MOOER

GE300 LITE

Amp modelling & Multi Effects

Owner's manual

30 Sec

TONE CAPTURE

108 PREAMPS

IR LOADER

MIDI

AUDIO

3DSP

Contents

PRECAUTIONS

Please read carefully before proceeding

Power Supply
Please connect the designated AC adapter to an AC outlet of the correct voltage. Please be sure to use only an AC adapter which supplies 9V DC 2A ⊕—◎—⊖ , center negative. Unplug the AC power adapter when not in use or during electrical storms. Highly recommend to use the original power supply.

Connections
Always turn off the power of this and all other equipment before connecting or disconnecting, this will help prevent malfunction and / or damage to other devices. Also make sure to disconnect all connection cables and the power cord before moving this unit.

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

Interference with other electrical devices
Radios and televisions placed nearby may experience reception interference. Operate this unit at a suitable distance from radios and televisions.

Location
To avoid deformation, discoloration, or other serious damage, do not expose this unit to the following conditions:

- Direct sunlight
- Magnetic fields
- Excessively dusty or dirty locations
- Heat sources
- Extreme temperature or humidity
- High humidity or moisture
- Strong vibrations or shocks

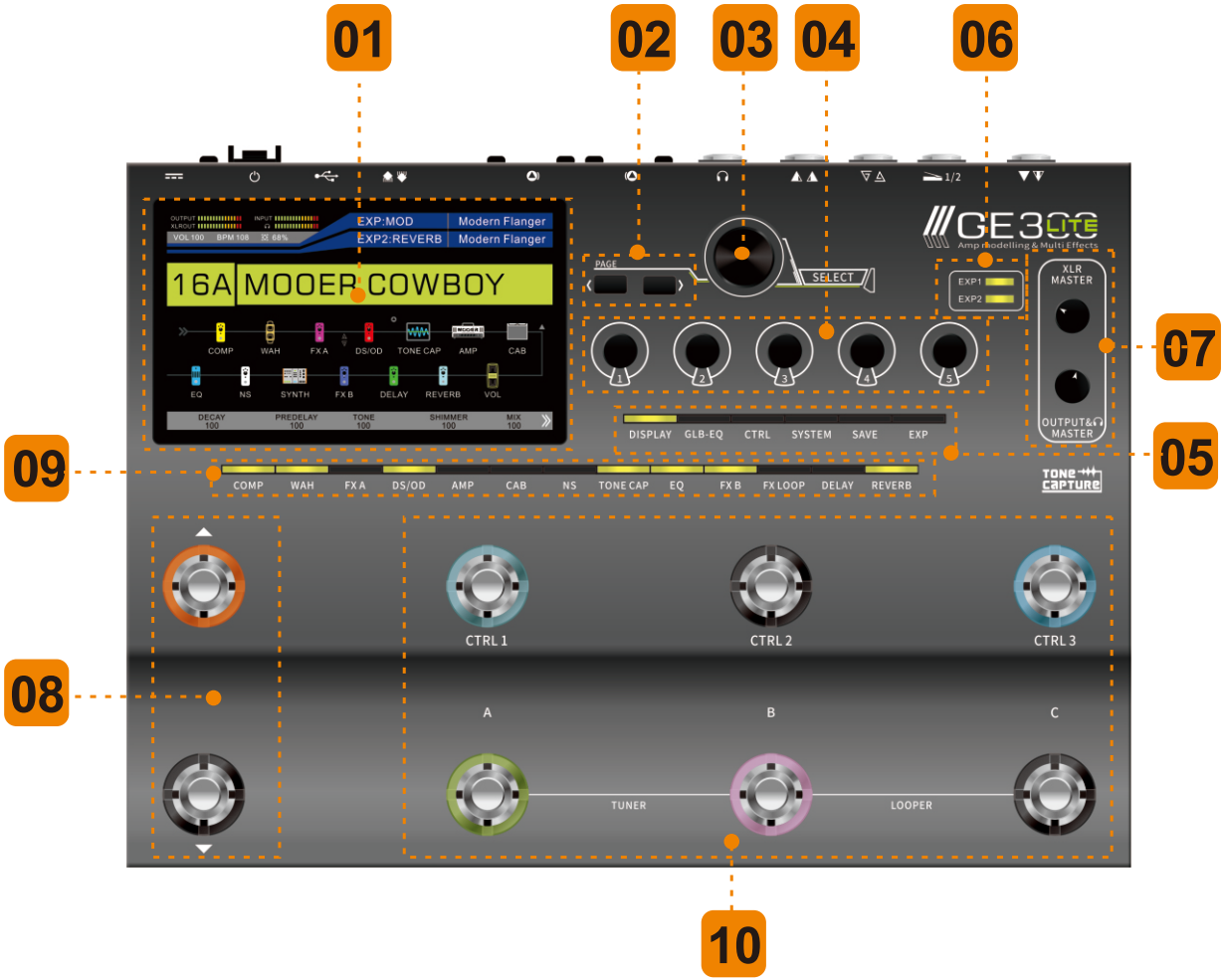
FCC certification
This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions:
- This device may not cause harmful interference.
- This device must accept any interference received, including interference that may cause undesired operation.

