



AmpliTube X-SPACE

USER MANUAL

English

中文



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Front Panel Overview



1. MODEL encoder

Turn the MODEL encoder to select the preferred X-SPACE model among the 16 advanced algorithms available.

Push to go back when browsing menus.

2. PRESET encoder

Turn the PRESET encoder to browse among the 300 preset slots available in the machine.

Push to save a preset and choose its name and bank position.

3. PARAMETER encoder

Each model inside X-SPACE has its own parameter set.

Push the PARAMETER encoder to access the additional parameters of the selected model. The last edited parameter is always available by pressing or rotating the parameter encoder.

Hold the PARAMETER encoder to access the global and preset setups.

4. TIME knob

The TIME knob controls the reverb tail length.

5. PRE-DELAY knob

The PRE-DELAY knob controls mainly the pre-delay amount.

6. COLOR knob

The COLOR knob controls the frequency response of the reverb.

7. MOD knob

The MODULATION knob controls the amount of modulation happening in the reverb.

8. MIX knob

The MIX knob controls the balance of dry and wet signal. At 0% the signal is fully dry, while at 100% the signal is fully wet. At around 85% the dry and wet signal have the same level.

9. A, B & C LEDs

Green if preset is active.

Amber if preset has been edited.

Blinking amber when browsing among banks.

Off if bypassed.

10. A, B & C footswitches

Press to engage or bypass preset of the current bank.

Hold while preset is ON to access the X-MODE for selected model.

Hold while preset is OFF to activate that preset temporary while the footswitch is held down.

Press A+B to select a lower bank.

Press B+C to select a higher bank.

Rear Panel Overview



1. INPUT L & R

Plug your instrument in here.

If you have a mono instrument use only the left input.

2. OUTPUT L & R

Connect to an amplifier, stomp box, PA or other devices.

If you use X-SPACE with mono output use only the left output.

3. MIDI IN

Connect to external MIDI controllers to automatically browse presets and modulate parameters via control changes.

4. MIDI OUT

Connect to external MIDI devices.

Through this port X-SPACE can send out MIDI messages anytime a switch is pressed or a knob is turned.

5. EXT. CONTROL

Hook up an external expression or single switch pedal to control any combinations of parameters with a single action.

Hook up a double switch pedal to easily move among banks or presets.

6. USB

Use this port to connect X-SPACE to your Mac/PC as an audio interface and for using the Librarian app to organize and load presets. It can also be used to send or receive MIDI signals.

7. POWER 9V DC

Power the pedal via a 9V DC center negative power supply.

At least 260mA.

Firmware update

Before doing anything with your X-GEAR pedal it's highly recommended to hook it up to the X-GEAR Librarian and check if any firmware update is available to make sure you are running the most updated and stable firmware available.

To do so:

1. Install the X-GEAR librarian on your computer following the instructions found in the box.
2. Connect your pedal to your computer using the provided USB cable.
3. Launch the X-GEAR librarian and select the connected pedal.
4. Click the top right gear icon and click "Check for updates."
5. If the librarian or the X-GEAR need to be updated, you'll be asked to do so and by clicking "Update" you'll start the updating process.

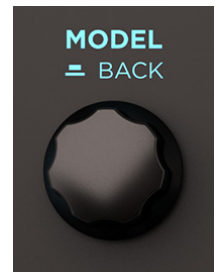
After updating you can start using your X-GEAR pedal.

Saving presets

To quickly save a preset, hold down the PRESET encoder until the display shows SAVED. The preset will be saved with the same name in the same location.

To change name or location when saving a preset:

1. Press the PRESET encoder to enter the saving process.
2. The first letter of the preset's name starts blinking indicating the cursor's position.
3. Rename the preset:
 - a. Turn the PRESET encoder to select a character.
 - b. Turn the MODEL encoder to change the cursor's position.
4. Push the PRESET encoder to confirm the name.
5. The display shows a location (bank-number and slot).
6. Rotate the PRESET encoder to select the desired location.
7. Push the PRESET encoder to select the location and save the preset with the chosen name in the chosen location.

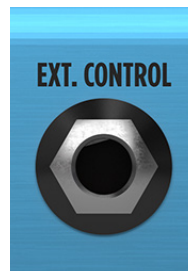


N.B. When choosing a different location saving a preset will overwrite the preset that was previously stored in that location and the new one gets copied over it.

External Control Setup

The EXT. CONTROL jack can be connected to various types of external pedals:

- Expression pedal
- Single switch
- Double switch



Expression pedal & single switch (creating macros)

An expression pedal and a single switch pedal can be assigned to a parameter or to various parameters to create macros. A macro is an ensemble of parameters, which can be modulated simultaneously via the external control.

To setup a macro on the selected preset using an expression pedal or a single switch pedal, do as follows:

1. Hook it up to the EXT. CONTROL.
2. Hold the PARAMETER encoder and choose GLOBAL SETUP.
3. Select EXT. CTRL and choose one of the following:
 - a. TRS EXP PEDAL: if you are using a TRS type expression pedal.
 - b. RTS EXP PEDAL: if you are using a RTS type expression pedal.
 - c. N.O. SWITCH: if you are using a normally open single switch pedal.
 - d. N.C. SWITCH: if you are using a normally close single switch pedal.
4. Press the MODEL knob to go back and choose PRESET SETUP.
5. In the PRESET SETUP menu, select ON from the EXT. CTRL option.
6. Come back to the PRESET SETUP menu, select EXT. LEARN and choose LEARN.
7. While LEARN A is being displayed, position the parameters of the preset as you wish they would be when the external control is in position A, then press the PRESET encoder when the A setup is done.
8. While LEARN B is being displayed, position the parameters of the preset as you wish they would be when the external control is in position B, then press the PRESET encoder when the B setup is done.
9. Once the SAVE button (PRESET encoder) is pressed, the pedal returns to its default behavior and the macro is assigned to the external control.

N.B.

In a single switch pedal position A refers to the off status. In an expression pedal position A refers to the heel status.

In a single switch pedal position B refers to the on status. In an expression pedal position B refers to the tip status.

The only difference between a single switch or an expression pedal is that with the first one changing from position A to position B is an instant transition (pressing the footswitch), while the second one is a smooth transition (moving the expression pedal).

Double switch

Connect a double switch pedal to browse among presets or banks more easily.

To setup a double switch pedal do as follows:

1. Hook it up to the EXT. CONTROL.
2. Hold the PARAMETER encoder and choose GLOBAL SETUP.
3. Select EXT. CTRL and choose N.O. DUAL SWITCH, if your double switch pedal is normally open or N.C. DUAL SWITCH, if your double switch pedal is normally closed.
4. In the GLOBAL SETUP browse to DUAL SWITCH MODE and choose BANK, if you want to use your double switch pedal to move among banks or PRESET, if you want it to move among presets.

Expression pedal calibration

If you feel that your expression pedal doesn't work as expected, you may need to calibrate it to get its full functionality.

To calibrate an expression pedal do as follows:

1. Hook it up to the EXT. CONTROL in the rear panel.
2. Hold the PARAMETER encoder and choose GLOBAL SETUP.
3. In the GLOBAL SETUP select EXP. CALIBRATION.
4. While HEEL is being displayed move your expression pedal to its heel position then press the PARAMETER encoder to confirm.
5. While TIP is being displayed move your expression pedal to its tip position then press the PARAMETER encoder to confirm.
6. When the display shows DONE, the calibration is set.

Reverb Models

SHIMMER 1

A complex shimmer that offers increasing feedback. The pitch can go from 1/4 semitone up to an octave creating many different customizable shifting voicings.

Parameters

- **TIME:** controls the reverb tail length.
From 5 s to 20 s.
- **PRE-DELAY:** not available.
- **COLOR:** controls the frequency response of the reverb. At minimum the reverb gets darker, at maximum the reverb gets brighter. Set in the middle the reverb is flat.
From -10 to +10.
- **MOD:** controls the amount of modulation of the reverb.
From 0% to 100%.
- **MIX:** controls the balance of dry and wet signal. At 0% the signal is fully dry, while at 100% the signal is fully wet. At around 85% the dry and wet signal have the same level.
From 0% to 100%.
- **SHIFT:** controls the pitch of the note generated by the shimmer. It can be set to perfect pitch or fine-tuned with 1/8 of a tone.
From -12 semitones to +12 semitones.
- **SIZE:** controls the dimension of the ambience from which the reverb is generated. With size set to minimum the pitch build up is quicker, set to max the pitch build up is slower.
From 50% to 150%.
- **MOD RATE:** controls the rate of the reverb modulation.
From 0.1 Hz to 7 Hz.
- **MODE:** chooses among 3 modes.
 - NO PICH: offers the shimmer characteristics without the feedback build up.
 - SINGLE: the pitch of the feedback keeps building up according to the SHIFT parameter.
 - DUAL: the pitch of the feedback keeps building up according to the SHIFT parameter both upwards and downwards.
- **X-MODE:** engages the most possible tail length.
ON or OFF.

SHIMMER 1 Control Changes

Parameter	Control Change #	Values
TIME	21	0 – 127
COLOR	23	0 – 127
MOD	24	0 – 127
MIX	25	0 – 127
SHIFT	46	0 – 127
SIZE	47	0 – 127
MOD RATE	48	0 – 127
MODE	49	0 – 127
X-MODE	13	0 – 127

When a parameter range is not linear its values are equally divided among the 128 steps of a Control Change value.

SHIMMER 2

Shimmer 2 differs from the first one because there is no buildup in the feedback and the two different pitched voices can be set in parallel to create custom harmonizations.

Parameters

- **TIME:** controls the reverb tail length.
From 6 s to 20 s.
- **PRE-DELAY:** not available.
- **COLOR:** controls the frequency response of the reverb. At minimum the reverb gets darker, at maximum the reverb gets brighter. Set in the middle the reverb is flat.
From -10 to +10.
- **MOD:** controls the amount of modulation of the reverb.
From 0% to 100%.
- **MIX:** controls the balance of dry and wet signal. At 0% the signal is fully dry, while at 100% the signal is fully wet. At around 85% the dry and wet signal have the same level.
From 0% to 100%.
- **SHIFT 1:** controls the pitch of the note generated by the shimmer of the first voice. It can be set to perfect pitch or fine-tuned with 1/8 of a tone.
From -12 semitones to +12 semitones.
- **GAIN 1:** controls the level of the first voice.
From 0 to 10.
- **SHIFT 2:** controls the pitch of the note generated by the shimmer of the second voice. It can be set to perfect pitch or fine-tuned with 1/8 of a tone.
From -12 semitones to +12 semitones.
- **GAIN 2:** controls the level of the second voice.
From 0 to 10.
- **SIZE:** controls the dimension of the ambience from which the reverb is generated.
From 50% to 150%.
- **MOD RATE:** controls the rate of the reverb modulation.
From 0.1 Hz to 7 Hz.
- **MODE:** chooses among 3 modes.
 - DUAL: the shimmer offers both pitched voices.
 - SINGLE: the shipper offers only the first pitched voice.
 - NO PITCH: the shimmer offers its characteristics without the pitched voices.
- **X-MODE:** engages the most possible tail length.
ON or OFF.

SHIMMER 2 Control Changes

Parameter	Control Change #	Values
TIME	21	0 – 127
COLOR	23	0 – 127
MOD	24	0 – 127
MIX	25	0 – 127
SHIFT 1	46	0 – 127
GAIN 1	47	0 – 127
SHIFT 2	48	0 – 127
GAIN 2	49	0 – 127
SIZE	47	0 – 127
MOD RATE	48	0 – 127
MODE	49	0 – 127
X-MODE	13	0 – 127

When a parameter range is not linear its values are equally divided among the 128 steps of a Control Change value.

HALL

This model recreates the ambience of a live concert hall with controlled decay and a reverb time range from 1 to 9 seconds to replicate from smaller venues up to larger clubs. With an advanced parameter set that features a 3-band decay trimmer, the sound of the hall can be highly tweaked to always find the perfect tail in which to place the instrument.

Parameters

- **TIME:** controls the reverb tail length.
From 1 s to 9 s.
- **PRE-DELAY:** controls the pre-delay amount.
From 0 ms to 1000 ms.
- **COLOR:** controls the frequency response of the reverb. At minimum the reverb gets darker, at maximum the reverb gets brighter. Set in the middle the reverb is flat.
From -10 to +10.
- **MOD:** controls the amount of modulation of the reverb.
From 0% to 100%.
- **MIX:** controls the balance of dry and wet signal. At 0% the signal is fully dry, while at 100% the signal is fully wet. At around 85% the dry and wet signal have the same level.
From 0% to 100%.
- **HPF:** controls the cut-off frequency of the high-pass filter.
From 22 Hz to 1000 Hz.
- **MOD RATE:** controls the rate of the reverb modulation.
From 0.1 Hz to 7 Hz.
- **SIZE:** controls the dimension of the ambience from which the reverb is generated.
From 50% to 150%.
- **L DECAY:** controls the low-frequency band decay.
From -10 to 10.
- **M DECAY:** controls the mid-frequency band decay.
From -10 to 10.
- **H DECAY:** controls the high-frequency band decay.
From -10 to 10.
- **X-MODE:** engages the most possible tail length.
ON or OFF.

