amp function IN the third gear is turned on, the instrument input in the IN interface will be blocked, and the sound will not be heard when you playing the guitar.)

The fourth gear is the Dry, which features the function of listening to wet and recording dry. It is mainly used in computer DAW software. When recording, the guitar dry sound in real time through the INPUT jack will be recorded, and the accompanying sound is not included, thus facilitating Re-Amp in the later stage.

* Tips:

Loopback function, a common function on sound cards.

When the function is "Nor" gear, the music in the computer/mobile phone will be recorded at the same time with the instrument sound, it's the same track mixed recording, including USB and BT music.

If the function is "No" gear, when using the MK-20 as a sound card for recording, only the sound of IN-interface and 11 modules can be recorded, which is more convenient for sub-track recording of instrument sounds during computer recording.

3.BT&USB VOL, adjust the input volume of BT and USB.

4.USB REC VOL (Recording Volume): Adjustable range from 0 to 100. A higher value results in greater recorded output volume. The factory default setting is 50, which corresponds to 0 dB.

Global EQ

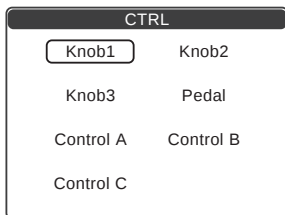
This menu is to control the global equalizer of the MK-20 in order to change the overall tone feel.

* Note:

- Please stay cautious when adjusting your global EQ to protect your hearing and device.
- Global EQ won't affect the USB audio and BT audio output of the MK-20.
- When a preset is using too many modules, or some modules are consumed with too much system resources (such as reverb effect), the system may be overloaded after applying global EQ.
- On computer software, all parameters of the global EQ can be imported/exported for backup purposes. This makes it convenient to import different EQ parameters for use in different scenarios.

ABOUT: Firmware version of the current device.

The functions within the **CTRL** interface are stored independently and follow the preset settings. They include Pedal, Knob 1, Knob 2, and Knob 3. Below, we will configure the functions for 7 items, including Switch A, Switch B, Switch C, and others. Some of these functions will be explained in detail below.



Function of Knob 1, Knob 2, and Knob 3: When in the Home Screen, these three knobs (A, B, and C) allow you to customize parameters.

Function of Switch A, Switch B, and Switch C (Stomp Switches): These three stomp switches, when pressed individually or held down on the Home Screen, perform specific functions. The table below explains the meaning of each individual stomp switch function. (For optimal usability, customizations are currently limited to single-pedal functions, while multi-pedal combinations operate with preset configurations.)

Click: The pressing and releasing actions are completed within 1.5 seconds, it takes effect the moment it's released.

Hold: Hold down the footswitch and release it only after more than 1.5 seconds, it takes effect at this moment of 1.5s.

The custom functions of the single footswitch include:

Function	Description
Module ctrl	Used to enable/disable one or more effect modules
Drum PLAY	Used to start/stop the drum machine
Looper	Play LOOP music or start recording
Looper stop	Stop Looper
Tap	Adjust the current Preset bpm
Tuner	Enter TUNER mode
Preset list	Enter the Preset list interface
Save	Used to save the current preset
Preset-1 / Preset+1	Used to switch to the previous or next preset
Preset-3 / Preset+3	Switch to the third preset above/below
Preset vol-5 / Preset vol+5	Adjust the volume of the current preset
Drum Preset + / Drum Preset-	Used to change the rhythm pattern of the drum machine
BPM- / BPM+	Adjust the current Preset bpm
None	Non-function

⑨ **Footswitch A (Factory default: Single-click: Preset -1, Press-and-hold: Preset -3)**

⑩ **Footswitch B (Factory default: Single-click: Preset +1, Press-and-hold: Preset +3)**

⑪ **Footswitch C (Factory default: Single-click: Tap tempo, Press-and-hold: Enters "PRESET LIST" mode)**

Combination Footswitch Functions:

A+B Single-click: Activates stomp mode

A+B Press-and-hold: Enters tuner interface

B+C: Accesses LOOPER interface

*** Note:**

Combination footswitch functions are pre-configured and cannot be modified.

Using the Re-Amp Function in Your DAW to Record or Adjust Tones:

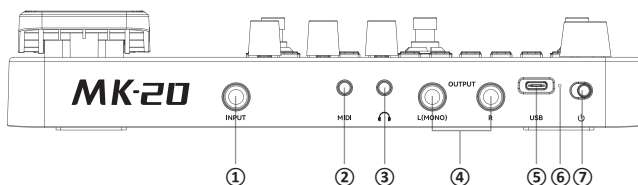
1. Create a new multi-track session in your DAW, import the backing track into Track 1. It is recommended to adjust the BT&USB VOL parameter from 0 to 100 during playback, carefully listening to find a suitable backing track volume level. Crucially, once set, leave the BT&USB Vol at 100. Adjust the final backing track level using the DAW's fader for Track 1 to your preferred listening volume.
2. Navigate to Global > Other > USB Audio. Select the "Dry" position. This configures the USB virtual output channels (Left/Right) to send the unprocessed guitar signal (dry signal).
3. Import the guitar dry signal into Track 2 of your DAW, or you can record the guitar dry signal onto Track 2 while playing along with the backing track on Track 1. This Track 2 guitar dry signal will be the source audio for the subsequent Re-Amp process.

Note: Before recording the guitar, set the "USB Rec Vol" parameter to 50 to ensure the recorded dry signal level is optimal and unaltered.

4. Navigate to Global > Other > USB Audio., select the "Resample" position, mute Track 1 and play only the guitar dry signal from Track 2, arm Track 3 for recording. This captures the processed guitar signal (wet signal) you heard while originally recording the dry track.

Critical: During this Re-Amp process, ensure all preset parameters and Master parameter remain unchanged from the settings used when the dry track (Track 2) was recorded.