Features

- High-quality AMP models that utilize MOOER's non-linear digital amp modelling technology and IR-based speaker cab models to emulate the same dynamics and feel of a real tube amp.
- TONE CAPTURE allows you to sample and capture your real-life amplifier, stompbox, guitar, or cabinet to create brand new digital sound models.
- 108 preamp models captured from real-life amplifiers, 164 high-quality effects, 43 IR-based factory speaker cab models. Supports 2048 sample point third-party impulse response files.
- Programmable FX LOOP with optional signal chain routing for easy integration of your favorite effects and ultimate flexibility for 4-cable method.
- Stereo outputs (1/4" and XLR) with independent signal chain routing. Flexibility to send different parts of your virtual rig to different devices.
- MIDI IN/MIDI OUT with easy mapping and external CTRL switching to control your other pedals and amps.
- Programmable footswitches with user selectable LED colors and assignable functions allowing complete user customization of the control scheme.
- Intuitive and simple UI makes for fast and easy creation of tone presets.
- Supports up to two external expression pedals.

Quick Tour

Top Panel



01 **LCD screen**
5-inch 854*480 LCD chromatic monitor displays the GUI.

02 **<< >>**
Scroll parameter pages left and right in the GUI.

03 **SELECT**
Rotate / Press to make selections within the GUI.

04 **Knob 1 – 5**
Adjust individual parameters in the GUI.

05 **SCREEN MENUS**
DISPLAY: Toggles between FOOTSWITCH VIEW and SIGNAL CHAIN on the GUI home-screen. Press to return home from other screens.
GLB-EQ: Global EQ settings menu.
CTRL: Configure, assign, and customize footswitch settings.
SYSTEM: Global system settings menu.
SAVE: Save PRESET menu.
EXP: EXP1 and EXP2 settings and calibration menu.

06 **EXP1 / EXP2 LED**
Displays the ON/OFF status of the EXP pedals.
EXP1: LED will illuminate when an external expression pedal 1 is detected at the EXP1 input.
EXP2: LED will illuminate when an external expression pedal 2 is detected at the EXP2 input.

07 **MASTER**
Independent volume controls for XLR, headphones & 1/4” jack outputs.

08 **↑ / ↓**
Preset BANK UP / BANK DOWN footswitches.