HALL Control Changes

Parameter	Control Change #	Values
TIME	21	0 – 127
PRE-DELAY	22	0 – 127
COLOR	23	0 – 127
MOD	24	0 – 127
MIX	25	0 – 127
HPF	46	0 – 127
MOD RATE	47	0 – 127
SIZE	48	0 – 127
L DECAY	49	0 – 127
M DECAY	50	0 – 127
H DECAY	51	0 – 127
X-MODE	13	0 – 127

When a parameter range is not linear its values are equally divided among the 128 steps of a Control Change value.

ROOM

This model adds the third dimension of a room to the direct sound in order to place it in a physical space and obtain a more natural sounding performance. Thanks to the 3-band decay trimmer any room can be recreated giving infinite possibilities. Its time range goes from 0.2 to 3 seconds offering a great option for a reverb that adds character without noticing the reverb itself.

Parameters

- **TIME:** controls the reverb tail length.
From 0.2 s to 3 s.
- **PRE-DELAY:** controls the pre-delay amount.
From 0 ms to 1000 ms.
- **COLOR:** controls the frequency response of the reverb. At minimum the reverb gets darker, at maximum the reverb gets brighter. Set in the middle the reverb is flat.
From -10 to +10.
- **MOD:** controls the amount of modulation of the reverb.
From 0% to 100%.
- **MIX:** controls the balance of dry and wet signal. At 0% the signal is fully dry, while at 100% the signal is fully wet. At around 85% the dry and wet signal have the same level.
From 0% to 100%.
- **HPF:** controls the cut-off frequency of the high-pass filter.
From 22 Hz to 1000 Hz.
- **MOD RATE:** controls the rate of the reverb modulation.
From 0.1 Hz to 7 Hz.
- **SIZE:** controls the dimension of the ambience from which the reverb is generated.
From 50% to 150%.
- **L DECAY:** controls the low-frequency band decay.
From -10 to 10.
- **M DECAY:** controls the mid-frequency band decay.
From -10 to 10.
- **H DECAY:** controls the high-frequency band decay.
From -10 to 10.
- **X-MODE:** engages the most possible tail length.
ON or OFF.

ROOM Control Changes

Parameter	Control Change #	Values
TIME	21	0 – 127
PRE-DELAY	22	0 – 127
COLOR	23	0 – 127
MOD	24	0 – 127
MIX	25	0 – 127
HPF	46	0 – 127
MOD RATE	47	0 – 127
SIZE	48	0 – 127
L DECAY	49	0 – 127
M DECAY	50	0 – 127
H DECAY	51	0 – 127
X-MODE	13	0 – 127

When a parameter range is not linear its values are equally divided among the 128 steps of a Control Change value.

CHAMBER

This model offers the typical chamber sound found in many professional recording studios and provides a highly reflected and bright tail that's perfect for aggressive reverb tones. Its time range goes from 0.6 to 3 seconds like the hall model, but the chamber has way more character and vibe.

Parameters

- **TIME:** controls the reverb tail length.
From 0.6 s to 3 s.
- **PRE-DELAY:** controls the pre-delay amount.
From 0 ms to 1000 ms.
- **COLOR:** controls the frequency response of the reverb. At minimum the reverb gets darker, at maximum the reverb gets brighter. Set in the middle the reverb is flat.
From -10 to +10.
- **MOD:** controls the amount of modulation of the reverb.
From 0% to 100%.
- **MIX:** controls the balance of dry and wet signal. At 0% the signal is fully dry, while at 100% the signal is fully wet. At around 85% the dry and wet signal have the same level.
From 0% to 100%.
- **HPF:** controls the cut-off frequency of the high-pass filter.
From 22 Hz to 1000 Hz.
- **MOD RATE:** controls the rate of the reverb modulation.
From 0.1 Hz to 7 Hz.
- **SIZE:** controls the dimension of the ambience from which the reverb is generated.
From 50% to 150%.
- **L DECAY:** controls the low-frequency band decay.
From -10 to 10.
- **M DECAY:** controls the mid-frequency band decay.
From -10 to 10.
- **H DECAY:** controls the high-frequency band decay.
From -10 to 10.
- **X-MODE:** engages the most possible tail length.
- ON or OFF.

CHAMBER Control Changes

Parameter	Control Change #	Values
TIME	21	0 – 127
PRE-DELAY	22	0 – 127
COLOR	23	0 – 127
MOD	24	0 – 127
MIX	25	0 – 127
HPF	46	0 – 127
MOD RATE	47	0 – 127
SIZE	48	0 – 127
L DECAY	49	0 – 127
M DECAY	50	0 – 127
H DECAY	51	0 – 127
X-MODE	13	0 – 127

When a parameter range is not linear its values are equally divided among the 128 steps of a Control Change value.

CHURCH

This model has the longest tail in order to reproduce the typical reverb sound found in churches. Its reverb time has a range from 3 to 20 seconds to replicate from the smallest chapel to the biggest cathedrals.

Parameters

- **TIME:** controls the reverb tail length.
From 3 s to 20 s.
- **PRE-DELAY:** controls the pre-delay amount.
From 100 ms to 1000 ms.
- **COLOR:** controls the frequency response of the reverb. At minimum the reverb gets darker, at maximum the reverb gets brighter. Set in the middle the reverb is flat.
From -10 to +10.
- **MOD:** controls the amount of modulation of the reverb.
From 0% to 100%.
- **MIX:** controls the balance of dry and wet signal. At 0% the signal is fully dry, while at 100% the signal is fully wet. At around 85% the dry and wet signal have the same level.
From 0% to 100%.
- **HPF:** controls the cut-off frequency of the high-pass filter.
From 22 Hz to 1000 Hz.
- **MOD RATE:** controls the rate of the reverb modulation.
From 0.1 Hz to 7 Hz.
- **SIZE:** controls the dimension of the ambience from which the reverb is generated.
From 50% to 200%.
- **L DECAY:** controls the low-frequency band decay.
From -10 to 10.
- **M DECAY:** controls the mid-frequency band decay.
From -10 to 10.
- **H DECAY:** controls the high-frequency band decay.
From -10 to 10.
- **X-MODE:** engages the most possible tail length.
ON or OFF.

CHURCH Control Changes

Parameter	Control Change #	Values
TIME	21	0 – 127
PRE-DELAY	22	0 – 127
COLOR	23	0 – 127
MOD	24	0 – 127
MIX	25	0 – 127
HPF	46	0 – 127
MOD RATE	47	0 – 127
SIZE	48	0 – 127
L DECAY	49	0 – 127
M DECAY	50	0 – 127
H DECAY	51	0 – 127
X-MODE	13	0 – 127

When a parameter range is not linear its values are equally divided among the 128 steps of a Control Change value.

PLATE

This model can recreate different iconic plate reverbs. Its time has a range from 0.5 to 5 seconds and the flavor is highly customizable through custom parameters, which let you emulate different types of plates by emphasizing the decay of certain frequencies and dampening others.

Parameters

- **TIME:** controls the reverb tail length.
From 0.5 s to 5 s.
- **PRE-DELAY:** controls the pre-delay amount.
From 0 ms to 1000 ms.
- **COLOR:** controls the frequency response of the reverb. At minimum the reverb gets darker, at maximum the reverb gets brighter. Set in the middle the reverb is flat.
From -10 to +10.
- **MOD:** controls the amount of modulation of the reverb.
From 0% to 100%.
- **MIX:** controls the balance of dry and wet signal. At 0% the signal is fully dry, while at 100% the signal is fully wet. At around 85% the dry and wet signal have the same level.
From 0% to 100%.
- **HPF:** controls the cut-off frequency of the high-pass filter.
From 22 Hz to 1000 Hz.
- **MOD RATE:** controls the rate of the reverb modulation.
From 0.1 Hz to 7 Hz.
- **SIZE:** controls the dimension of the ambience from which the reverb is generated.
From 50% to 200%.
- **L DECAY:** controls the low-frequency band decay.
From -10 to 10.
- **M DECAY:** controls the mid-frequency band decay.
From -10 to 10.
- **H DECAY:** controls the high-frequency band decay.
From -10 to 10.
- **X-MODE:** engages the most possible tail length.
ON or OFF.

PLATE Control Changes

Parameter	Control Change #	Values
TIME	21	0 – 127
PRE-DELAY	22	0 – 127
COLOR	23	0 – 127
MOD	24	0 – 127
MIX	25	0 – 127
HPF	46	0 – 127
MOD RATE	47	0 – 127
SIZE	48	0 – 127
L DECAY	49	0 – 127
M DECAY	50	0 – 127
H DECAY	51	0 – 127
X-MODE	13	0 – 127

When a parameter range is not linear its values are equally divided among the 128 steps of a Control Change value.

SPRING

This is a customizable spring reverb model, which emulates the vintage spring modules typically installed on guitar amplifiers.

Parameters

- **TIME:** controls the reverb tail length.
From 0.2 s to 4 s.
- **PRE-DELAY:** controls the pre-delay amount.
From 0 ms to 1000 ms.
- **COLOR:** controls the frequency response of the reverb. At minimum the reverb gets darker, at maximum the reverb gets brighter. Set in the middle the reverb is flat.
From -10 dB to +10 dB.
- **MOD:** controls the amount of modulation of the reverb.
From 0% to 100%.
- **MIX:** controls the balance of dry and wet signal. At 0% the signal is fully dry, while at 100% the signal is fully wet. At around 85% the dry and wet signal have the same level.
From 0% to 100%.
- **HPF:** controls the cut-off frequency of the high-pass filter.
From 22 Hz to 1000 Hz.
- **MOD RATE:** controls the rate of the reverb modulation.
From 0.1 Hz to 7 Hz.
- **HI DAMP:** controls the dampness of the high-frequency diffusion.
From 0% to 100%.
- **WIDTH:** controls the stereo spread of the reverb.
From 0% to 100%.
- **X-MODE:** engages the most possible tail length.
ON or OFF.

SPRING Control Changes

Parameter	Control Change #	Values
TIME	21	0 – 127
PRE-DELAY	22	0 – 127
COLOR	23	0 – 127
MOD	24	0 – 127
MIX	25	0 – 127
HPF	46	0 – 127
MOD RATE	47	0 – 127
HI DAMP	48	0 – 127
WIDTH	49	0 – 127
X-MODE	13	0 – 127

When a parameter range is not linear its values are equally divided among the 128 steps of a Control Change value.

SWELL

This is a swell processor that can automatically create fantastic fading swell effects followed by a customizable reverb trail to create dreaming pads or string-like sounds.

Parameters

- **TIME:** controls the reverb tail length.
From 1 s to 4 s.
- **PRE-DELAY:** sets the length of the swell cycle.
From 10 ms to 3000 ms.
- **COLOR:** controls the frequency response of the reverb. At minimum the reverb gets darker, at maximum the reverb gets brighter. Set in the middle the reverb is flat.
From -10 dB to +10 dB.
- **MOD:** controls the amount of modulation of the reverb.
From 0% to 100%.
- **MIX:** controls the balance of dry and wet signal. At 0% the signal is fully dry, while at 100% the signal is fully wet. At around 85% the dry and wet signal have the same level.
From 0% to 100%.
- **HPF:** controls the cut-off frequency of the high-pass filter.
From 22 Hz to 1000 Hz.
- **MOD RATE:** controls the rate of the reverb modulation.
From 0.1 Hz to 7 Hz.
- **SWELL DEPTH:** sets the depth of the volume swell. By default, the depth is at max position, meaning that the volume will start from silence. By lowering this control you'll set the effect to start the swell phase from a level which is higher than silence, up to min position that sets the effect to have no action.
From -90 dB to 0.
- **SWELL SENS:** this control sets the sensitivity for the swell to recognize a new note or chord and therefore start a new swell cycle. Set it higher if you want the swell cycle to start even at the beginning of softer passages or set it lower if you want the swell cycle to only start for louder strikes.
From 0% to 100%.
- **X-MODE:** engages the most possible tail length.
ON or OFF.

SWELL Control Changes

Parameter	Control Change #	Values
TIME	21	0 – 127
PRE-DELAY	22	0 – 127
COLOR	23	0 – 127
MOD	24	0 – 127
MIX	25	0 – 127
HPF	46	0 – 127
MOD RATE	47	0 – 127
SWELL DEPTH	48	0 – 127
SWELL SENS	49	0 – 127
X-MODE	13	0 – 127

When a parameter range is not linear its values are equally divided among the 128 steps of a Control Change value.

GATE

This is a customizable gated reverb that cuts off the reverb trail as desired in order to add textured groove to your playing.