5. After the first Re-Amp is complete, navigate to Global > Other > USB Audio and select the "Nor" (Normal) position, play Tracks 1 and 3 (processed guitar) together to hear the final mix.
6. If you are unsatisfied with the processed guitar sound on Track 3, navigate to Global > Other > USB Audio and ensure "Nor" is selected. Then play only Track 1 while playing your guitar, at the same time you browse presets on the MK-20 or adjust Preset parameters to find a tone you prefer.
7. To perform a second Re-Amp: Select the "Resample" position, mute Track 1 and play only the original guitar dry signal from Track 2, arm Track 4 for recording, then you will obtain the wet sound of the guitar after the second Re-Amp. Finally, switch back to the "Nor" position, review the new mix (Tracks 1 & 4), then you will get the work that suits you best.



- ① **INPUT:** 1/4" mono audio input jack, connect to guitar or to the output of another pedal.
- ② **MIDI:** 1/8" TRS MIDI Interface - Enables connection with external MIDI control devices or slave equipment.
- ③ **PHONES:** 1/8" stereo earphone output jack.
- ④ **OUTPUT:** 1/4" stereo audio output jack for unbalanced signal, please connect to L(MONO) for mono audio setup.
- ⑤ **USB jack:** Use to charge the battery / The MK-20 can be a sound card of computer / Computer software can be connected for interactive data transmission / Use USB MIDI function/ Firmware updates or factory Settings can be restored in the computer software / Third-party IR files (CAB module) and AMP and DS files can be imported / OTG recording.

*** Tips:**

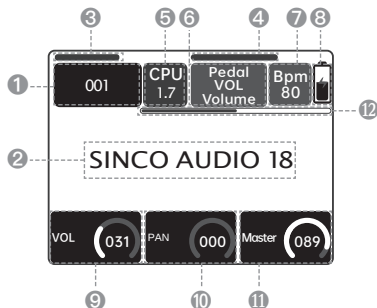
MK-20 can be used as an audio interface with a cellphone, use a OTG converter (separately buying) and accessory USB cable to connect the cellphone, then enter any video/audio recording APP for direct recording.

- ⑥ **Charging indicator:** When the battery is normally using, the indicator will go off; During charging, the indicator will stay red, then it will change to a different color after fully charging.
- ⑦ **Power Switch:** Toggle on/off the unit.

Screen Introduction

Main Display Screen

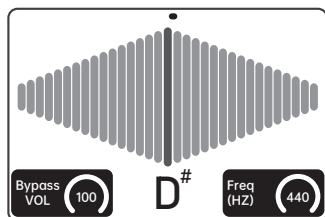
Main Display Screen is the home page displayed right after the power is turned on. You can directly see the key information and settings of the current preset.



- ①. Preset number, A total of 150. Among them, 1 – 66 are electric guitar tones, 67 – 75 are bass tones, and 76 – 150 are effect – free presets. After using the PARA knob to select a preset number, rotating the knob allows for quick preset switching. When restoring the factory settings, you can choose to restore only the first 75 preset data to the factory state, or you can restore all 150 preset states at once.
- ②. Preset name.
- ③. The volume monitor of "INPUT" jack.
- ④. The volume monitor of mixed output.
- ⑤. CPU condition: Warning, when the load rate exceeds 90%, it may cause noise or other problems.
- ⑥. Display the current status of the pedal.
- ⑦. Preset BPM, adjustable range 40–240 Bpm.
- ⑧. Battery display icon.
- ⑨. Quick-Knob Function Display:
Knob1: Adjusts the preset volume in the current page.
- ⑩. Quick-Knob Function Display:
Knob2: Controls preset panning. At -100, only the left channel outputs (right channel muted).
- ⑪. Quick-Knob Function Display:
Knob3: Adjusts the master volume.
- ⑫. Looper display bar: If there is audio in the Looper, this display bar will be displayed on the main screen.

TUNER

Long press the first and second footswitches on the home screen to enter tuning mode. Alternatively, you can enable Tuner Mode directly.



In the tuner interface, the characters displayed at the bottom of the screen represent the detected pitch's note name. The color blocks on the left and right sides indicate the string's tuning accuracy. The further to the left the block is positioned, the lower the current pitch, requiring the string to be tightened; conversely, the further to the right, the higher the pitch, necessitating loosening the string. As the string's pitch shifts from being out of tune to being calibrated, the color block gradually moves toward the center. When the block aligns with the center position, it signifies that the string has been tuned to the pitch represented by the displayed note name.

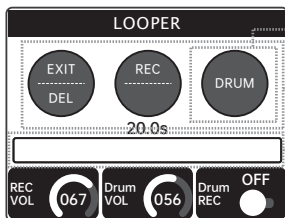
- Turn the Knob 1 to select the working volume 0–100 of the tuner. Effect chain will be bypassed, and you will only hear the dry guitar sound.
- Turn the Knob 3 to change the standard A's frequency ranged from 430Hz to 450Hz, with default set to 440Hz.
- Click other footswitches to exit.

* Tips:

As soon as you exit the TUNER Interface, the system will perform a global parameter save operation. This enables automatic saving of the TUNER's parameters. However, when exiting the TUNER Interface, the message "Global Save OK" will not be displayed.

LOOPER

When on the Home Screen, long-pressing Switches B and C simultaneously will enter the Looper Interface.



When the drum is playing, drum playing progress is displayed here

Footswitches function display

Looper Display bar

- When in the Looper Interface, a short press of Switch A activates the EXIT function, allowing you to return to the Home Screen.
- Rotating the PARA on this screen has no practical effect. Pressing PARA makes the display area of the three quick-adjust Dials turn the page and view more optional functions.
- Footswitches function display: Here shows the real-time function of the right three Footswitches, the top corresponding short step, the bottom corresponding long step.
 - ①EXIT: Return to the Home Screen.
 - ②DEL: Long-press the first stomp switch to delete the recorded loop.
 - ③REC: Start recording, REC will be displayed when there is no music in the LOOPER.
 - ④PLAY: When the music stops, click this footswitch to play music; When recording in double overlay, click this footswitch to stop recording and play music.
 - ⑤CLEAN: When the music stops, or while the first layer audio is being recorded, hold this Footswitch to delete the music, empty the LOOPER's music.
 - ⑥BACK: It can undo/redo last layer audio unlimited times.
 - ⑦DUB: Double, this function support unlimited overdub. Looper Display bar: Red is displayed when the first layer of audio is recording, green is displayed when it is playing, and yellow is displayed when it is overlaying(Double record).
 - ⑧DRUM: Single press the third stomp switch to turn the Drum Machine ON/OFF. Long press to enter the DRUM Interface.