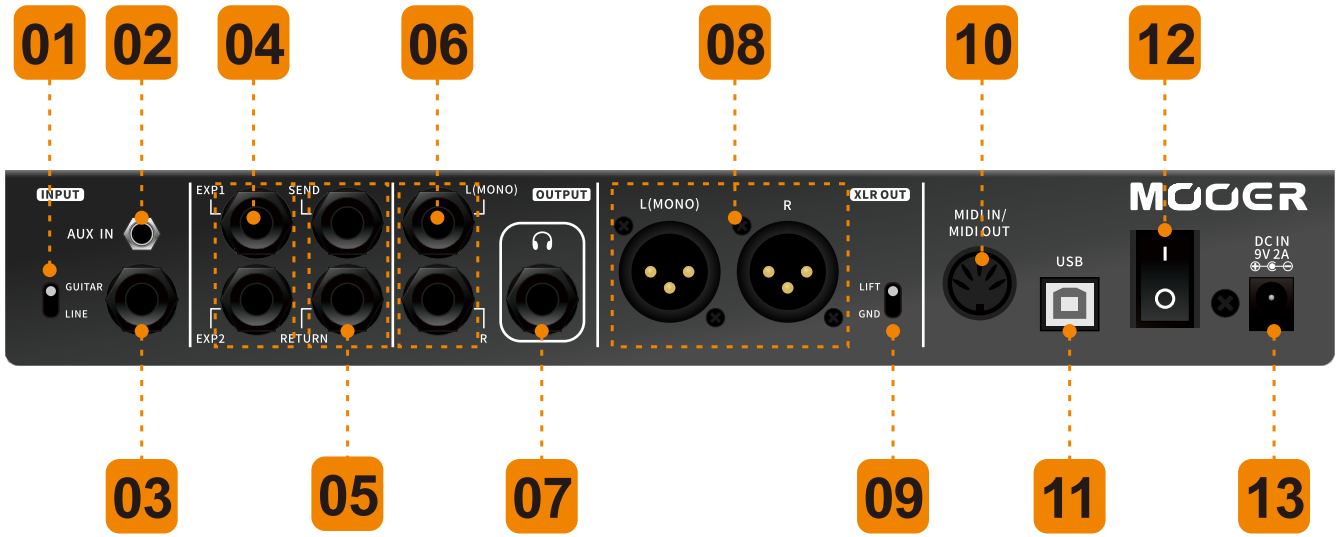
09 **EFFECT BLOCK**

Press to enter effect block editing screen.
Press to toggle effect block on/off.
LED displays the on/off status of the effect block.

10 **CTRL 1 – 3 & A, B, C**

GE300 LITE offers three different footswitch modes. (Refer to CTRL and FS mode section)
CTRL3
FS MODE 1: Assign functions via CTRL button.
FS MODE 2: Assign functions via CTRL button/selected preset from top column.
FS MODE 3: Assign functions via selected preset from two banks.
A , B , C
FS MODE 1: Select corresponding preset A , B , or C.
FS MODE 2: Assign functions via CTRL button/selected preset from bottom column.
FS MODE 3: Assign functions via selected preset from two banks.
A + B = TUNER **B + C** = LOOPER

Back Panel



01 **Guitar/Line Switch**
Switch input level between guitar and line.

02 **AUX IN**
1/8"stereo jack to connect external media devices for audio playback.

03 **1/4'' INPUT**
Instrument input

04 **EXP1/EXP2**
¼"stereo jack/external expression pedal input.
Can be set as AMP CTRL to switch between channels of connected amplifier.

05 **SEND/RETURN**
Mono effects loop
SEND: ¼"mono jack output
RETURN:¼"mono jack input
The SEND/RETURN can be used to connect an external effects pedal or to setup the 4-cable method connection.

06 **OUTPUT**
2 x ¼"mono jack
L = MONO output **L + R** = STEREO output

07 **PHONES**
Dedicated headphone output
¼"stereo jack

08 **XLR OUT**
2 x Balanced XLR output with Ground/Lift switch.
L = MONO output **L + R** = STEREO output

09 **GND/LIFT Switch**
Grounding switch of XLR balanced output.

10 **MIDI port**
For MIDI IN/OUT (can be set up to MIDI IN/OUT manually)

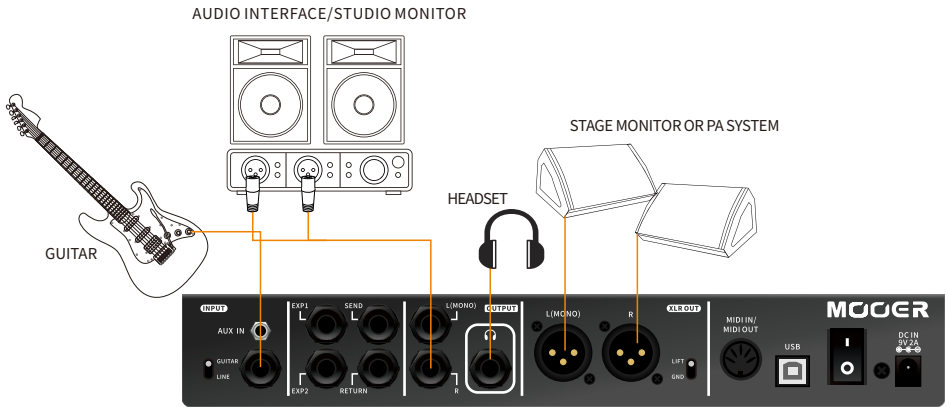
11 **USB**
USB Type-B port to record digital audio directly in to a PC, update firmware, and interface with official MOOER software to edit and import/export presets.