Parameters

- **TIME:** controls the reverb tail length.
From 0 s to 0.6 s.
- **PRE-DELAY:** controls the pre-delay amount.
From 0 ms to 1000 ms.
- **COLOR:** controls the frequency response of the reverb. At minimum the reverb gets darker, at maximum the reverb gets brighter. Set in the middle the reverb is flat.
From -10 dB to +10 dB.
- **MOD:** controls the amount of modulation of the reverb.
From 0% to 100%.
- **MIX:** controls the balance of dry and wet signal. At 0% the signal is fully dry, while at 100% the signal is fully wet. At around 85% the dry and wet signal have the same level.
From 0% to 100%.
- **HPF:** controls the cut-off frequency of the high-pass filter.
From 22 Hz to 1000 Hz.
- **MOD RATE:** controls the rate of the reverb modulation.
From 0.5 Hz to 10 Hz.
- **SIZE:** controls the dimension of the ambience from which the reverbs is generated.
From 0% to 100%.
- **X-MODE:** engages the maximum time and size producing a dramatic timbre change.
ON or OFF.

GATE Control Changes

Parameter	Control Change #	Values
TIME	21	0 – 127
PRE-DELAY	22	0 – 127
COLOR	23	0 – 127
MOD	24	0 – 127
MIX	25	0 – 127
HPF	46	0 - 127
MOD RATE	47	0 - 127
SIZE	48	0 -127
X-MODE	13	0 - 127

When a parameter range is not linear its values are equally divided among the 128 steps of a Control Change value.

REVERSE

This model is perfect to create reverse delay trails that fade in while you are playing. The reverse envelope can be set to 3 different modes to better fit the part.

Parameters

- **TIME:** controls the reverb tail length.
From 0% to 100%.
- **PRE-DELAY:** controls the pre-delay amount.
From 0 ms to 1000 ms.
- **COLOR:** controls the frequency response of the reverb. At minimum the reverb gets darker, at maximum the reverb gets brighter. Set in the middle the reverb is flat.
From -10 dB to +10 dB.
- **MOD:** controls the amount of modulation of the reverb.
From 0% to 100%.
- **MIX:** controls the balance of dry and wet signal. At 0% the signal is fully dry, while at 100% the signal is fully wet. At around 85% the dry and wet signal have the same level.
From 0% to 100%.
- **TYPE:** chooses from the three available reverse shapes to achieve the desired flavour.
From 1 to 3.
- **SIZE:** controls the dimension of the ambience from which the reverb is generated.
From 50% to 150%.
- **MOD RATE:** controls the rate of the reverb modulation.
From 0.5 Hz to 10 Hz.
- **HPF:** controls the cut-off frequency of the high-pass filter.
From 22 Hz to 1000 Hz.
- **X-MODE:** engages the most possible tail length.
ON or OFF.

REVERSE Control Changes

Parameter	Control Change #	Values
TIME	21	0 – 127
PRE-DELAY	22	0 – 127
COLOR	23	0 – 127
MOD	24	0 – 127
MIX	25	0 – 127
TYPE	46	0 – 127
SIZE	47	0 – 127
MOD RATE	48	0 – 127
HPF	49	0 – 127
X-MODE	13	0 – 127

When a parameter range is not linear its values are equally divided among the 128 steps of a Control Change value.

EARLY REF

This model emulates the typical short reflections that can be heard in a small room or space. It's fully customizable to bring it from a sort of traditional delay to a buzzing early reflection sound.

Parameters

- **TIME:** controls the reverb tail length.
From 0.1 s to 0.8 s.
- **PRE-DELAY:** controls the pre-delay amount.
From 0 ms to 100 ms.
- **COLOR:** controls the frequency response of the reverb. At minimum the reverb gets darker, at maximum the reverb gets brighter. Set in the middle the reverb is flat.
From -10 dB to +10 dB.
- **MOD:** controls the amount of modulation of the reverb.
From 0% to 100%.
- **MIX:** controls the balance of dry and wet signal. At 0% the signal is fully dry, while at 100% the signal is fully wet. At around 85% the dry and wet signal have the same level.
From 0% to 100%.
- **HPF:** controls the cut-off frequency of the high-pass filter.
From 22 Hz to 1000 Hz.
- **MOD RATE:** controls the rate of the reverb modulation.
From 0.1 Hz to 7 Hz.
- **SIZE:** controls the dimension of the ambience from which the reverbs is generated.
From 50% to 200%.
- **X-MODE:** engages the most possible tail length.
ON or OFF.

EARLY REF Control Changes

Parameter	Control Change #	Values
TIME	21	0 – 127
PRE-DELAY	22	0 – 127
COLOR	23	0 – 127
MOD	24	0 – 127
MIX	25	0 – 127
SIZE	46	0 – 127
HPF	47	0 – 127
MOD RATE	48	0 – 127
X-MODE	13	0 – 127

When a parameter range is not linear its values are equally divided among the 128 steps of a Control Change value.

EXTREME

This is a combination of two processors in one model. One is a plate reverb that gets modulated by the second one, which is a vintage phaser to add extreme modulated tails.

Parameters

- **TIME:** controls the reverb tail length.
From 0.8 s to 12 s.
- **PRE-DELAY:** controls the pre-delay amount.
From 0 ms to 1000 ms.
- **COLOR:** controls the frequency response of the reverb. At minimum the reverb gets darker, at maximum the reverb gets brighter. Set in the middle the reverb is flat.
From -10 dB to +10 dB.
- **MOD:** controls the amount of modulation of the reverb.
From 0% to 100%.
- **MIX:** controls the balance of dry and wet signal. At 0% the signal is fully dry, while at 100% the signal is fully wet. At around 85% the dry and wet signal have the same level.
From 0% to 100%.
- **MOD RATE:** controls the rate of the reverb modulation.
From 0 to 100.
- **X-MODE:** engages the most possible tail length.
ON or OFF.

EXTREME Control Changes

Parameter	Control Change #	Values
TIME	21	0 – 127
PRE-DELAY	22	0 – 127
COLOR	23	0 – 127
MOD	24	0 – 127
MIX	25	0 – 127
MOD RATE	46	0 – 127
X-MODE	13	0 – 127

When a parameter range is not linear its values are equally divided among the 128 steps of a Control Change value.

ETHEREAL

This is a highly modulated plate that recreates moving airy trails and adds magic to your lines.

Parameters

- **TIME:** controls the reverb tail length.
From 6 s to 18 s.
- **PRE-DELAY:** controls the pre-delay amount.
From 0 ms to 1000 ms.
- **COLOR:** controls the frequency response of the reverb. At minimum the reverb gets darker, at maximum the reverb gets brighter. Set in the middle the reverb is flat.
From -10 dB to +10 dB.
- **MOD:** controls the amount of modulation of the reverb.
From 0% to 100%.
- **MIX:** controls the balance of dry and wet signal. At 0% the signal is fully dry, while at 100% the signal is fully wet. At around 85% the dry and wet signal have the same level.
From 0% to 100%.
- **MOD RATE:** controls the rate of the reverb modulation.
From 0.1 Hz to 7 Hz.
- **HPF:** controls the cut-off frequency of the high-pass filter.
From 22 Hz to 1000 Hz.
- **X-MODE:** engages the most possible tail length.
ON or OFF.

ETHEREAL Control Changes

Parameter	Control Change #	Values
TIME	21	0 – 127
PRE-DELAY	22	0 – 127
COLOR	23	0 – 127
MOD	24	0 – 127
MIX	25	0 – 127
MOD RATE	46	0 – 127
HPF	47	0 – 127
X-MODE	13	0 – 127

When a parameter range is not linear its values are equally divided among the 128 steps of a Control Change value.

BLOOM

This reverb makes your simple lead parts bloom up and become very rich and noticeable. It is a swell-like effect to give movement and vibe to your parts.

Parameters

- **TIME:** controls the reverb tail length.
From 4 s to 12 s.
- **PRE-DELAY:** controls the pre-delay amount.
From 0% to 100%.
- **COLOR:** controls the frequency response of the reverb. At minimum the reverb gets darker, at maximum the reverb gets brighter. Set in the middle the reverb is flat.
From -10 dB to +10 dB.
- **MOD:** controls the amount of modulation of the reverb.
From 0% to 100%.
- **MIX:** controls the balance of dry and wet signal. At 0% the signal is fully dry, while at 100% the signal is fully wet. At around 85% the dry and wet signal have the same level.
From 0% to 100%.
- **DIFFUSION:** controls the diffusion of the reverb adding fullness and width.
From 0% to 100%.
- **MOD RATE:** controls the rate of the reverb modulation.
From 0.1 Hz to 7 Hz.
- **X-MODE:** engages the most possible tail length.
ON or OFF.

BLOOM Control Changes

Parameter	Control Change #	Values
TIME	21	0 – 127
PRE-DELAY	22	0 – 127
COLOR	23	0 – 127
MOD	24	0 – 127
MIX	25	0 – 127
DIFFUSION	46	0 – 127
MOD RATE	47	0 – 127
X-MODE	13	0 – 127

When a parameter range is not linear its values are equally divided among the 128 steps of a Control Change value.

MAGNETIC

This is a spatial reverb that has an airy tone with an accentuated modulation effect, which at low rates creates an effect of space floating.

Parameters

- **TIME:** controls the reverb tail length.
From 0.8 s to 12 s.
- **PRE-DELAY:** controls the pre-delay amount.
From 0 ms to 1000 ms.
- **COLOR:** controls the frequency response of the reverb. At minimum the reverb gets darker, at maximum the reverb gets brighter. Set in the middle the reverb is flat.
From -10 dB to +10 dB.
- **MOD:** controls the amount of modulation of the reverb.
From 0% to 100%.
- **MIX:** controls the balance of dry and wet signal. At 0% the signal is fully dry, while at 100% the signal is fully wet. At around 85% the dry and wet signal have the same level.
From 0% to 100%.
- **MOD RATE:** controls the rate of the reverb modulation.
From 0 to 100.
- **MOD COLOR:** set the frequency zone where the modulation is acting.
From -10 to +10.
- **X-MODE:** engages the most possible tail length.
ON or OFF.

MAGNETIC Control Changes

Parameter	Control Change #	Values
TIME	21	0 – 127
PRE-DELAY	22	0 – 127
COLOR	23	0 – 127
MOD	24	0 – 127
MIX	25	0 – 127
MOD RATE	46	0 – 127
MOD COLOR	47	0 – 127
X-MODE	13	0 – 127

When a parameter range is not linear its values are equally divided among the 128 steps of a Control Change value.

Global Setup

The global setup menu features different settings to manage the global behavior of the pedal independent of which preset is active.

To access the Global Setup menu, hold down the PARAMETER encoder and select GLOBAL SETUP.

NAME MODE

Changes the way preset names are displayed:

- **NAME:** the display shows only the preset's name.
- **PC+NAME:** the display shows the program change number followed by its name.
- **BNK+NAME:** the display shows the currently selected preset bank followed by its name.

EXT. CTRL

Selects which type of external controller pedal is attached to the EXT. CONTROL jack.

- **TRS EXP PEDAL:** select this if the pedal connected to the EXT. CONTROL jack is a TRS type expression pedal.
- **RTS EXP PEDAL:** select this if the pedal connected to the EXT. CONTROL jack is a RTS type expression pedal.
- **N.O. SWITCH:** select this if the pedal connected to the EXT. CONTROL jack is a normally open single footswitch pedal.
- **N.C. SWITCH:** select this if the pedal connected to the EXT. CONTROL jack is a normally close single footswitch pedal.
- **N.O. DUAL SWITCH:** select this if the pedal connected to the EXT. CONTROL jack is a normally open double footswitch pedal.
- **N.C. DUAL SWITCH:** select this if the pedal connected to the EXT. CONTROL jack is a normally close double footswitch pedal.

DUAL SWITCH MODE

Selects the operative mode for the double switch pedal connected to the EXT. CONTROL jack.

- **BANK:** select this if you want to use the connected double switch pedal to browse among banks.
- **PRESET:** select this if you want to use the connected double switch pedal to browse among presets.

EXP. CALIBRATION

Starts the calibration process for the connected expression pedal.

Refer to the expression pedal calibration paragraph to learn more about calibrating an expression pedal with X-GEAR.

MIDI CHANNEL

Selects on which MIDI channel the X-GEAR pedal operates, from 1 to 16. By default X-GEAR pedals operate to channel 1.

MIDI THRU

Selects which MIDI signals are sent to the MIDI outputs (MIDI and USB ports).

- **OFF**: no MIDI signals are sent to the MIDI outputs.
- **THRU**: the MIDI signals arriving to the X-GEAR MIDI input are sent to the X-GEAR MIDI outputs.
- **MERGE**: the MIDI signals arriving to the X-GEAR MIDI input and the MIDI signals generated by the pedal are merged and sent to the X-GEAR MIDI outputs.

MAIN VOL

Controls the master volume of the pedal from -40 dB to +3 dB.

INTERFACE VOL

Controls the master volume when the pedal is set in interface mode from -40 dB to +3 dB.

By default, the volume is set to -20 dB.

MIDI CLOCK

Sets the MIDI CLOCK function.

- **OFF**: no MIDI CLOCK function is active.
- **DIN**: the MIDI CLOCK is set by the incoming MIDI clock from the MIDI input.
- **USB**: the MIDI CLOCK is set by the incoming MIDI clock from the USB input.

*N.B. When the MIDI CLOCK is coming from outside the TAP Tempo footswitch is disabled and is synced with the incoming tempo, its led becomes **amber** to get visual feedback of this status.*

CAB SIM

Activates and selects the cabinet simulator.