Other tips of Footswitches function on the Looper interface:

- When there is music in the Looper and the music stops, long-pressing the B footswitch can delete the music, which is the Clean function. However, this function causes the music to play for 1.5 seconds before being deleted. Additionally, if DRUM SYNC is enabled at this time, it will also trigger the Drum to start. Therefore, we have thoughtfully prepared a direct delete function for Looper music using the footswitch: when in the Looper interface, long-pressing the A footswitch will activate this function.
- Furthermore, to make it more convenient for you to operate the Drum in the LOOPER interface, we have also assigned the short-press C footswitch function to toggle the Drum playback on or off.
- In summary, when in the LOOPER interface, the functions of the three footswitches are fixed and pre-designed as described above

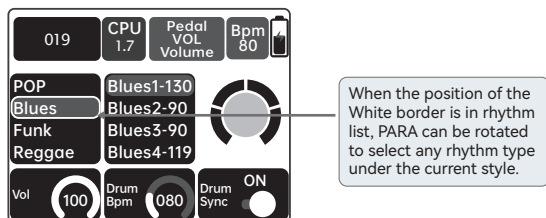
The function of 3 fast adjusting knob:

- 1.REC VOL: Change the recording volume of the looper.
- 2.PLAY VOL: Change the volume of the looper when playing back.
- 3.AUTO REC: Turn on/off the auto-recording, ONCE indicates that only one automatic recording is performed, and HOLD indicates that multiple automatic recordings are performed.
- 4.AUTO GATE: Automatic recording threshold. The higher the threshold, the less automatic recording is triggered.

5.DRUM SYNC: After opening, the drum will start simultaneously with LOOP, and the drum and LOOP will be automatically aligned the timeline. The functional difference between ON1 and ON2 is that one of the drums pauses with the LOOP, and the other is that the drum does not pause with the LOOP. To ensure perfect synchronization between the drums and your audio, enable this function before recording the first audio layer. If you record your audio first and then activate this feature, proper alignment may not be achieved.

DRUM

Click the "DRUM" button to turn on the drum, hold it to enter the DRUM menu. The DRUM button light will keep on when the drum machine is playing, and the light will go out when the drum machine stops.



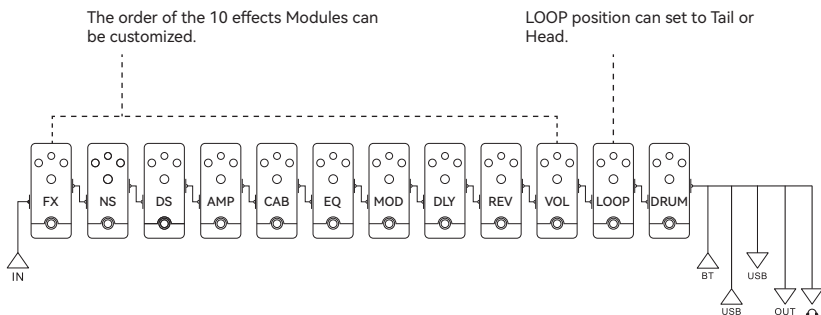
- Drum Machine Interface: Rotate PARA to cycle through drum styles, Press PARA to toggle between style list and pattern list, 128 rhythm patterns (Drum Presets) available.
- Drum Interface Footswitch Controls: Footswitch A (Short press): Returns to Home Screen, Footswitch B (Short press/CTRL A): Starts/Stops drum machine, Footswitch C: Tap tempo for speed synchronization.
- Long-press the rightmost Footswitch C to instantly switch to the LOOPER interface.

The funtion of 3 fast adjusting Dials:

- Turn Quick Access knob1 to change the volume of the drum, ranged from 0-100.
- Turn Quick Access knob2 to change the tempo of the drum, ranged from 40-240 BPM.
- Turn Quick Access knob3 to synchronize the drum tempo with the preset tempo.

* Tips:

In the Drum or Loop interface, do not use the combination of the two footswitches on the far right. Because the third footswitch's function under the Loop and Drum interfaces takes effect immediately after being stepped on, it will cause function conflict. You can use a long press on the rightmost stomp switch to replace the functions of these two combined stomp switches.



Other

When you connect your MK-20 with the PC/Mac, you can use the free MK-20 software to manage multiple functions, including adjusting tones, import/export presets, factory data reset, firmware upgrade, loading 3rd party IRs and more.

● APP using tips:

Before operation, make sure that the BT of the cellphone and MK-20 are both turned on, then run the APP and click the "≡" button, click the "Current Device" and select the "MK-20", then scan nearby devices, you can connect to use.

* Tips:

Every time you complete a firmware upgrade for the machine, it will cause the pairing of your original mobile phone and the BT function of the machine to fail. Therefore, you need to manually go to the BT interface of your mobile phone, first ignore the device name of the machine, and then re-establish the connection, and it will succeed.



scan the QR code

● We will continue to improve our products and reserve the right to modify certain functions and specifications (including but not limited to appearance, packaging design, operation manual, accessories, dimensions, specifications, displays, etc.) without prior notice. Please confirm the product functions and specifications with the local distributor before the purchase. Product pictures and color due to the light error and screen admiration setting. It may be different from the physical product effect. Please refer to the physical object accordingly.