12 **I/O**
Power ON/OFF switch.

13 **DC IN**
Connect GE300 Lite power supply.

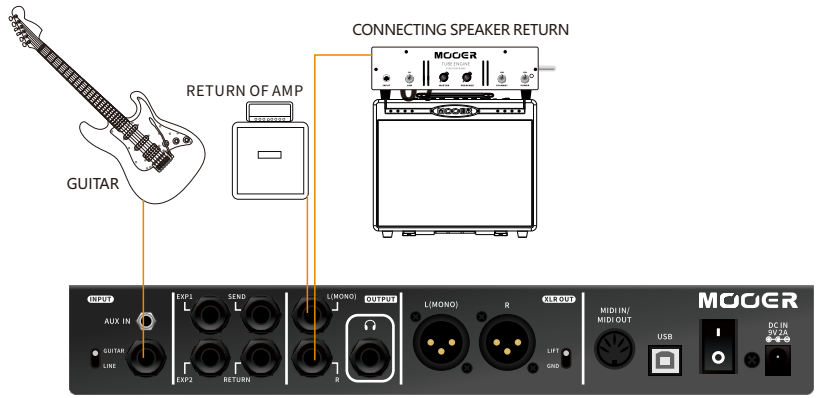
Recommended Setup

Connecting to FRFR (Full range, flat response) speaker cabinets:
Turn on AMP and CAB SIM Blocks.



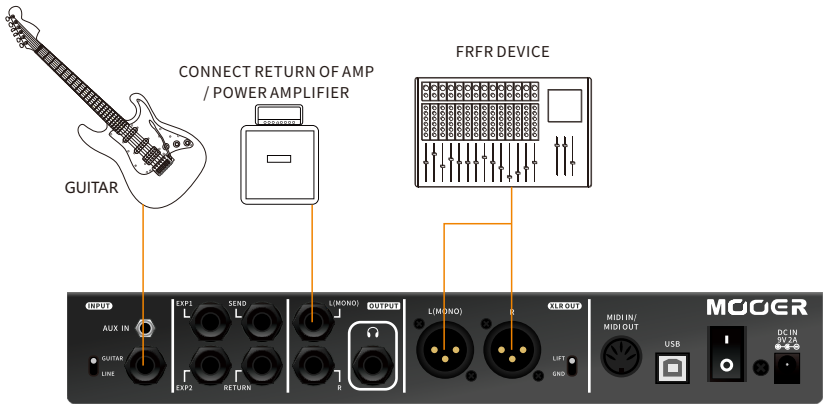
Connecting to a power amp or FX Loop: Turn on AMP Block. Try turning on/off tube setting to achieve your desired tone.

Connecting to Guitar Amplifer + FRFR Device:
Turn on AMP and CAB SIM blocks. CAB SIM block should be placed at the end of the effects chain. From the system menu, set 1/4" output to OFF and XLR output to ON.



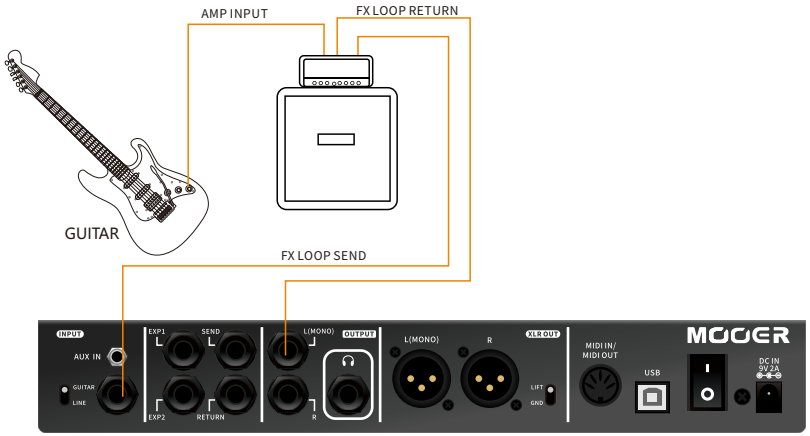
4-Cable Method:

Turn on FX LOOP block. Turn off AMP and CAB blocks. Set FX Loop to"Serial". Place stompboxes such as wah, compression, pre-EQ, octave, etc., before SEND. Modulation, Delay, reverb effects are recommended to be placed after RETURN.