- **OFF**: disables Cab Sim.
- **CAB 1**: activates the Cab Sim with the first cabinet IR.
- **CAB 2**: activates the Cab Sim with the second cabinet IR.
- **CAB 3**: activates the Cab Sim with the third cabinet IR.
- **CAB 4**: activates the Cab Sim with the fourth cabinet IR.
- **BASS**: activates the Cab Sim with the fifth cabinet IR.

N.B. If you also want the Cab Sim when the pedal is bypassed, the BUFFER BYPASS MODE is required.

SPILLOVER

Sets the spillover function of the pedal.

- **ON:** the spillover is active (the tail persists when bypassing a preset).
This option requires the BUFFER BYPASS MODE.
- **OFF:** the spillover is not active.

USB OUT

Sets what signals are sent to the USB OUT.

- **STEREO:** the signals sent to the USB OUT are a copy of the Left & Right Outputs.
- **DUAL:** on USB OUT 1 is sent a copy of the Left & Right Outputs summed to mono, while on USB OUT 2 is sent the dry clean DI signal of the instrument (bypassing the pedal effect).

BYPASS MODE

Sets the bypass technology for the pedal.

- **TRUE:** selects the true bypass technology.
- **BUFFER:** selects the buffered bypass technology. This option is required to use the spillover function and the cab simulator.

OPERATION MODE

Sets the operative mode of the pedal to be used for live gigs or as an audio interface.

- **LIVE:** in live mode, the audio signal is taken from the analog jack inputs, processed by the DSP and sent to all outputs.
- **INTERFACE:** in interface mode, the signal is taken from the analog jack inputs, processed, and then sent to the USB outputs to a computer.
Then the signal coming out from the computer goes back into the pedal in its USB inputs and sent to the Left & Right outputs, which can be connected to a monitoring system.
See the Interface Mode paragraph to learn more.

FACTORY RESET

After a confirmation this option resets the pedal to its factory status.

FW VERSION

Displays the currently installed firmware version.

Preset Setup

The preset setup menu features different settings to manage the selected preset.

To access the Preset Setup menu, hold down the PARAMETER encoder and select PRESET SETUP.

EXT. CTRL

Sets if the preset is using the External Control or not.

- **ON:** enables the external control connected (single switch or expression pedal) for the selected preset.
- **OFF:** disables the external control connected (single switch or expression pedal) for the selected preset.
This is to avoid that a connected external control could potentially modify the preset.

EXT. LEARN

Starts the process of assigning the external control pedal and creating macros. See the External Control Setup paragraph for more information.

Safe Mode

SAFE MODE is very useful for playing live since it locks all the knobs to be sure that your sound does not change, if you accidentally move a knob or hit your pedal.

To activate and deactivate the SAFE MODE, press simultaneously the MODEL and PRESET encoders. A display confirmation (LOCKED and UNLOCKED) will confirm you that the mode has been activated/deactivated.

Temporary Mode

By holding down a preset's footswitch while it's off, the preset gets activated temporarily and is deactivated when the footswitch is released.

You can do this operation both when the pedal is bypassed to engage a certain effect only for a little time or while another preset is on.

If you do it while another preset is on, this mode will allow you to quickly change to the other preset by holding down its footswitch and coming back to the previous one once you release the footswitch.

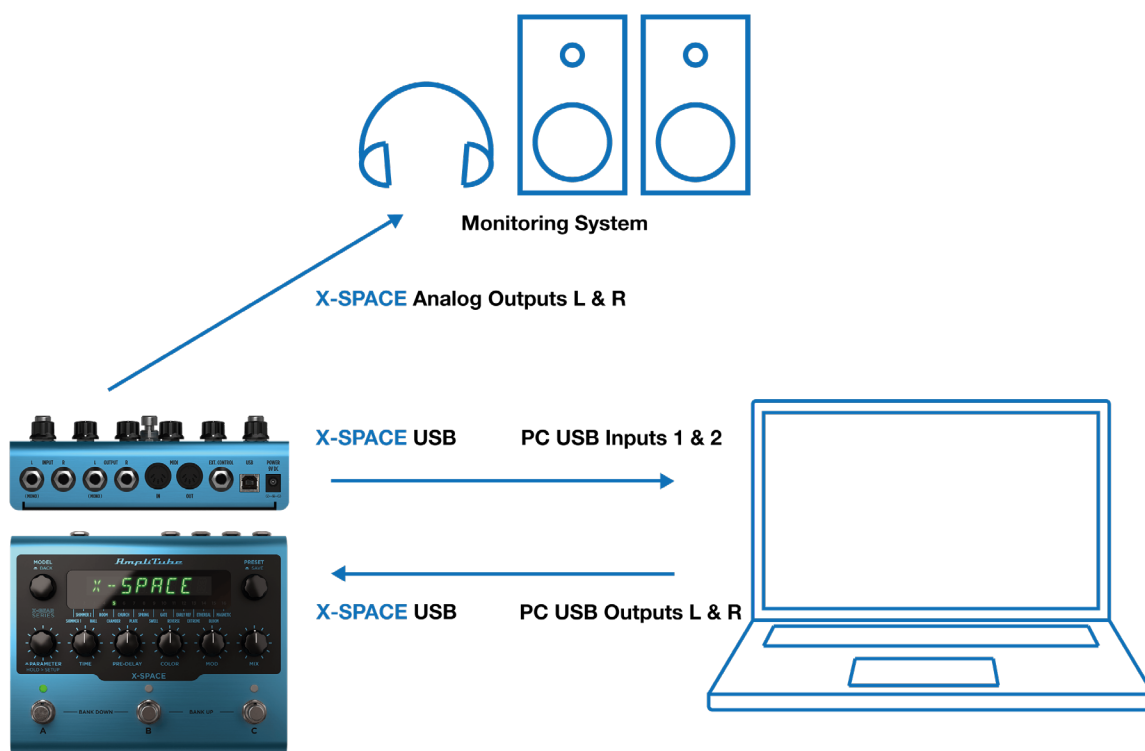
Interface Mode

Using the interface mode of the pedal you can hook it up to your computer and a monitoring system to jam and playback music directly from X-GEAR.

You can activate the INTERFACE MODE from the GLOBAL SETUP.

Connect X-GEAR to your computer using the provided USB cable and use the left and right outputs to connect the pedal to a monitoring system such as a power amplifier, active monitors, or a headphone preamplifier.

AmpliTube (or your DAW) sees the X-GEAR as a regular interface, and you can playback songs from the computer and jam along using AmpliTube (or the DAW) to monitor your session.



To tweak the volume of the X-GEAR when used as audio interface browse to the GLOBAL SETUP and edit the INTERFACE VOL parameter. After tweaking the volume for the first time the INTERFACE VOL parameter will be quickly accessible using the PARAMETER encoder until you select another parameter.

Included applications

Along with your X-GEAR you get a Librarian App to manage your presets and AmpliTube 5 SE to edit your presets from your computer and use them inside AmpliTube.

Follow the instructions found in the box to get the X-GEAR Librarian and AmpliTube 5 SE.



X-GEAR SERIES			
1 - SHIMMER 1 2 - SHIMMER 2 3 - HALL 4 - ROOM 5 - CHAMBER 6 - CHURCH 7 - PLATE 8 - SPRING 9 - SWELL 10 - GATE 11 - REVERSE 12 - EARLY REF 13 - EXTREME 14 - ETHEREAL 15 - BLOOM 16 - MAGNETIC			
Go to directory		LOCAL LIBRARY	
NAME	DATE	MODEL	
DARK	Sep 08 2021	SHIMMER 1	
GLITTER	Sep 08 2021	SHIMMER 1	
MAGIC	Sep 08 2021	SHIMMER 1	
JUST FX	Sep 07 2021	SHIMMER 1	
GHOST	Sep 08 2021	SHIMMER 1	
ENIGMA	Sep 08 2021	SHIMMER 2	
BLUE DAY	Sep 08 2021	SHIMMER 2	
DEEP	Sep 08 2021	SHIMMER 2	
ORGAN	Sep 07 2021	SHIMMER 2	
SO LONG	Sep 08 2021	HALL	
RIO	Sep 08 2021	HALL	
HALL A	Sep 08 2021	HALL	
TINY	Sep 08 2021	ROOM	
ROOM 17	Sep 08 2021	ROOM	
CHAMBER1	Sep 07 2021	CHAMBER	
WINERY	Sep 08 2021	CHAMBER	
HYPNOTIC	Sep 08 2021	CHURCH	
HUGE	Sep 08 2021	CHURCH	
BIGSPACE	Sep 08 2021	CHURCH	
PLATINUM	Sep 08 2021	PLATE	
HARDWARE LIBRARY			
BANK	NAME	MODEL	PC
00	A GLITTER	SHIMMER 1	00 - 0
	B BLUE DAY	SHIMMER 2	00 - 1
	C MAGIC	SHIMMER 1	00 - 2
01	A SHADE	SWELL	00 - 3
	B BIGSPACE	CHURCH	00 - 4
	C LIQUID	EXTREME	00 - 5
02	A DARK	SHIMMER 1	00 - 6
	B ENIGMA	SHIMMER 2	00 - 7
	C HALL A	HALL	00 - 8
03	A ROOM 17	ROOM	00 - 9
	B CHAMBER1	CHAMBER	00 - 10
	C HUGE	CHURCH	00 - 11
04	A SPRING	SPRING	00 - 12
	B SUMMER	SPRING	00 - 13
	C FOLLOWER	SWELL	00 - 14
05	A GATE	GATE	00 - 15
	B ESREVER	REVERSE	00 - 16
	C BATH	EARLY REF	00 - 17
06	A UNIVERSE	EXTREME	00 - 18
	B GLASS	ETHEREAL	00 - 19

MIDI Specifications

X-SPACE presents 100 numbered banks with 3 presets each for a total of 300 presets.

Since MIDI program changes can only go up to 127 the presets are split into 3 MIDI Patch Banks:

MIDI BANK 0 (CC#0 Value=0) = PRESETS 00A-63B

MIDI BANK 1 (CC#0 Value=1) = PRESETS 64A-127B

MIDI BANK 2 (CC#0 Value=2) = PRESETS 128A-149B

In each MIDI PATCH BANK, the presets are numbered sequentially:

PRESET 00A = MIDI Program #0

PRESET 00B = MIDI Program #1

PRESET 01A = MIDI Program #2

PRESET 01B = MIDI Program #3

... up to MIDI Program #127

X-SPACE always powers up in MIDI Patch Bank 0, therefore if you stay withing the first 127 presets (00A-63B), simply send a standard MIDI Program Change message to load a preset.

If you plan to use presets above the 127th you should send a standard MIDI Bank Change message (MIDI CC# 0) with a value equal to the MIDI Bank you'd like to use before each MIDI Program Change.

MIDI Control Change Table

Parameter	Control Change #	Values
Expression	11	0 – 127
Preset ON/OFF	12	ON = 127, OFF = 0
X-MODE for the current preset	13	Bypass=0, Engaged=12
Model selector	14	1 - 16
MIDI Patch Bank	0	0 - 2

For individual parameter control changes, see each reverb model in the Reverb Models paragraph.

When a parameter range is not linear its values are equally divided among the 128 steps of a Control Change value.

Features

AmpliTube X-SPACE

- Breakthrough software and hardware integration for guitarists
- State-of-the-art DSP in a road-worthy anodized aluminum chassis
- 16 different algorithms, 50 factory presets (300 storable presets)
- Iconic sounds to pristine, modern reverbs + Spillover/Trails function
- Includes exclusive virtual X-SPACE version for use in AmpliTube 5
- USB port for preset management and use as a recording interface (up to 48 KHz)
- Designed and made in Italy for a lifetime of playing and gigging
- Ultra-low noise, 24-bit/192kHz converters for class-leading sound quality
- 5 Hz–24 kHz frequency response to capture the full scope of your guitar's sound
- 112 dB dynamic range provides whisper-quiet operation at any gain setting
- A pure analog dry path and selectable true or soft bypass for maximum control
- 5Hz to 24kHz frequency response to record the full range of your guitar or bass
- Versatile routing options let you send the wet or dry signal to your DAW
- Stereo out for monitoring sound between the X-SPACE pedal and your computer
- Full MIDI implementation to map control of AmpliTube and/or any compatible DAW
- Fast, intuitive interface and control knobs to tweak your sound on the fly
- High-contrast LED display keeps you informed on everything, indoors and out
- Expression pedal input adds additional control over any parameter you choose
- Full MIDI implementation is built-in for even the most complex setups
- 5 cabinet impulse responses let you connect directly to a powered cab or PA

Package includes

- X-SPACE pedal
- USB A-Type to USB B-Type connection cable (1.5m/4.32ft)
- Power Supply Unit
- Plug-in and Preset Librarian serial number

Dimensions

- Size: 17.5cm/6.88" x 14.5cm/5.7" x 5.8cm/2.28"
- Weight: 906g/31.96oz

System Requirements

AmpliTube 5

AmpliTube is a 64-bit application and requires a 64-bit CPU and Operating System.