● The timbre and parameters of all the effects of the 10 modules of this machine are explained here. Please scan the QR code to download the information:



scan the QR code

Technical Specifications

- Dynamic Range: 117dB
- Working current: 300mA
- Sample rate: 44.1KHz/24bit
- Module: 10
- Total effects: 320+
- Preset Memory: 150 Preset slots, 75 Factory Presets
- Looper: Maximum 20 seconds of record time
- Drum Machine: 128 drum presets
- MIDI: 3.5mm MIDI Interface, BT, or USB-C Port

Analog Input Connections

- Guitar Input: 1/4" Unbalanced (TS)

Analog Output Connections

- L/R Unbalanced Outputs: 1/4" TS jacks
- Earphone Output: 1/8" Stereo (TRS)

Digital Connections

- USB Port: USB 2.0 Type-C Port, USB audio, USB MIDI, support LOOPBACK ON/OFF, support RE-AMP

Size and weight

- Dimensions: 271.5mm(L) x 136.5mm(W) x 51mm(H)
- Unit Weight: About 795.5 g

Battery life (10h)

- Requirements: USB 5V 2A
- Battery capacity: 3000mAh
- Battery Model/Type: 105080
- Battery Nominal Voltage: 3.7V
- Charging current limit: 1A

BT Music: support

Software support: WINDOWS, MAC, IOS, Android

Third-party DS and AMP timbre loading: support

IR processing (CAB module): 44.1K/24Bit Mono WAV files, 1024/2048 sampling points

Built-in pedal: X1

External pedal jack: X1

Attachment: USB cableX1, User manual X1

★ Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment. This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

FCC Radiation Exposure Statement

The device has been evaluated to meet general RF exposure requirement. The device can be used in portable exposure condition without restriction.

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

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

Attention:

When the projector is in use, avoid looking directly into the lens, as the intense light may flash in your eyes and cause slight discomfort. Children should operate the projector only under adult supervision.

電波法により 5GHz 帯は屋内使用に限ります

请在使用本产品前仔细阅读本文

收到产品开机后，请您先对 Pedal 进行矫正，不然 Pedal 无法正常使用。矫正方法请看全局设置的Pedal 设置。

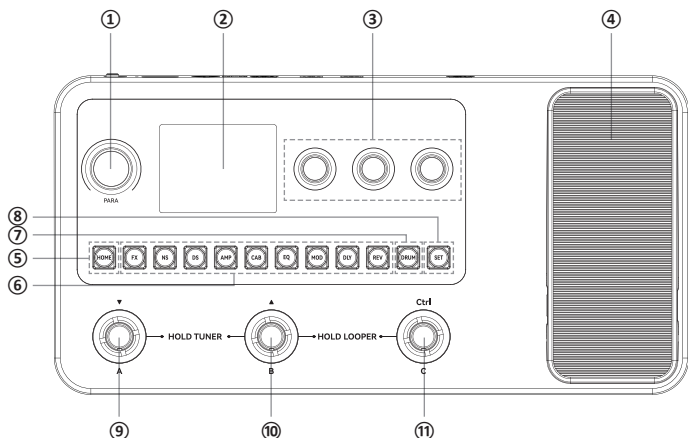
电源：请使用5V 2A的电源适配器，否则将会导致设备损坏、着火或者其他问题。不使用时或雷雨天时请拔下电源。

连接：连接设备或断开连接前，请务必关闭电源及其它设备，这将有助于避免故障和损害其它设备。另外，要确保移动本机前断开所有的连接线和电源线。

安全注意事项：

- 1.请仔细阅读本说明书。
- 2.请保存好本说明书。
- 3.注意所有警告事项。
- 4.遵循说明书指示。
- 5.请勿将设备靠近水源或湿度大的环境。
- 6.用干毛巾擦拭清洁。
- 7.请确保使用时远离收音机和电视机或者其他有磁场产生的设备，以免造成干扰。
- 8.请勿暴力使用开关及控制元件。
- 9.请勿让纸屑、金属制品及其他物体落入机内。
- 10.请勿摔落以及让本机受到冲击和过度按压。

- 搭载2.4英寸屏幕的三踩钉吉他/贝斯综合效果器；
- 包含10个效果模块，共320+种效果类型；
- 共150个预设音色储存位置；
- 可自定义效果模块顺序的效果链；
- 多样的 I/O 设置，满足了录音、舞台演出或者练习等场景的需求；
- 在主界面下，3个踩钉的功能都可以自定义修改，适用于不同的使用需求；
- 基于ANN音频神经网络建模技术的前级模型，音色更接近真实吉他/贝斯放大器；
- 120个AMP箱头音色，DS模块还提供了40个过载/失真/法兹等效果；
- 100个1024/2048pts采样长度的高品质箱体模拟，忠实的还原真实箱体喇叭的听感，并可导入第三方IR采样文件；
- MIDI接口支持MIDI接收；
- 全局均衡可针对不同的扩声场景快速调整输出信号频响；
- 内置20秒前置单声道LOOPER乐句循环模块；
- 内置鼓机功能，包含128个鼓组节奏；
- 3个踩钉都可以设置为控制模块或打点设速功能；
- 踩钉拓展功能可将3个踩钉设置为“一脚保存”、“预设 ± 3 ”、“预设音量 ± 5 ”等等功能；
- 支持设置表情踏板为控制模块参数或乐器输出音量；
- 电池续航能力：大概8+小时；
- USB接口：用于给电池充电，可连接上位机编辑参数、备份音色、导入CAB/DS/AMP音色、固件更新、恢复出厂设置、使用USB MIDI、USB AUDIO、电脑声卡、电脑数据交换传输和OTG内录等等功能；
- 设计师为使用者提供一个超方便的踩钉模式，此模式叫做“PRESET LIST”预设列表模式。在此模式下，3个踩钉代表3个预设，以代表3个预设为一个BANK组，左边两个踩钉用于BANK-，右边两个踩钉用于BANK+；
- 每个预设的踩钉灯的颜色可自定义修改；
- 无线BT功能，支持BT音乐和用于APP数据传输；
- 44100HZ 24Bit高采样率数字信号处理器，为您提供细致入微的声音；
- 从我司官方渠道免费下载配套的电脑软件或者手机APP软件，为用户提供更多的操作方式和管理方式。
- Re-Amp功能，数字音频信号再处理，可将PC端的干信号轨道通过MK-20的效果模块进行重新录制，变成另一轨湿声轨道。



① **PARA**：带按压功能的编码器，在不同界面可实现预设音色选择，项目的选择或确认、移动模块以及参数编辑等功能。

*** 温馨提示：**

当屏幕上有显示出翻页的图标，代表在当前的项目下，可调节的参数不只有 3 个，可以用 PARA 按键，再次点击当前的项目，对参数进行翻页，然后才能用三个旋钮去调节更多的参数。