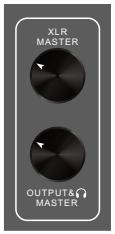
Connecting to a Guitar Amplifier or traditional FX LOOP:

We recommend turning off AMP and CAB blocks.



Start

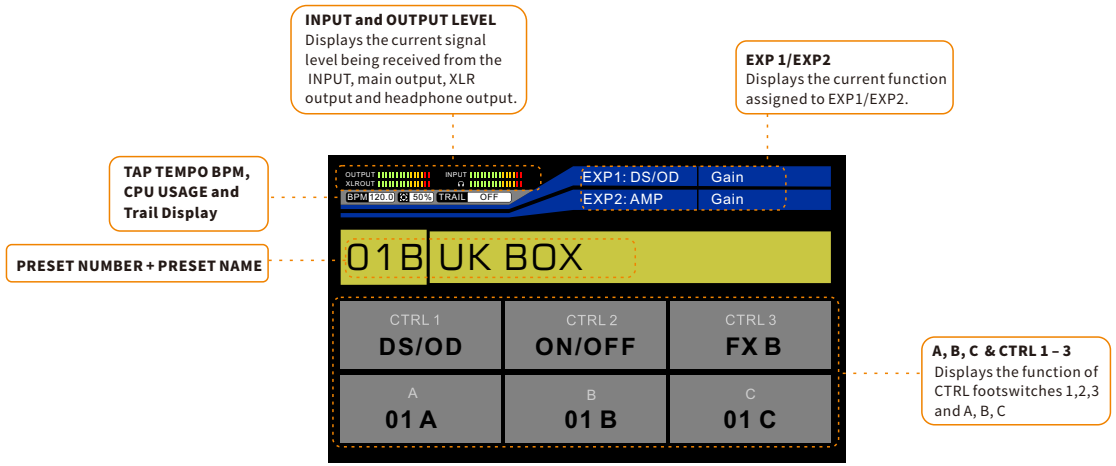
1. Connect the GE300 Lite with your preferred setup.
2. Turn the MASTER volume control all the way down.
3. Plug in the power supply and switch on the GE300 LITE.
4. Rotate the MASTER volume control slowly until reaching a comfortable level.



Home Display

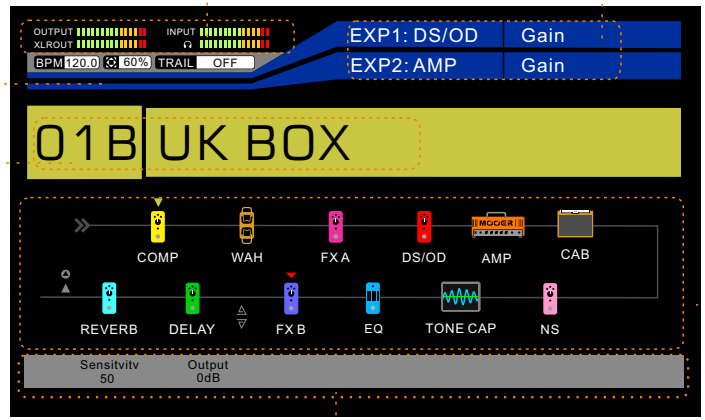
The GE300 Lite has 2 main home displays. **FOOTSWITCH DISPLAY and SIGNAL CHAIN DISPLAY.**
Press the DISPLAY button at any time to return home.
Press the DISPLAY button again to toggle between the 2 home displays.

FOOTSWITCH DISPLAY
This display is ideal for live performance. It displays various information about the current preset, in/out levels, and footswitch functions.



Signal Chain Display

The GE300 LITE has a customizable signal chain. From the HOME DISPLAY you can edit the order of your effects blocks and rearrange the SEND/RETURN, XLR OUT, and master OUTPUT.