Mac® (64-bits)

- Minimal: Intel® Core™ 2 Duo (Intel Core i5 suggested), 4 GB of RAM (8 GB suggested), macOS 10.10 or later. 3 GB of hard drive space.
- Requires an OpenGL 2 compatible graphics adapter.
- Supported Plug-in formats (64-bit): Audio Units, VST 2, VST 3, AAX.

Windows® (64-bits)

- Minimal: Intel® Core™ 2 Duo or AMD Athlon™ 64 X2 (Intel Core i5 suggested), 4 GB of RAM (8 GB suggested). Windows® 7 or later. 3 GB of hard drive space.
- Requires an ASIO compatible sound card.
- Requires an OpenGL 2 compatible graphics adapter.
- Supported Plug-in formats (64-bit): VST 2, VST 3, AAX.

To use X-GEAR as audio interface on Windows devices, Windows® 10 or later is required.

AmpliTube X-GEAR series

Discover the full AmpliTube X-GEAR series:



X-DRIVE
Distortion



X-SPACE
Reverb



X-TIME
Delay



X-VIBE
Modulation

Learn more at www.ikmultimedia.com/xgear

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All specifications are subject to change without further notice.

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AmpliTube X-SPACE

用户手册

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前面板概览



1. MODEL编码器

转动MODEL编码器, 在16种可用的高级算法中选择首选的X-SPACE模型。
浏览菜单时按下返回。

2. PRESET编码器

转动PRESET编码器以浏览机器中可用的300个预设插槽。
按下以保存预设并选择其名称和库位置。

3. 参数 encoder

X-SPACE中的每个模型都有自己的参数集。
按下参数编码器以访问所选模型的附加参数。通过按下或旋转参数编码器, 最后编辑的参数始终可用。
按住参数编码器可访问全局和预设设置。

4. TIME旋钮

TIME旋钮控制混响尾音长度。

5. PRE-DELAY旋钮

PRE-DELAY旋钮主要控制预延迟量。

6. COLOR旋钮

COLOR旋钮控制混响的频率响应。

7. MOD旋钮

MODULATION旋钮控制混响中发生的调制量。

8. MIX旋钮

MIX旋钮控制干湿信号的平衡。在0%时信号完全干燥,而在100%时信号完全湿润。在大约85%时,干湿信号具有相同的电平。

9. A, B & C LED指示灯

绿色代表预设处于活跃状态。

琥珀色代表预设已被编辑。

琥珀色闪烁表示正在库与库之间浏览。

如果绕过则关闭。

10. A, B & C 脚踏开关

按下可启用或绕过当前库的预设。

在预设打开时按住以访问所选模型的X-MODE。

在预设关闭时按住可在踩下脚踏开关时临时激活该预设。

按A+B选择较低位置的库。

按B+C选择更高位置的库。

后面板概览



1. INPUT L & R

将您的乐器插入此处。

如果您有单声道乐器,请仅使用左侧输入。

2. OUTPUT L & R

连接到放大器、单块效果器、PA或其他设备。

如果您将X-SPACE与单声道输出一起使用,请仅使用左侧输出。

3. MIDI IN

连接到外部MIDI控制器以通过控制更改自动浏览预设和调制参数。

4. MIDI OUT

连接到外部MIDI设备。

通过这个端口,X-SPACE可以在按下开关或转动旋钮的任何时候发送MIDI信息。

5. EXT. CONTROL

连接外部表情或单个开关踏板,通过单个动作控制任意参数组合。

连接一个双开关踏板,可以轻松地在库或预设之间移动。

6. USB

使用此端口将X-SPACE作为音频接口连接到您的Mac/PC,并使用Librarian应用程序来组织和加载预设。它还可用于发送或接收MIDI信号。

7. POWER 9V DC

通过9V DC中心负电源为踏板供电。

至少260mA。

固件更新

在对您的X-GEAR踏板进行任何操作之前,强烈建议将其连接到X-GEAR Librarian并检查是否有任何固件更新可用,以确保您运行的是最新且稳定的固件。

步骤:

1. 按照包装盒中的说明在您的计算机上安装X-GEAR librarian库管理器。
2. 使用随附的USB线将踏板连接到计算机。
3. 启动X-GEAR librarian库管理器并选择连接的踏板。
4. 单击右上角的装备图标,然后单击“检查更新”。
5. 如果librarian或X-GEAR需要更新,系统会要求您这样做,然后单击“更新”,您将开始更新过程。

更新后,您可以开始使用X-GEAR踏板。

保存预设

要快速保存预设, 请按住PRESET编码器直到显示屏显示SAVED。

预设将以相同的名称保存在相同的位置。

在保存预设时更改名称或位置的步骤:

1. 按PRESET编码器进入保存过程。
2. 预设名称的第一个字母开始闪烁, 指示光标的位置。
3. 重命名预设:
 - a. 转动PRESET编码器选择一个字符。
 - b. 转动MODEL编码器来改变光标的位置。
4. 按下PRESET编码器确认名称。
5. 显示屏显示一个位置 (库号和插槽)。
6. 旋转PRESET编码器以选择所需位置。
7. 按下PRESET编码器以选择位置并在所选位置使用所选名称保存预设。

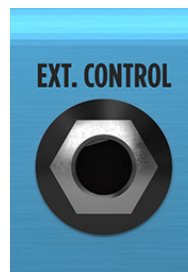


注意: 在选择不同的位置时, 保存预设将覆盖预先存储在该位置的预设, 并且新建将被复制在其上。

外部控制设置

EXT. CONTROL插孔可以连接到各种类型的外部踏板：

- 表情踏板
- 单开关
- 双开关



表情踏板和单开关 (创建宏)

An expression pedal and a single switch pedal can be assigned to a 参数 or to various 参数 可以将表情踏板和单个开关踏板分配给一个参数或各种参数以创建宏。宏是一组参数，可以通过外部控制同时进行调制。

要使用表情踏板或单个开关踏板在所选预设上设置宏，请执行以下操作：

1. 将其连接到EXT. CONTROL。
2. 按住参数编码器并选择GLOBAL SETUP。
3. 选择EXT. CTRL并选择以下选项之一：
 - a. TRS EXP PEDAL: 如果您使用的是TRS类型的表情踏板。
 - b. RTS EXP PEDAL: 如果您使用的是RTS类型的表情踏板。
 - c. N.O. SWITCH: 如果您使用的是常开单开关踏板。
 - d. N.C. SWITCH: 如果您使用的是常闭单开关踏板。
4. 按MODEL旋钮返回并选择PRESET SETUP。
5. 在PRESET SETUP菜单中，从EXT. CTRL选项中选择ON。
6. 回到PRESET SETUP菜单，选择EXT. LEARN并选择LEARN。
7. 在显示LEARN A时，将预设参数设置为当外部控制处于位置A时您希望的位置，然后在A设置完成后按下PRESET编码器。
8. 在显示LEARN B时，将预设参数设置为当外部控制处于位置B时您希望的位置，然后在B设置完成后按下PRESET编码器。
9. 按下SAVE按钮 (PRESET编码器) 后，踏板将返回其默认行为，并将宏分配给外部控件。

注意

在单开关踏板位置A指的是关闭状态。在表情踏板中，A指的是脚跟状态。

在单个开关踏板位置B指的是开启状态。在表情踏板位置B指的是脚尖状态。

单个开关或表情踏板的唯一区别在于，第一个从位置A到位置B的变化是即时过渡 (踩下脚踏开关)，而第二个是平滑过渡 (移动表情踏板)。

双开关

连接双开关踏板以更轻松地浏览预设或库。

要设置双开关踏板, 请执行以下操作:

1. 将其连接到EXT. CONTROL。
2. 按住参数编码器并选择GLOBAL SETUP。
3. 选择EXT. CTRL, 如果您的双开关踏板常开就选择N.O. DUAL SWITCH, 或者如果您的双开关踏板常闭, 就选择N.C. DUAL SWITCH。
4. 在GLOBAL SETUP中浏览到DUAL SWITCH MODE, 如果您想使用双开关踏板在库之间移动, 就选择BANK, 或者如果您希望它在预设之间移动, 就选择PRESET。

表情踏板校准

如果您觉得表情踏板没有按预期工作,您可能需要对其进行校准以发挥其全部功能。

要校准表情踏板,请执行以下操作:

1. 将其连接到后面板中的EXT. CONTROL。
2. 按住参数编码器并选择GLOBAL SETUP。
3. 在GLOBAL SETUP中选择EXP. CALIBRATION。
4. 显示HEEL时,将您的表情踏板移动到其脚跟位置,然后按下参数编码器进行确认。
5. 显示TIP时,将表情踏板移动到其脚尖位置,然后按下参数编码器进行确认。
6. 当显示屏显示DONE时,校准设置完成。

混响模型

SHIMMER 1

一种复杂的shimmer，提供越来越多的反馈。音高可以从1/4半音到一个八度，从而创建许多不同的可定制移调。

参数

- **TIME:** 控制混响尾音长度。从5 秒到20秒。
- **PRE-DELAY:** 无。
- **COLOR:** 控制混响的频率响应。最少时混响变暗，最多时混响变亮。设置在中间，混响是平坦的。从-10到+10。
- **MOD:** 控制混响的调制量。从0%到100%。
- **MIX:** 控制干湿信号的平衡。在0%时信号完全干燥，而在100%时信号完全湿润。在大约85%时，干湿信号具有相同的电平。从0%到100%。
- **SHIFT:** 控制由shimmer产生的音符的音高。它可以设置为完美的音高或用1/8的音调进行微调。从-12半音到+12半音。
- **SIZE:** 控制产生混响的环境维度。将尺寸设置为最小值时，音高建立更快，设置为最大值时，音高建立较慢。从50%到150%。
- **MOD RATE:** 控制混响调制的速率。从0.1 Hz到7 Hz。
- **MODE:** 在3种模式中选择。
 - NO PICH: 提供shimmer特性，而不会产生反馈。
 - SINGLE: 反馈的音高根据SHIFT参数不断增加。
 - DUAL: 根据SHIFT参数向上和向下，反馈的音高不断增加。
- **X-MODE:** 带来最大可能的尾音长度。ON或OFF。

SHIMMER 1控制变化

参数	控制变化 #	值
TIME	21	0 - 127
COLOR	23	0 - 127
MOD	24	0 - 127
MIX	25	0 - 127
SHIFT	46	0 - 127
SIZE	47	0 - 127
MOD RATE	48	0 - 127
MODE	49	0 - 127
X-MODE	13	0 - 127

当参数范围不是线性时，它的值在控制变化值的128个步骤中平均分配。

SHIMMER 2

Shimmer 2与第一个不同, 因为反馈中没有累积, 并且可以并行设置两种不同的音高以创建自定义和声。

参数

- **TIME:** 控制混响尾音长度。从6秒到20秒。
- **PRE-DELAY:** 无。
- **COLOR:** 控制混响的频率响应。最少时混响变暗, 最多时混响变亮。设置在中间时, 混响是平坦的。从-10到+10。
- **MOD:** 控制混响的调制量。从0%到100%。
- **MIX:** 控制干湿信号的平衡。在0%时信号完全干燥, 而在100%时信号完全湿润。在大约85%时, 干湿信号具有相同的电平。从0%到100%。
- **SHIFT 1:** 控制由第一个声音的shimmer产生的音符的音高。它可以设置为完美的音高或用1/8的音调进行微调。从-12半音到+12半音。
- **GAIN 1:** 控制第一个音色的电平。从0到10。
- **SHIFT 2:** 控制由第二个声音的shimmer产生的音符的音高。它可以设置为完美的音高或用1/8的音调进行微调。从-12半音到+12半音。
- **GAIN 2:** 控制第二声部的电平。从0到10。
- **SIZE:** 控制产生混响的环境维度。从50%到150%。
- **MOD RATE:** 控制混响调制的速率。从0.1 Hz到7 Hz。
- **MODE:** 在3种模式中选择。
 - DUAL: shimmer提供两种音调。
 - SINGLE: shimmer只提供第一个音调。
 - NO PITCH: shimmer提供了它的特性, 而没有尖锐的声音。
- **X-MODE:** 带来最大可能的尾音长度。ON或OFF。

SHIMMER 2 控制变化

参数	控制变化 #	值
TIME	21	0 - 127
COLOR	23	0 - 127
MOD	24	0 - 127
MIX	25	0 - 127
SHIFT 1	46	0 - 127
GAIN 1	47	0 - 127
SHIFT 2	48	0 - 127
GAIN 2	49	0 - 127
SIZE	47	0 - 127
MOD RATE	48	0 - 127
MODE	49	0 - 127
X-MODE	13	0 - 127

当参数范围不是线性时, 它的值在控制变化值的128个步骤中平均分配。

HALL

该模型通过受控衰减和1到9秒的混响时间范围重现了现场音乐厅的氛围, 可以从较小的场地到较大的俱乐部进行复制。使用具有3段衰减微调器的高级参数集, 可以高度调整大厅的声音, 以始终找到放置乐器的完美位置。