② **2.4" 彩色LCD屏幕**：显示当前状态及信息。

③ **跟随屏幕功能的三个参数旋钮**：从左到右分别是Knob1, Knob2, Knob3。

④ **表情踏板Pedal**：可设置为音量、哇音或其他效果参数的控制功能。

*** 温馨提示：**

收到产品开机后，请您先对 Pedal进行矫正，不然 Pedal无法正常使用。矫正方法请看全局设置的Pedal设置。在出厂预设状态下，大部分预设的Pedal参数，都是用于调节效果链里VOL模块的参数(出厂在A状态下)，还有小部分的预设是用于哇音或者其他指定效果的参数调节。

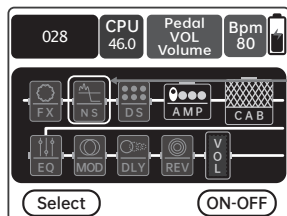
⑤ **HOME 带灯按键/BT开关键(带BT状态灯)**：单击 HOME 键可在屏幕上显示“主界面”，在主界面时候再单击HOME键可进入模块操作界面。长按HOME 键开启/关闭蓝牙模块。按键灭灯时候代表 BT 未开启，按键灯慢速闪烁时候表示 BT 已开启但是未连接，按键灯常亮时候表示 BT 已成功连接。

开机后显示的界面称为“主界面”，在这个界面内可以直观且快速的浏览到当前预设内重要信息的设定情况，还可以了解到电池情况和其他信息等等。

STOMP界面（下图所示）：

在 stomp 界面，可以观察 10 个模块的连接顺序和开关情况，也可以用 para 来移动模块的顺序。

在 stomp 界面，可以观察 10 个模块的连接顺序和开关情况，STOMP界面(下图所示也可以用para 来移动模块的顺序。Stomp 界面下的三个踩钉的单踩的功能，我们设计为，A踩钉为退出主界面，B踩钉为开启模块与关闭模块，C踩钉为选择模块，长按后选中模块。



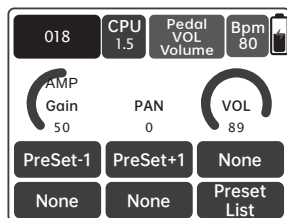
*** 便捷操作提示:**

对当前预设进行 save 操作后, 这个白色框所在的位置会跟随预设进行保存。因此用户可用踩钉进入 stomp 模式界面。

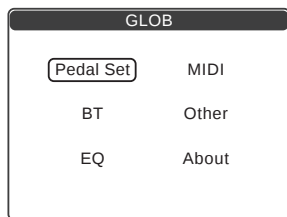
⑥ **9个效果模块带灯按键:** 当前预设下, 9个效果模块的开关状态。图标熄灭代表效果未开启, 图标点亮代表效果已开启, 如果这9个图标都是熄灭状态, 则代表目前本机处于 Bypass 直通状态。在任何时候, 长按按键可以快速开启/关闭模块效果。单击此按钮可进入模块的参数菜单, 再次单击可开启/关闭模块效果。当屏幕上显示出参数菜单后, 您可使用 PARA 编码器和三个旋钮来调整屏幕上任意一个效果和参数。

⑦ **DRUM带灯按键:** 单击可立即播放/停止鼓机, 长按可进入鼓机界面。鼓机播放时候按键灯会持续常亮。

⑧ **SET带灯按键/效果链的VOL音量模块开关键 (第10个模块):** 短按进入踩钉映射界面, 再次短按进入选择 GLOB 界面/CTRL界面, 长按此按钮打开VOL模块并且开/关VOL模块的功能。



全局 GLOB界面的功能是全局存储的, 下面进行讲解:



本界面中您可以设置全局功能。和前面的设置不同, 全局设置会影响整机的工作状态, 不随预设的变化而变化。所有设置更改即生效。

Pedal Set:

踏板矫正功能, 请按提示的步骤进行踏板矫正。当踏板被矫正成功后, 会提示“Correct Successfully”, 踏板即可正常使用。如果提示“Correction Failure”, 那请您再次从头开始, 再次进行踏板矫正。

MIDI: 关于本机的MIDI信息。

BT: 这里可以开启或者关闭BT功能。

Other:

1.RCH: Right Channel功能, 此功能有三个档位, 第一个档位功能代表左右声道输出的内容是一样的。

第二个档位功能代表左右声道分别是是湿声和干声。

第三个档位功能代表左右声道分别是有 CAB 和无 CAB效果。

2.USB Audio: 此功能有4个档位, 第一个档位功能是Loopback功能, 通过usb 录音时会把伴奏声和乐器声录进去 (伴奏声包括USB音乐和BT音乐)。为了方便用户进行手机录音, 所以出厂默认状态下就在这个档位。

第二个档位即是关闭Loopback 功能。

第三个档位即为Re-Amp功能, 数字音频信号再处理, 可将PC端的干信号轨道通过MK-300的效果模块进行重新录制, 变成另一轨湿声轨道。

请注意: 如果第三个档位的Re-Amp功能开启后, IN接口的乐器输入会被屏蔽, 此时弹吉他是听不到声音的。

第四个档位即为Dry档位, 听湿录干功能, 主要用于电脑DAW软件, 录音时候会录制到INPUT接口实时输入的吉他干声, 伴奏声不会被录进去, 从而方便后期进行Re-Amp。

*** 温馨提示:**

Loopback 功能, 是常见的声卡回环功能。功能在Nor档位时, 电脑/手机内的音乐声会与乐器声同时录制, 同一轨道混合录制, 其中包括 USB 和 BT 的音乐声。如果在 NO 档位, 使用MK-20 作为声卡进行录音时候, 只能录制到 IN 接口和11个模块的声音, 这样更便于电脑录音时候进行乐器声分轨录音。