INPUT and OUTPUT LEVEL
Displays the current signal level being received in the INPUT, main output, XLR output and headphone output.

EXP 1/EXP2
Displays the current function assigned to EXP1/EXP2.

TAP TEMPO BPM, CPU USAGE and Trail Display

PRESET NUMBER + PRESET NAME
The displayed number is the bank number. Press BANK UP / BANK DOWN footswitches to scroll through different banks. Change between presets within the bank by using A, B, C footswitches or by rotating the SELECT control knob.

A, B, C & CTRL 1 – 3
Displays the function of CTRL footswitches 1,2,3 and A, B, C

Relevant value of the effect block

Select Preset

The GE300 Lite has 13 effects blocks. The order of effects chain, the type of effects, the value of effects, expression pedal control, and CTRL footswitch can all be stored into different preset patches for recalling.

The GE300 Lite has 85 banks, each with 3 preset patches for 255 preset slots total.

Press ▲▼to switch between different presets. The screen will show the number and name of the current bank. Press A, B, or C to select the corresponding preset.

Notice:

1. **In the footswitch display, you can switch presets by rotating the SELECT knob.**
2. **GE300 Lite set 3 different footswitches. Please refer to FS mode for more information.**
3. **GE300 Lite has 162 factory presets. Bank 1-27 are presets with the cab sim on designed for connecting to headphones, PA system, mixer or other FRFR device. Banks 28-54 are presets with the cab sim off, for connecting to a power amp directly.**
4. **When in the bank select display, press the BANK UP and BANK DOWN footswitches simultaneously to go back to the home display.**

Preset Editing

1. Effect Block ON/OFF

ON: When the effect block is off (The LED button is off), press relevant effect block LED button to turn on (The LED button is on).
OFF: When the effect is on (The LED button is on), press the effect block LED button to select it and then press a second time to turn off (The LED button is off).

Notice: If an effect block is on, press twice to quickly turn it off.

2. Value Editing

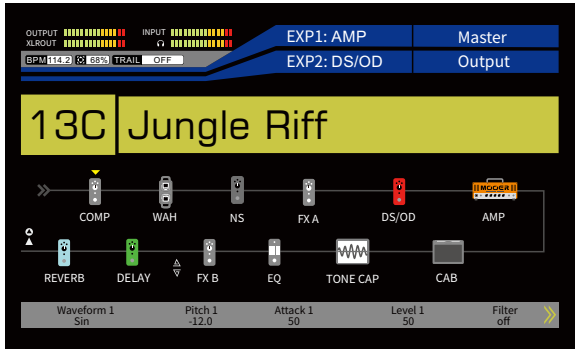
A. Normal Aadjustment

- Press the desired effect block button to enter an effect page.
- Rotate SELECT to navigate to the desired effect (Some effect blocks, for example TONE CAPTURE and FX LOOP, only have one effect to choose from).
- Rotate knobs 1-5 to edit the value.
- Press SELECT to switch between rolls
- Some effects have more than one page of parameters. The page number will be on the top left of the adjusting display. Press the <> to scroll between different pages of parameters.

B. Effect chain display adjustment

- Press DISPLAY to enter effect chain display.
- Rotate SELECT to navigate to the desired effect.
- Rotate knobs 1-5 to adjust the parameters shown right under the effect chain.
- More parameters can be accessed by <> page scroll button.

Waveform 1	Pitch 1	Attack 1	Level 1	Filter
Sin	-12.0	50	50	off



Notice: Home display adjustment supports quick editing of the current effect. To turn effect block On/Off or change effect type, please press corresponding effect block button.

3. Effect chain editing

GE300 LITE has a customizable effect chain with 12 effect blocks and 4 input and outputs. The order changed by users in the effect chain display.

Moving effect block:

- Press DISPLAY once or twice (depending on the current display screen) to enter effect chain display.
- Rotate SELECT to navigate the yellow cursor above the effect to move.
- Press SELECT knob to confirm pick up of the effect. The cursor will turn red.
- Rotate SELECT knob to the position you desire. Press again to drop the effect. Cursor will change back to yellow.