参数

- **TIME:** 控制混响尾音长度。从1秒到9秒。
- **PRE-DELAY:** 控制预延迟量。从0毫秒到1000毫秒。
- **COLOR:** 控制混响的频率响应。最少时混响变暗, 最多时混响变亮。设置在中间时, 混响是平坦的。从-10到+10。
- **MOD:** 控制混响的调制量。从0%到100%。
- **MIX:** 控制干湿信号的平衡。在0%时信号完全干燥, 而在100%时信号完全湿润。在大约85%时, 干湿信号具有相同的电平。从0%到100%。
- **HPF:** 控制高通滤波器的截止频率。从22 Hz到1000 Hz。
- **MOD RATE:** 控制混响调制的速率。从0.1 Hz到7 Hz。
- **SIZE:** 控制产生混响的环境维度。从50%到150%。
- **L DECAY:** 控制低频衰减。从-10到10。
- **M DECAY:** 控制中频衰减。从-10到10。
- **H DECAY:** 控制高频衰减。从-10到10。
- **X-MODE:** 带来最大可能的尾音长度。ON或OFF。

HALL 控制变化

参数	控制变化 #	值
TIME	21	0 - 127
PRE-DELAY	22	0 - 127
COLOR	23	0 - 127
MOD	24	0 - 127
MIX	25	0 - 127
HPF	46	0 - 127
MOD RATE	47	0 - 127
SIZE	48	0 - 127
L DECAY	49	0 - 127
M DECAY	50	0 - 127
H DECAY	51	0 - 127
X-MODE	13	0 - 127

当参数范围不是线性时, 它的值在控制变化值的128个步骤中平均分配。

ROOM

该模型将房间的第三维添加到直达声中,以便将其放置在物理空间中并获得更自然的声音表现。多亏了3波段衰减修剪器,任何房间都可以重建,提供无限的可能性。它的时间范围为0.2到3秒,为混响提供了一个很好的选择,可以在不注意混响本身的情况下增加特色。

参数

- **TIME:** 控制混响尾音长度。从0.2秒到3秒。
- **PRE-DELAY:** 控制预延迟量。从0毫秒到1000毫秒。
- **COLOR:** 控制混响的频率响应。最少时混响变暗,最多时混响变亮。设置在中间时,混响是平坦的。从-10到+10。
- **MOD:** 控制混响的调制量。从0%到100%。
- **MIX:** 控制干湿信号的平衡。在0%时信号完全干燥,而在100%时信号完全湿润。在大约85%时,干湿信号具有相同的电平。从0%到100%。
- **HPF:** 控制高通滤波器的截止频率。从22 Hz到1000 Hz。
- **MOD RATE:** 控制混响调制的速率。从0.1 Hz到7 Hz。
- **SIZE:** 控制产生混响的环境维度。从50%到150%。
- **L DECAY:** 控制低频衰减。从-10到10。
- **M DECAY:** 控制中频衰减。从-10到10。
- **H DECAY:** 控制高频衰减。从-10到10。
- **X-MODE:** 带来最大可能的尾音长度。ON或OFF

ROOM 控制变化

参数	控制变化 #	值
TIME	21	0 - 127
PRE-DELAY	22	0 - 127
COLOR	23	0 - 127
MOD	24	0 - 127
MIX	25	0 - 127
HPF	46	0 - 127
MOD RATE	47	0 - 127
SIZE	48	0 - 127
L DECAY	49	0 - 127
M DECAY	50	0 - 127
H DECAY	51	0 - 127
X-MODE	13	0 - 127

当参数范围不是线性时,它的值在控制变化值的128个步骤中平均分配。

CHAMBER

该模型提供许多专业录音棚中常见的典型室内声音,并提供高度反射和明亮的尾音,非常适合激进的混响音色。它的时间范围像大厅模型一样从0.6秒到3秒,但房间有更多的特色和氛围。

参数

- **TIME:** 控制混响尾音长度。从0.6秒到3秒。
- **PRE-DELAY:** 控制预延迟量。从0毫秒到1000毫秒。
- **COLOR:** 控制混响的频率响应。最少时混响变暗,最多时混响变亮。设置在中间时,混响是平坦的。从-10到+10。
- **MOD:** 控制混响的调制量。从0%到100%。
- **MIX:** 控制干湿信号的平衡。在0%时信号完全干燥,而在100%时信号完全湿润。在大约85%时,干湿信号具有相同的电平。从0%到100%。
- **HPF:** 控制高通滤波器的截止频率。从22 Hz到1000 Hz。
- **MOD RATE:** 控制混响调制的速率。从0.1 Hz到7 Hz。
- **SIZE:** 控制产生混响的环境维度。从50%到150%。
- **L DECAY:** 控制低频衰减。从-10到10。
- **M DECAY:** 控制中频衰减。从-10到10。
- **H DECAY:** 控制高频衰减。从-10到10。
- **X-MODE:** 带来最大可能的尾音长度。ON或OFF。

CHAMBER 控制变化

参数	控制变化 #	值
TIME	21	0 - 127
PRE-DELAY	22	0 - 127
COLOR	23	0 - 127
MOD	24	0 - 127
MIX	25	0 - 127
HPF	46	0 - 127
MOD RATE	47	0 - 127
SIZE	48	0 - 127
L DECAY	49	0 - 127
M DECAY	50	0 - 127
H DECAY	51	0 - 127
X-MODE	13	0 - 127

当参数范围不是线性时,它的值在控制变化值的128个步骤中平均分配。

CHURCH

该模型具有最长的尾音，以重现教堂中常见的混响声音。它的混响时间范围从3到20秒，从最小的教堂到最大的大教堂都可以复制。

参数

- **TIME:** 控制混响尾音长度。从3秒到20秒。
- **PRE-DELAY:** 控制预延迟量。从100毫秒到1000毫秒。
- **COLOR:** 控制混响的频率响应。最少时混响变暗，最多时混响变亮。设置在中间时，混响是平坦的。从-10到+10。
- **MOD:** 控制混响的调制量。从0%到100%。
- **MIX:** 控制干湿信号的平衡。在0%时信号完全干燥，而在100%时信号完全湿润。在大约85%时，干湿信号具有相同的电平。从0%到100%。
- **HPF:** 控制高通滤波器的截止频率。从22 Hz到1000 Hz。
- **MOD RATE:** 控制混响调制的速率。从0.1 Hz到7 Hz。
- **SIZE:** 控制产生混响的环境维度。从50%到200%。
- **L DECAY:** 控制低频衰减。从-10到10。
- **M DECAY:** 控制中频衰减。从-10到10。
- **H DECAY:** 控制高频衰减。从-10到10。
- **X-MODE:** 带来最大可能的尾音长度。ON或OFF。

CHURCH 控制变化

参数	控制变化 #	值
TIME	21	0 - 127
PRE-DELAY	22	0 - 127
COLOR	23	0 - 127
MOD	24	0 - 127
MIX	25	0 - 127
HPF	46	0 - 127
MOD RATE	47	0 - 127
SIZE	48	0 - 127
L DECAY	49	0 - 127
M DECAY	50	0 - 127
H DECAY	51	0 - 127
X-MODE	13	0 - 127

当参数范围不是线性时，它的值在控制变化值的128个步骤中平均分配。

PLATE

该模型可以重新创建不同的标志性板式混响。它的时间范围从0.5到5秒, 味道可以通过自定义参数高度定制, 让您通过强调某些频率的衰减和抑制其他频率来模拟不同类型的板。

参数

- **TIME:** 控制混响尾音长度。从0.5秒到5秒。
- **PRE-DELAY:** 控制预延迟量。从0毫秒到1000毫秒。
- **COLOR:** 控制混响的频率响应。最少时混响变暗, 最多时混响变亮。设置在中间时, 混响是平坦的。从-10到+10。
- **MOD:** 控制混响的调制量。从0%到100%。
- **MIX:** 控制干湿信号的平衡。在0%时信号完全干燥, 而在100%时信号完全湿润。在大约85%时, 干湿信号具有相同的电平。从0%到100%。
- **HPF:** 控制高通滤波器的截止频率。从22 Hz到1000 Hz。
- **MOD RATE:** 控制混响调制的速率。从0.1 Hz到7 Hz。
- **SIZE:** 控制产生混响的环境维度。从50%到200%。
- **L DECAY:** 控制低频衰减。从-10到10。
- **M DECAY:** 控制中频衰减。从-10到10。
- **H DECAY:** 控制高频衰减。从-10到10。
- **X-MODE:** 带来最大可能的尾音长度。ON或OFF。

PLATE 控制变化

参数	控制变化 #	值
TIME	21	0 - 127
PRE-DELAY	22	0 - 127
COLOR	23	0 - 127
MOD	24	0 - 127
MIX	25	0 - 127
HPF	46	0 - 127
MOD RATE	47	0 - 127
SIZE	48	0 - 127
L DECAY	49	0 - 127
M DECAY	50	0 - 127
H DECAY	51	0 - 127
X-MODE	13	0 - 127

当参数范围不是线性时, 它的值在控制变化值的128个步骤中平均分配。

SPRING

这是一个可定制的弹簧混响模型，模拟通常安装在吉他放大器上的老式弹簧模块。

参数

- **TIME:** 控制混响尾音长度。从0.2秒到4秒。
- **PRE-DELAY:** 控制预延迟量。从0毫秒到1000毫秒。
- **COLOR:** 控制混响的频率响应。最少时混响变暗，最多时混响变亮。设置在中间时，混响是平坦的。从-10 dB到+10 dB。
- **MOD:** 控制混响的调制量。从0%到100%。
- **MIX:** 控制干湿信号的平衡。在0%时信号完全干燥，而在100%时信号完全湿润。在大约85%时，干湿信号具有相同的电平。从0%到100%。
- **HPF:** 控制高通滤波器的截止频率。从22 Hz到1000 Hz。
- **MOD RATE:** 控制混响调制的速率。从0.1 Hz到7 Hz。
- **HI DAMP:** 控制高频扩散的湿度。从0%到100%。
- **WIDTH:** 控制混响的立体声传播。从0%到100%。
- **X-MODE:** 带来最大可能的尾音长度。ON或OFF。

SPRING 控制变化

参数	控制变化 #	值
TIME	21	0 - 127
PRE-DELAY	22	0 - 127
COLOR	23	0 - 127
MOD	24	0 - 127
MIX	25	0 - 127
HPF	46	0 - 127
MOD RATE	47	0 - 127
HI DAMP	48	0 - 127
WIDTH	49	0 - 127
X-MODE	13	0 - 127

当参数范围不是线性时，它的值在控制变化值的128个步骤中平均分配。

SWELL

这是一个膨胀处理器,可以自动创建梦幻般的衰减膨胀效果,然后是可定制的混响轨迹,以创建梦幻pads或弦状声音。

参数

- **TIME:** 控制混响尾音长度。从1秒到4秒。
- **PRE-DELAY:** 设置膨胀周期的长度。从10 毫秒到3000 毫秒。
- **COLOR:** 控制混响的频率响应。最少时混响变暗,最多时混响变亮。设置在中间时,混响是平坦的。从-10 dB到+10 dB。
- **MOD:** 控制混响的调制量。从0%到100%。
- **MIX:** 控制干湿信号的平衡。在0%时信号完全干燥,而在100%时信号完全湿润。在大约85%时,干湿信号具有相同的电平。从0%到100%。
- **HPF:** 控制高通滤波器的截止频率。从22 Hz到1000 Hz。
- **MOD RATE:** 控制混响调制的速率。从0.1 Hz到7 Hz。
- **SWELL DEPTH:** 设置体积膨胀的深度。默认情况下,深度位于最大位置,这意味着音量将从静音开始。通过降低此控件,您将设置效果以从高于静音的级别开始膨胀阶段,直至将效果设置为没有动作的最小位置。从-90 dB到0。
- **SWELL SENS:** 此控件设置膨胀的灵敏度,以识别新的音符或和弦,从而开始新的膨胀循环。如果您希望膨胀循环即使在较柔和的段落开始时也开始,请将其设置得更高;如果您希望膨胀循环仅在更响亮的敲击声时开始,则将其设置得更低。从0%到100%。
- **X-MODE:** 带来最大可能的尾音长度。ON或OFF。

SWELL 控制变化

参数	控制变化 #	值
TIME	21	0 - 127
PRE-DELAY	22	0 - 127
COLOR	23	0 - 127
MOD	24	0 - 127
MIX	25	0 - 127
HPF	46	0 - 127
MOD RATE	47	0 - 127
SWELL DEPTH	48	0 - 127
SWELL SENS	49	0 - 127
X-MODE	13	0 - 127

当参数范围不是线性时,它的值在控制变化值的128个步骤中平均分配。

GATE

这是一种可定制的门控混响, 可根据需要切断混响轨迹, 以便为您的演奏添加纹理groove。

参数

- **TIME:** 控制混响尾音长度。从0秒到0.6秒。
- **PRE-DELAY:** 控制预延迟量。从0毫秒到1000毫秒。
- **COLOR:** 控制混响的频率响应。最少时混响变暗, 最多时混响变亮。设置在中间时, 混响是平坦的。从-10 dB到+10 dB。
- **MOD:** 控制混响的调制量。从0%到100%。
- **MIX:** 控制干湿信号的平衡。在0%时信号完全干燥, 而在100%时信号完全湿润。在大约85%时, 干湿信号具有相同的电平。从0%到100%。
- **HPF:** 控制高通滤波器的截止频率。从22 Hz到1000 Hz。
- **MOD RATE:** 控制混响调制的速率。从0.5 Hz到10 Hz。
- **SIZE:** 控制产生混响的环境维度。从0%到100%。
- **X-MODE:** 使用最大时间和大小产生戏剧性的音色变化。ON或OFF。