3.BT&USB VOL, 这里调节 BT 和 USB的输入音量。

4.USB REC VOL 录音音量, 调节区间为0-100, 数值越大, 录音后得到的音量越大。出厂默认状态下为50, 即为0 db。

全局EQ

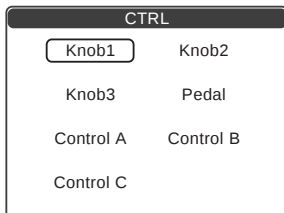
本菜单用于设置MK-20的全局均衡功能, 可以整体改变本机的效果音色。

*** 注意:**

- 请谨慎调节全局均衡参数以保护您的设备和听力。
- 全局均衡不会影响MK-20的USB音频和BT音频的输出。
- 当您的某一个预设使用的效果比较多或使用了一些比较耗费系统资源的效果 (如混响), 此时打开全局均衡可能会导致系统过载。
- 在电脑软件上, 可以导入/导出全局EQ的所有参数, 以便于备份, 方便在不同的场景时导入不同的EQ参数进行使用。

ABOUT: 目前设备的固件版本。

CTRL界面里的功能是跟随预设独立存储的, 提供Pedal、Knob1、Knob2、Knob3、下面进行 A踩钉、B踩钉、C踩钉、等7个项目的功能设置。其中的某些功能,下面进行讲解;



Knob1、Knob2、Knob3的功能: 在HOME界面时三个自定义参数的旋钮。

A、B、C踩钉的功能: 这是3个踩钉在HOME界面时, 单踩或者长踩单个踩钉的功能。以下表格介绍了所有的单个踩钉功能的含义。(为了兼顾便捷性和简介性, 目前只可自定义单个踩钉的功能, 因为组合踩钉的功能已经被固定设计好了)。

单踩Click: 踩下动作和抬起动作在1.5s内完成，抬起的一瞬间即生效。

长踩Hold: 踩住踩钉，超过1.5s后才抬起，在1.5s的这一瞬间生效。

单脚钉自定义功能包括：

脚钉功能	脚钉功能描述
Module ctrl	用于开启/关闭一个或多个效果模块
Drum PLAY	用于启动/停止鼓机播放
Looper	播放LOOP音乐或者启动录音
Looper stop	停止 Looper 音频播放
Tap	控制 Preset BPM
Tuner	开启调音器
Preset list	进入预设列表界面
Save	用于保存当前 preset
Preset-1 / preset+1	用于切换到上一个或者下一个预设
Preset-3 / preset+3	切换到下面/上面第三个预设
Preset vol-5 / Preset vol+5	调节当前 preset 的音量
Drum Preset + /Drum Preset-	用于切换鼓机的节奏型
BPM-和 BPM+	调节当前的 Preset bpm
None	无功能

⑨ **A踩钉**(出厂默认单击预设-1按住预设-3)

⑩ **B踩钉**(出厂默认单击预设+1按住预设+3)

⑪ **C踩钉**(出厂默认Tap功能，按住为进入“PRESET LIST”预设列表模式)

A+B踩钉单按进入stomp模式。

A+B踩钉按住进入调音界面，B+C进入LOOPER界面功能如下：

*** 注意：**

组合踩钉的功能已经被固定设计好了不能更改。

如何在DAW中使用本机re-amp功能录制或调节音色：

1.在 DAW 中新建多轨录音文件，然后在第一轨中导入伴奏文件，此时建议把BT&USB VOL参数从 0 调节到 100，慢慢试听一下伴奏声的音量大小。最后务必要把BT&USB参数固定在100，再到 DAW 的第一轨中调节伴奏的音量，选择合适自己的音量。

2.在 GLOB-Other-USB Audio，选择最后一个档位 Dry，即可实现 USB 虚拟输出通道的左右声道输出的吉他为干音。

3.在DAW的第二个音轨中导入吉他干轨，或者在播放第一轨的伴奏的同时录入吉他干轨。第二轨的吉他干声作为后面 Re-Amp 原始音频。

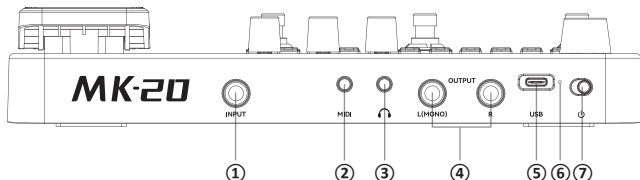
注意：在录制吉他之前，建议把 USB Rec Vol 参数调节为 50，才能在录制后得到最原本的吉他音量。

4.在GLOB-Other-USB Audio，选择 Resample 档位，再 mute 第一轨伴奏声，只播放第二轨的吉他干声，然后在第三轨开启录音，即可录制到刚才录制吉他干声时候听到的吉他湿声（注意，在这个 Re-Amp 过程中，要保持效果器的所有 Preset 参数和 Master 参数不被改动，都要跟刚才的是一样的）。

5.第一次 Re-Amp 完成后，在 GLOB-Other-USB Audio，选择 Nor 档位，然后播放第一轨和第三轨，即可听到最终的成品。

6.如果您对第三轨的吉他湿声不满意，那在GLOB-Other-USB Audio，选择 Nor 档位，那现在建议您单独播放第一轨，边听伴奏边弹琴，在 MK-20 上切换预设，或者调节 Preset 参数得到您更满意的音色。

7.选择 Resample 档位，再 mute 第一轨伴奏声，只播放第二轨的吉他干声，然后在第四轨开启录音，即可进行第二次 Re-Amp 和录音。最后，切换到 Nor 档位，试听完毕后，即可得到您最满意的作品。



- ① **INPUT**: 1/4" 单声道输入接口，连接至吉他或其他效果器的输出接口；
- ② **MIDI**: 1/8" TRS MIDI接口，连接外接MIDI控制设备或受控设备。
- ③ **耳机接口**: 1/8" TRS耳机接口。
- ④ **OUTPUT**: 1/4" 立体声输出接口，输出非平衡信号，单声道输出时请连接L(MONO)接口。
- ⑤ **USB接口**: 用于给电池充电，可连接上位机编辑参数、备份音色、导入CAB/DS/AMP音色、固件更新、恢复出厂设置、使用USB MIDI、USB AUDIO、电脑声卡、电脑数据交换传输和OTG内录等等功能。

*** 温馨提示:**

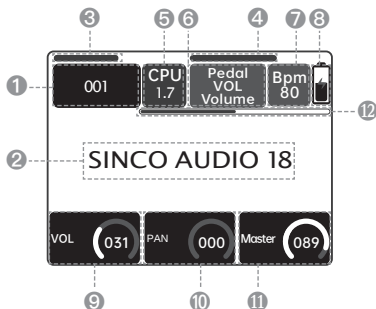
使用本机自带的USB线和另购的OTG转换器，可连接到手机第三方APP软件进行音画同步实时内录。