GATE 控制变化

参数	控制变化 #	值
TIME	21	0 - 127
PRE-DELAY	22	0 - 127
COLOR	23	0 - 127
MOD	24	0 - 127
MIX	25	0 - 127
HPF	46	0 - 127
MOD RATE	47	0 - 127
SIZE	48	0 - 127
X-MODE	13	0 - 127

当参数范围不是线性时, 它的值在控制变化值的128个步骤中平均分配。

REVERSE

该模型非常适合创建在您演奏时淡入的反向延迟轨迹。反向包络可以设置为3种不同的模式以更好地适应需要。

参数

- **TIME:** 控制混响尾音长度。
- **PRE-DELAY:** 控制预延迟量。从0毫秒到1000毫秒。
- **COLOR:** 控制混响的频率响应。最少时混响变暗, 最多时混响变亮。设置在中间时, 混响是平坦的。从-10 dB到+10 dB。
- **MOD:** 控制混响的调制量。从0%到100%。
- **MIX:** 控制干湿信号的平衡。在0%时信号完全干燥, 而在100%时信号完全湿润。在大约85%时, 干湿信号具有相同的电平。从0%到100%。
- **TYPE:** 从三种可用的反向形状中进行选择, 以达到所需的风味。从1到3。
- **SIZE:** 控制产生混响的环境维度。从50%到150%。
- **MOD RATE:** 控制混响调制的速率。从0.5 Hz到10 Hz。
- **HPF:** 控制高通滤波器的截止频率。从22 Hz到1000 Hz。
- **X-MODE:** 带来最大可能的尾音长度。ON或OFF。

REVERSE 控制变化

参数	控制变化 #	值
TIME	21	0 - 127
PRE-DELAY	22	0 - 127
COLOR	23	0 - 127
MOD	24	0 - 127
MIX	25	0 - 127
TYPE	46	0 - 127
SIZE	47	0 - 127
MOD RATE	48	0 - 127
HPF	49	0 - 127
X-MODE	13	0 - 127

当参数范围不是线性时, 它的值在控制变化值的128个步骤中平均分配。

EARLY REF

该模型模拟了在小房间或空间中可以听到的典型短反射。它是完全可定制的, 将它从一种传统的延迟转变为嗡嗡声的早期反射声音。

参数

- **TIME:** 控制混响尾音长度。从0.1秒到0.8秒。
- **PRE-DELAY:** 控制预延迟量。从0毫秒到1000毫秒。
- **COLOR:** 控制混响的频率响应。最少时混响变暗, 最多时混响变亮。设置在中间时, 混响是平坦的。从-10 dB到+10 dB。
- **MOD:** 控制混响的调制量。从0%到100%。
- **MIX:** 控制干湿信号的平衡。在0%时信号完全干燥, 而在100%时信号完全湿润。在大约85%时, 干湿信号具有相同的电平。从0%到100%。
- **HPF:** 控制高通滤波器的截止频率。从22 Hz到1000 Hz。
- **MOD RATE:** 控制混响调制的速率。从0.1 Hz到7 Hz。
- **SIZE:** 控制产生混响的环境维度。从50%到200%。
- **X-MODE:** 带来最大可能的尾音长度。ON或OFF。

EARLY REF 控制变化

参数	控制变化 #	值
TIME	21	0 - 127
PRE-DELAY	22	0 - 127
COLOR	23	0 - 127
MOD	24	0 - 127
MIX	25	0 - 127
SIZE	46	0 - 127
HPF	47	0 - 127
MOD RATE	48	0 - 127
X-MODE	13	0 - 127

当参数范围不是线性时, 它的值在控制变化值的128个步骤中平均分配。

EXTREME

这是一个模型中两个处理器的组合。一个是由第二个调制的板式混响, 这是一个老式的移相器, 用于添加极端调制的尾音。

参数

- **TIME:** 控制混响尾音长度。从0.8秒到12秒。
- **PRE-DELAY:** 控制预延迟量。从0毫秒到1000毫秒。
- **COLOR:** 控制混响的频率响应。最少时混响变暗, 最多时混响变亮。设置在中间时, 混响是平坦的。从-10 dB到+10 dB。
- **MOD:** 控制混响的调制量。从0%到100%。
- **MIX:** 控制干湿信号的平衡。在0%时信号完全干燥, 而在100%时信号完全湿润。在大约85%时, 干湿信号具有相同的电平。从0%到100%。
- **MOD RATE:** 控制混响调制的速率。从0到100。
- **X-MODE:** 带来最大可能的尾音长度。ON或OFF。

EXTREME 控制变化

参数	控制变化 #	值
TIME	21	0 - 127
PRE-DELAY	22	0 - 127
COLOR	23	0 - 127
MOD	24	0 - 127
MIX	25	0 - 127
MOD RATE	46	0 - 127
X-MODE	13	0 - 127

当参数范围不是线性时, 它的值在控制变化值的128个步骤中平均分配。

ETHEREAL

这是一个高度调制的板,可重现移动的通风路径并为您的线条增添魔力。

参数

- **TIME:** 控制混响尾音长度。从6秒到18秒。
- **PRE-DELAY:** 控制预延迟量。从0毫秒到1000毫秒。
- **COLOR:** 控制混响的频率响应。最少时混响变暗,最多时混响变亮。设置在中间时,混响是平坦的。从-10 dB到+10 dB。
- **MOD:** 控制混响的调制量。从0%到100%。
- **MIX:** 控制干湿信号的平衡。在0%时信号完全干燥,而在100%时信号完全湿润。在大约85%时,干湿信号具有相同的电平。从0%到100%。
- **MOD RATE:** 控制混响调制的速率。从0.1 Hz到7 Hz。
- **HPF:** 控制高通滤波器的截止频率。从22 Hz到1000 Hz。
- **X-MODE:** 带来最大可能的尾音长度。ON或OFF。

ETHEREAL 控制变化

参数	控制变化 #	值
TIME	21	0 - 127
PRE-DELAY	22	0 - 127
COLOR	23	0 - 127
MOD	24	0 - 127
MIX	25	0 - 127
MOD RATE	46	0 - 127
HPF	47	0 - 127
X-MODE	13	0 - 127

当参数范围不是线性时,它的值在控制变化值的128个步骤中平均分配。

BLOOM

这种混响使您的简单主音部分绽放并变得非常丰富和引人注目。这是一种类似膨胀的效果,可以为您的音乐提供运动感和氛围。

参数

- **TIME:** 控制混响尾音长度。从4秒到12秒。
- **PRE-DELAY:** 控制预延迟量。从0毫秒到1000毫秒。
- **COLOR:** 控制混响的频率响应。最少时混响变暗,最多时混响变亮。设置在中间时,混响是平坦的。从-10 dB到+10 dB。
- **MOD:** 控制混响的调制量。从0%到100%。
- **MIX:** 控制干湿信号的平衡。在0%时信号完全干燥,而在100%时信号完全湿润。在大约85%时,干湿信号具有相同的电平。从0%到100%。
- **DIFFUSION:** 控制混响的扩散,增加丰满度和宽度。从0%到100%。
- **MOD RATE:** 控制混响调制的速率。从0.1 Hz到7 Hz。
- **X-MODE:** 带来最大可能的尾音长度。ON或OFF。

BLOOM 控制变化

参数	控制变化 #	值
TIME	21	0 - 127
PRE-DELAY	22	0 - 127
COLOR	23	0 - 127
MOD	24	0 - 127
MIX	25	0 - 127
DIFFUSION	46	0 - 127
MOD RATE	47	0 - 127
X-MODE	13	0 - 127

当参数范围不是线性时,它的值在控制变化值的128个步骤中平均分配。

MAGNETIC

这是一种空间混响, 具有轻快的音色和增强的调制效果, 在低速率下会产生空间漂浮的效果。

参数

- **TIME:** 控制混响尾音长度。从0.8秒到12秒。
- **PRE-DELAY:** 控制预延迟量。从0毫秒到1000毫秒。
- **COLOR:** 控制混响的频率响应。最少时混响变暗, 最多时混响变亮。设置在中间时, 混响是平坦的。从-10 dB到+10 dB。
- **MOD:** 控制混响的调制量。从0%到100%。
- **MIX:** 控制干湿信号的平衡。在0%时信号完全干燥, 而在100%时信号完全湿润。在大约85%时, 干湿信号具有相同的电平。从0%到100%。
- **MOD RATE:** 控制混响调制的速率。从0到100。
- **MOD COLOR:** 设置调制作用的频率区域。从-10到+10。
- **X-MODE:** 带来最大可能的尾音长度。ON或OFF。

MAGNETIC 控制变化

参数	控制变化 #	值
TIME	21	0 - 127
PRE-DELAY	22	0 - 127
COLOR	23	0 - 127
MOD	24	0 - 127
MIX	25	0 - 127
MOD RATE	46	0 - 127
MOD COLOR	47	0 - 127
X-MODE	13	0 - 127

当参数范围不是线性时, 它的值在控制变化值的128个步骤中平均分配。

全局设置

全局设置菜单具有不同的设置来管理踏板的全局行为,而与哪个预设处于活动状态无关。

要访问Global Setup菜单,请按住PARAMETER编码器并选择GLOBAL SETUP。

NAME MODE

更改预设名称的显示方式:

- **NAME:** 显示屏仅显示预设名称。
- **PC+NAME:** 显示屏显示程序更改编号,后跟其名称。
- **BNK+NAME:** 显示屏显示当前选择的预设库,后跟其名称。

EXT. CTRL

选择连接到EXT. CONTROL插孔的外部控制器踏板的类型。

- **TRS EXP PEDAL:** 如果连接到EXT. CONTROL插孔的踏板是TRS类型的表情踏板,请选择此项。
- **RTS EXP PEDAL:** 如果连接到EXT. CONTROL插孔的踏板是RTS类型的表情踏板,请选择此项。
- **N.O. SWITCH:** 如果连接到EXT. CONTROL插孔的踏板是常开单脚踏开关踏板,请选择此项。
- **N.C. SWITCH:** 如果连接到EXT. CONTROL插孔的踏板是常闭单脚踏开关踏板,请选择此项。
- **N.O. DUAL SWITCH:** 如果连接到EXT. CONTROL插孔的踏板是常开双脚踏开关踏板,请选择此项。
- **N.C. DUAL SWITCH:** 如果连接到EXT. CONTROL插孔的踏板是常闭双脚踏开关踏板,请选择此项。

DUAL SWITCH MODE

选择连接到EXT. CONTROL插孔的双开关踏板的操作模式。

- **BANK:** 如果您想使用连接的双开关踏板在库之间浏览,请选择此项。
- **PRESET:** 如果您想使用连接的双开关踏板浏览预设,请选择此项。

EXP. CALIBRATION

启动连接的表情踏板的校准过程。

请参阅表情踏板校准段落以了解有关使用X-GEAR校准表情踏板的更多信息。

MIDI CHANNEL

选择X-GEAR踏板操作的MIDI通道,从1到16。默认情况下,X-GEAR踏板操作通道1。

MIDI THRU

选择将哪些MIDI信号发送到MIDI输出(MIDI和USB端口)。

- **OFF:** 没有MIDI信号发送到MIDI输出。
- **THRU:** 到达X-GEAR MIDI输入端的MIDI信号被发送到X-GEAR MIDI输出端。
- **MERGE:** 到达X-GEAR MIDI输入的MIDI信号和踏板产生的MIDI信号合并并发送到X-GEAR MIDI输出。

MAIN VOL

控制踏板的主音量从-40 dB到+3 dB。

INTERFACE VOL

当踏板设置为接口模式时,控制主音量从-40 dB到+3 dB。默认情况下,音量设置为-20 dB。

MIDI CLOCK

设置MIDI CLOCK功能。

- **OFF:** 没有MIDI CLOCK功能处于活动状态。
- **DIN:** MIDI CLOCK由来自MIDI输入的传入MIDI时钟设置。
- **USB:** MIDI CLOCK由来自USB输入的传入MIDI时钟设置。

注意 当MIDI CLOCK来自外部时,TAP速度脚踏开关被禁用并与传入速度同步,其LED变为琥珀色以获取此状态的视觉反馈。

CAB SIM

激活并选择箱体模拟器。

- **OFF:** 禁用Cab Sim。
- **CAB 1:** 使用第一个箱体IR激活Cab Sim。
- **CAB 2:** 使用第二个箱体IR激活Cab Sim。
- **CAB 3:** 使用第三个箱体IR激活Cab Sim。
- **CAB 4:** 使用第四个箱体IR激活Cab Sim。
- **BASS:** 使用第五个箱体IR激活Cab Sim。