- ⑥ **充电指示灯**: 开机后，本机在正常使用时指示灯为熄灭状态。充电时指示灯为红灯常亮，充满电时灯转色。
- ⑦ **电源开关**: 用于开启或关闭设备。

界面概览

主界面

开机后显示的界面称为“主界面”，在这个界面内可以直观且快速的浏览到当前预设内重要信息的设定情况。

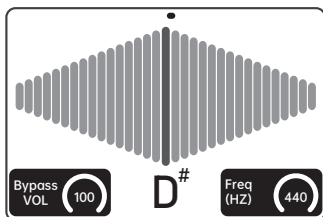


- ①. 预设编号，一共 1-150个。其中 1-66 为电吉他音色，67-75 为贝斯音色，76-150 无效果。恢复出厂设置时可单独选择前 75个预设数据恢复到出厂状态，也可一次恢复全部。150个预设状态。
- ②. 预设名称
- ③. INPUT接口输入音量实时展示
- ④. 混合输出音量实时展示

- ⑤. CPU 工况: 温馨提示, 当负载率超过 90% 时, 可能会导致杂音或者其他问题。
- ⑥. 此时Pedal的功能, 还可显示出踏板的状态。
- ⑦. 预设速度, 可调节范围 40-240Bpm。
- ⑧. 电量显示
- ⑨. 这是快调旋钮的功能显示区, Knob1旋钮在当前页面的功能为预设音量。
- ⑩. 这是快调旋钮的功能显示区, Knob2旋钮在当前页面的功能为预设声相, 当调节到-100 时, 只有左声道输出, 右声道无输出。
- ⑪. 这是快调旋钮的功能显示区, Knob3旋钮在当前页面的功能为全局音量。
- ⑫. Looper 展示条: 如果 Looper 里面存在音频的情况下, 此展示条会显示在主界面。

使用调音表(TUNER)

在主界面长按第一和第二个脚钉, 将进入调音模式。也可以打开调音模式。



在调音器界面中, 屏幕下方的字符代表识别到的音高的音名, 左右两侧色块代表琴弦准度, 越往左, 当前音高越低, 则需要拧紧琴弦; 越往右, 则琴弦音高越偏高, 则需要放松琴弦; 在琴弦的音高从偏离到校准的情况下, 显示的色彩块也会逐渐向中间移动, 调节到中间时表示琴弦已校准至字符显示的音代表的音高。

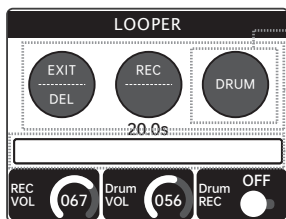
- 旋转1号快调旋钮 Knob 1以选择调音器的工作音量0-100: 旁通校音(Bypass): 此时效果链将会被旁通, 您将听到吉他输入的干音。
- 旋转3号快调旋钮 Knob 3以改变标准A的参考频率, 范围是430Hz到450Hz, 默认为440Hz。
- 踩下其他脚钉即可退出调音器。

* 温馨提示:

当您退出调音界面的一瞬间, 本机将执行一次全局参数的保存, 以此可以对调音器的参数进行自动保存, 这个功能, 跟按下 GLOB 按键的功能是一样的。只是在退出调音界面的时候, 不需显示“Global Save OK”。

使用乐句循环功能(LOOPER)

在主界面时, 长按B+C踩钉可进入 Looper 界面。



在鼓播放时, 显示鼓播放进度

脚钉功能显示区

LOOPER进度显示条

- 在Looper界面时，短踩A踩钉，可操作EXIT功能，即可返回主界面。
- 在此界面下旋转 PARA 无实际作用，按下PARA可让三个快调旋钮的显示区进行翻页，查看更多可选择的功能。
- 脚钉功能显示区：这里显示出三个踩钉的实时功能，上面的对应短踩，下面的对应长踩。
 - ①EXIT：返回主界面
 - ②DEL：长踩第一个踩钉可以 delete 删除音乐
 - ③REC：Record 启动录音，当 LOOPER 里面没有音乐时候，会显示 REC。
 - ④PLAY：当音乐停止时，踩这个踩钉可播放音乐；在 Double 叠加录音时，踩这个踩钉可以停止录音并且播放音乐。
 - ⑤CLEAN：当音乐停止时，或者正在录制第一层音频时，长踩这个踩钉可以 delete删除音乐，清空 LOOPER 的音乐。
 - ⑥BACK：Back就是返回的意思，可无限次数重做或撤销最后一次叠加录制的音轨(Undo/Redo)。
 - ⑦DUB：Double叠加录音，这个功能可实现无限叠加音轨录音。LOOPER进度显示条，录制第一层音频时显示红色，在播放时候显示绿色，在DUB叠加录音时显示黄色。
 - ⑧DRUM：单踩第三个踩钉可开启/关闭鼓机，长踩可以进入 DRUM 界面。

* Looper 界面下，踩钉的其他功能提示：

当 Looper 里面已经有音乐，而且音乐停止时，长踩B踩钉可以 delete 删除音乐，即为 Clean 功能，但是此功能会导致音乐被播放 1.5 秒后才删除。而且，如果此时 DRUM SYNC 是开启状态的话，它还会导致 Drum 被启动。所以，我们为您贴心地准备了一个直接删除 Looper 音乐的踩钉功能：如果在 Looper 界面时，长踩A踩钉，可实现这个功能。

另外，我们为了您在 LOOPER 界面能够更方便地操作 Drum，我们还把短踩C踩钉的功能，设定为开启或者关闭鼓的播放。

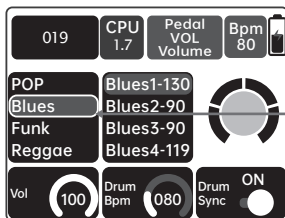
所以，综上所述，在 LOOPER 界面时，三个踩钉的功能，都是已经被固定设计好的。