注意 如果您在踏板被旁路时还需要Cab Sim,则需要BUFFER BYPASS MODE。

SPILOVER

设置踏板的溢出功能。

- **ON:** 溢出处于活动状态(绕过预设时尾音仍然存在)。此选项需要BUFFER BYPASS模式。
- **OFF:** 溢出不活跃。

USB OUT

设置发送到USB OUT的信号。

- **STEREO:** 发送到USB OUT的信号是左右输出的副本。
- **DUAL:** 在USB OUT 1上发送一份左右输出转化为单声道的副本,而在USB OUT 2上发送乐器的干清DI信号(绕过踏板效果)。

BYPASS MODE

设置踏板的旁路技术。

- **TRUE:** 选择true bypass技术。
- **BUFFER:** 选择缓冲旁路技术。需要使用溢出功能和箱体模拟器。

OPERATION MODE

设置踏板的操作模式以用于现场演出或用作音频接口。

- **LIVE:** 在现场模式下, 音频信号取自模拟插孔输入, 由DSP处理并发送到所有输出。
- **INTERFACE:** 在接口模式下, 信号从模拟插孔输入端取出, 经过处理, 然后通过USB输出端发送到计算机。然后从计算机发出的信号通过USB输入返回踏板, 并发送到左右输出, 这些输出可以连接到监听系统。请参阅接口模式段落以了解更多信息。

FACTORY RESET

确认后, 此选项会将踏板重置为其出厂状态。

FW VERSION

显示当前安装的固件版本。

预设设置

预设设置菜单具有不同的设置来管理选定的预设。

要访问预设设置菜单, 请按住PARAMETER编码器并选择PRESET SETUP。

EXT. CTRL

设置预设是否使用外部控制。

- **ON:** 为选定的预设启用连接的外部控制(单个开关或表情踏板)。
- **OFF:** 禁用所选预设的外部控制连接(单个开关或表情踏板)。这是为了避免连接的外部控件可能会修改预设。

EXT. LEARN

开始分配外部控制踏板和创建宏的过程。有关详细信息, 请参阅外部控制设置段落。

安全模式

SAFE MODE对于现场演奏非常有用,因为它会锁定所有旋钮,如果您不小心移动了旋钮或踩到了踏板,它会确保您的声音不会改变。

要激活和停用安全模式,请同时按下MODEL和PRESET编码器。显示确认(LOCKED和UNLOCKED)将向您确认该模式已被激活/停用。

临时模式

通过在关闭时按住预设的脚踏开关, 预设会暂时激活, 并在释放脚踏开关时停用。

您可以在踏板被旁路以仅在一小段时间内使用某种效果时或在另一个预设打开时执行此操作。

如果您在另一个预设打开时执行此操作, 则此模式将允许您通过按住脚踏开关并在松开脚踏开关后返回到前一个预设来快速更改为另一个预设。

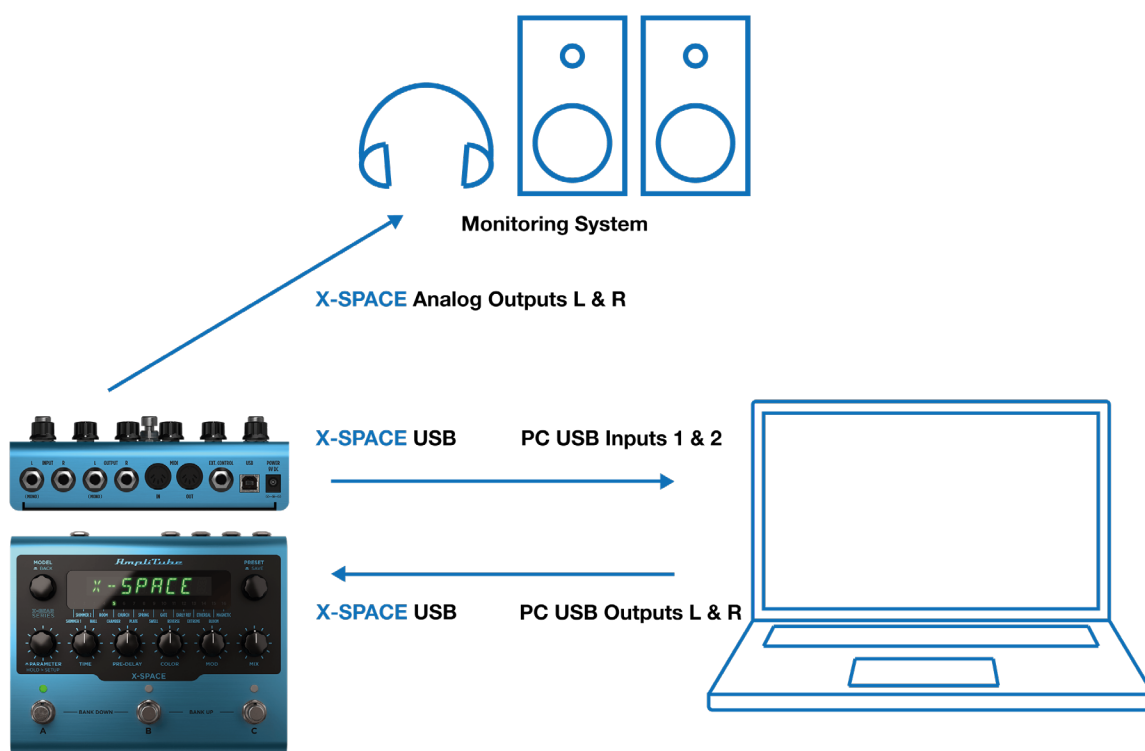
接口模式

使用踏板的接口模式, 您可以将其连接到您的计算机和监听系统, 以直接从X-GEAR即兴和回放音乐。

您可以从GLOBAL SETUP激活INTERFACE MODE。

使用提供的USB线将X-GEAR连接到您的计算机, 并使用OUTPUT (左声道) 和CAB SIM OUT (右声道) 将踏板连接到监听系统, 例如功率放大器、有源监听或耳机前置放大器。

AmpliTube (或您的DAW) 将X-GEAR视为常规接口, 您可以从计算机播放歌曲并使用AmpliTube (或DAW) 来监听您的内容。

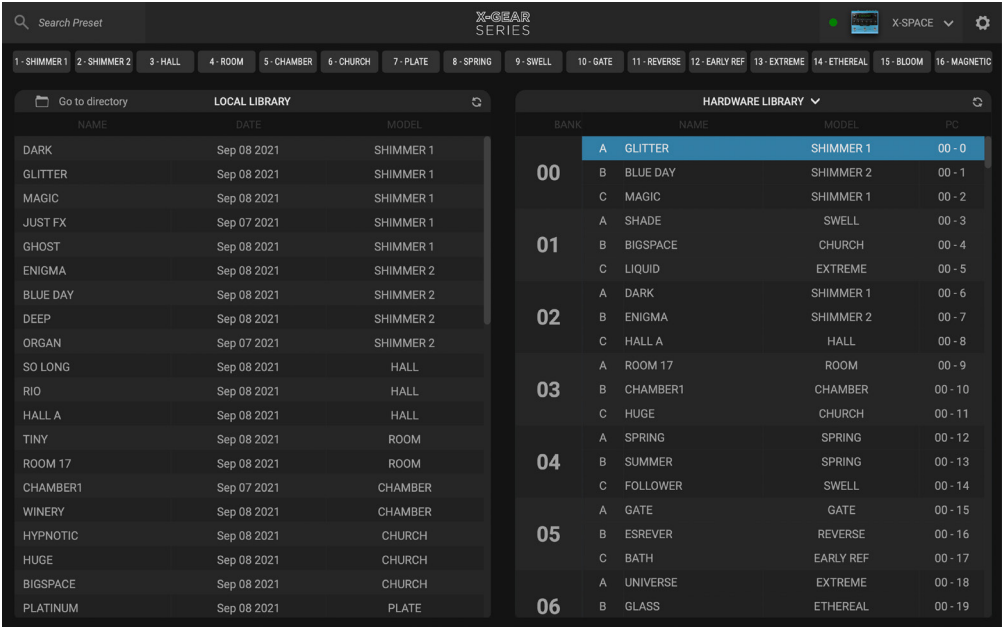


要在用作音频接口时调整X-GEAR的音量, 请浏览至GLOBAL SETUP并编辑INTERFACE VOL参数。第一次调整音量后, 可以使用PARAMETER编码器快速访问INTERFACE VOL参数, 直到您选择另一个参数。

包含的应用程序

连同您的X-GEAR, 您将获得一个Librarian应用程序来管理您的预设和AmpliTube 5 SE, 以从您的计算机编辑您的预设并在AmpliTube中使用它们。

按照包装盒中的说明获取X-GEAR Librarian和AmpliTube 5 SE。



MIDI 参数

X-SPACE提供100个编号的库, 每个库有3个预设, 总共300个预设。

由于MIDI程序更改最多只能达到127个, 因此预设被分成3个MIDI Patch Bank:

- MIDI BANK 0 (CC#0 Value=0) = PRESETS 00A-63B
- MIDI BANK 1 (CC#0 Value=1) = PRESETS 64A-127B
- MIDI BANK 2 (CC#0 Value=2) = PRESETS 128A-149B

在每个MIDI PATCH BANK中, 预设按顺序编号:

- PRESET 00A = MIDI Program #0
- PRESET 00B = MIDI Program #1
- PRESET 01A = MIDI Program #2
- PRESET 01B = MIDI Program #3
- ... 直到MIDI Program #127

X-SPACE始终在MIDI Patch Bank 0中启动, 因此如果您保持在前127个预设 (00A-63B) 内, 只需发送标准的MIDI程序更改消息即可加载预设。

如果你打算使用第127以后的预设, 你应该发送一个标准的MIDI Bank Change信息 (MIDI CC# 0) 它的值等于您想在每次MIDI程序更改之前使用的MIDI库。

MIDI 控制更改表

参数	控制变化 #	值
Expression	11	0 - 127
Preset ON/OFF	12	ON = 127, OFF = 0
X-MODE for the current preset	13	Bypass=0, Engaged=12
Model selector	14	1 - 16
MIDI Patch Bank	0	0 - 2

对于单独的参数控制更改, 请参阅混响模型段落中的每个混响模型。

当参数范围不是线性时, 它的值在控制变化值的128个步骤中平均分配。

功能特色

AmpliTube X-SPACE

- 为吉他手预备的突破性软件和硬件集成
- 在适合公路使用的阳极氧化铝底盘中配备先进的DSP
- 16种不同算法, 50个出厂预设 (300个可存储预设)
- 原始现代混响的标志性声音 + Spillover/Trails功能
- 包括在AmpliTube 5内使用的独家虚拟X-SPACE版本
- 用于预设管理和用作录音接口的USB端口 (最高48 KHz)
- 在意大利设计和制造, 适合终生弹奏和演出
- 超低噪音、24-bit/192kHz转换器可提供一流的音质
- 5 Hz–24 kHz频率响应可捕捉吉他声音的全部范围
- 123 dB动态范围可在任何增益设置下提供安静的操作
- 纯模拟干路径和可选择的硬或软旁路, 以实现最大程度的控制
- 5Hz 至 24kHz频率响应, 可录制吉他或贝斯的全部音域
- 多功能路由选项可让您将湿信号和/或干信号发送到 DAW
- 用于监听X-SPACE踏板和计算机之间声音的立体声输出
- 完整的MIDI实现以映射对AmpliTube和/或任何兼容DAW的控制
- 快速、直观的界面和控制旋钮, 可即时调整您的声音
- 高对比度LED显示屏让您随时了解一切
- 表情踏板输入增加了对您选择的任何参数的额外控制
- 完整的MIDI实现是内置的, 即使是最复杂的设置也能覆盖
- 5个箱体脉冲响应让您可以直接连接到有源音箱或PA

包装内容

- X-DRIVE踏板
- USB A-Type转USB B-Type连接线 (1.5m/4.32ft)
- 供电单元
- 插件和预设Librarian序列号

尺寸

- 尺寸: 17.5cm/6.88" x 14.5cm/5.7" x 5.8cm/2.28"
- 重量: 906g/31.96oz

系统要求

AmpliTube 5

AmpliTube是一个64位应用程序，需要64位CPU和操作系统。

Mac® (64-bits)

- 最低配置: Intel® Core™ 2 Duo (建议使用Intel Core i5)、4 GB RAM (建议使用8 GB)、macOS 10.10或更高版本。3 GB的硬盘空间。
- 需要与OpenGL 2兼容的图形适配器。
- 支持的插件格式 (64位) : Audio Units、VST 2、VST 3、AAX。

Windows® (64-bits)

- 最低配置: Intel® Core™ 2 Duo或AMD Athlon™ 64 X2 (建议使用Intel Core i5)、4 GB RAM (建议使用8 GB)。Windows® 7或更高版本。3 GB的硬盘空间。
- 需要兼容ASIO的声卡。
- 需要与OpenGL 2兼容的图形适配器。
- 支持的插件格式 (64位) : VST2、VST3、AAX。

要在Windows设备上使用X-GEAR作为音频接口，需要Windows® 10或更高版本。

AmpliTube X-GEAR系列

发现完整的AmpliTube X-GEAR系列:



X-DRIVE
失真



X-SPACE
混响



X-TIME
延迟



X-VIBE
调制

更多信息请访问www.ikmultimedia.com/xgear

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