快调旋钮的功能如下：

- 1.REC VOL 录音音量：改变乐句循环器的录音音量。
- 2.PLAY VOL 播放音量：改变乐句循环器的回放音量。
- 3.AUTO REC 自动录音功能，开启自动录音模式，ONCE代表只自动录音一次，HOLD代表多次自动录音（当开启此功能后，就算在其他的界面弹琴也会自动开始录音）。
- 4.AUTO GATE自动录音阈值，阈值越高，越不容易触发自动录音。
- 5.DRUM SYNC鼓机同步：开启后，鼓会跟随LOOP同步启动，鼓和LOOP也会智能自动对齐。ON1和ON2的功能区别是，ON2的DRUM会随LOOP暂停，ON1的DRUM不会随LOOP暂停。如果您需要使用这个功能，请在录制第一层音频之前把此功能打开，即可实现鼓和音频的完美对齐。如果您先录制音频，再去打开这个功能，那可能会导致对齐失败。

使用鼓机(DRUM)

在任何界面时，长按DRUM按键可进入鼓机界面，短按DRUM按键可直接播放鼓机，在鼓机播放时候DRUM按键灯会持续常亮，鼓机停止时灯熄灭。



当白色框的位置处于中间的节奏列表时，可旋转 PARA 选择当前风格下的任一节奏型。

在鼓机界面旋转PARA可切换鼓机风格，按下PARA可以在风格列表与节奏型列表中切换，鼓机共有128个节奏型 (Drum Presets)。

在鼓机界面时候，短按A个踩钉可回到主界面，短按B踩钉 CTRL A启动/停止鼓机，第C个踩钉可用于 TAP 打点获取鼓机速度。

长踩最右边的C踩钉可以一键切换到LOOPER界面。

快调旋钮的功能如下：

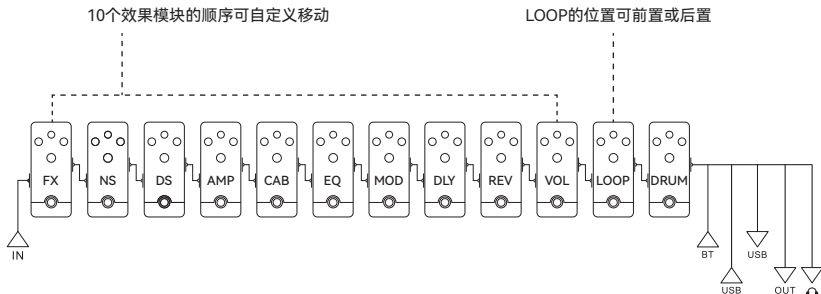
- 旋转1号快调旋钮Knob1以改变鼓机的输出音量，范围是0-100；
- 旋转2号快调旋钮Knob2以改变鼓机的速度，范围是40-240；
- 旋转3号快调旋钮Knob3以将鼓机速度与预设速度进行同步。

*** 温馨提示：**

在鼓机或者 Loop 界面时，请勿使用最右边的两个踩钉的组合踩钉功能。因为 Loop 和 Drum 界面下的第三个踩钉功能，是踩下即马上生效，所以会引起踩钉功能冲突。可以使用长踩最右边的踩钉来代替这两个组合踩钉的功能。

效果模块连接图

CN



当您'll将MK-20连接至电脑时，您可以使用免费的MK-20软件来对您的MK-20进行管理如调节音色、导入导出预设文件、恢复出厂设置、固件升级、加载第三方IR文件等。

● 手机 APP 连接步骤：在操作前需确认手机和MK-20的BT功能都已经开启，然后打开 M-EFCS，点击左上角“≡”按键，点击“当前设备”选择MK-20，再扫描附近设备，即可连接使用。

*** 温馨提醒：**

每次对机器完成固件升级后，会导致您原来的手机和机器的BT功能配对失败。因此，需要您手动到手机BT界面，先对机器的设备名进行忽略，然后重新建立连接，即可成功。



扫描二维码下载

● 我们将不断改进我们的产品并保留修改某些功能和规格(包括但不限于外观、包装设计、操作手册、配件、尺寸、规格参数、显示屏等)的权利,恕不另行通知。购买前请与当地经销商确认产品功能及规格。产品图片及颜色因拍照光线误差及屏幕设定可能与实物产品效果有所差异。请以实物为准。

● 关于本机的 10个模块的所有效果的音色和参数，在此进行讲解，请扫二维码下载资料：



扫描二维码下载

技术指标

- 动态范围: 117dB
- 工作电流: 300mA
- 采样率: 44.1KHz/24bit
- 效果模块: 10个
- 总效果数: 320+
- 预设数量: 150预设位置, 75个出厂预设
- 乐句循环器最大录制时间: 20秒
- 内置鼓机: 128出厂鼓组
- MIDI: 3.5mm MIDI 接口或 BT 或USB-C接口

模拟输入连接

- 吉他输入: 1/4" 非平衡输入 (TS)

模拟输出连接

- 左右非平衡输出: 1/4" TS接口
- 耳机输出: 1/8" 立体声输出 (TRS)

数字连接

- USB接口: USB2.0 Type-C接口, 支持USB audio, 支持USB MIDI, 支持LOOPBACK开/关, 支持RE-AMP功能

尺寸及重量

- 尺寸: 271.5mm (长) × 136.5mm (宽) × 51mm (高)
- 重量: 约795.5 g

电池 (10小时续航)

- 供电要求: USB 5V 2A
- 电池容量: 3000mAh
- 电池型号规格: 105080
- 电池标称电压: 3.7V
- 充电电流限制: 1A

BT伴奏: 支持

音色编辑软件支持: WINDOWS, MAC, IOS, Android

第三方DS和AMP音色加载: 支持

第三方IR文件格式要求(CAB模块): 44.1K/24Bit, 单声道 WAV 文件, 1024/2048采样点

自带表情踏板: 1个

出厂附带: USB连接线X1, 说明书X1

修订: 2025-09-05

Attention:

When the projector is in use, avoid looking directly into the lens, as the intense light may flash in your eyes and cause slight discomfort. Children should operate the projector only under adult supervision.

電波法により 5GHz 帯は屋内使用に限ります