Moving input and output

- There are 4 input and outputs: 6.35mm (1/4') output, XLR output, FX LOOP SEND, and FX LOOP RETURN. All of them are customizable.
- Press and hold SELECT for 1.5 seconds to enter input/output selection mode. The cursor will switch to input/output or light up the input/output icon.
- Rotate SELECT to select a desired input/output.
- Press SELECT to pick up an input/output. The icon will turn red.
- Rotate SELECT to a desired position. Press SELECT again to drop the input/output. The icon will turn back to yellow.
- Press and hold SELECT for 1.5 seconds to quit the I/O selection mode.

Notice: 1. To prevent signal feedback, RETURN cannot be set in front of SEND.
2. The parameter shown under the effect chain can be adjusted by the 1-5 knobs.

Saving Preset

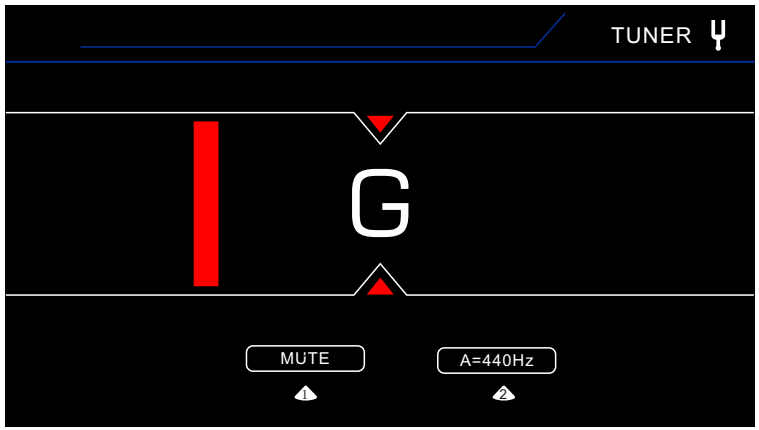
You can save the presets after you finish editing. Below is the saving procedure:

1. Press SAVE to enter saving menu.
2. Rotate SELECT to select a preset slot in which to save.
3. Press SELECT to access preset name editing.
4. Utilize knobs 1-5 to select the desired character You can edit 5 characters at a time. Press SELECT to switch to next 5 character for editing.
5. Press SAVE again to confirm saving. Pressing any other button before pressing SAVE will cancel the saving process.

Notice: Preset names in the GE300 Lite supports up to 15 characters.

TUNER

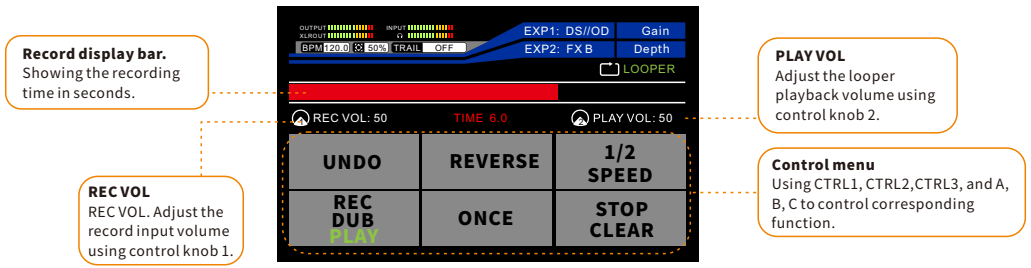
1. Press A&B simultaneously to access the TUNER.
2. Play the guitar string and the display will show the name and pitch of the note.
3. Tune your guitar to match the pitch.
4. Rotate knob 1 to switch between MUTE and BYPASS mode.
5. Rotate knob 2 to calibrate the tuning frequency from 435Hz-445Hz.
6. Press any footswitch except for BANK UP and BANK DOWN to exit the TUNER.



Notice: You can set the CTRL footswitch to the TUNER function. Please refer to CTRL section.

LOOPER

The GE300 Lite has a fully integrated loop station with up to 30 seconds of loop time. Press footswitch B + C simultaneously to enter/exit the LOOPER.



LOOPER INSTRUCTIONS

REC: When the track is empty, press footswitch A to start recording. The REC indicator will turn green REC , and the count-off will start.

PLAY: Press footswitch A again to stop recording and begin playback. The PLAY indicator will turn green PLAY .

DUB: During PLAY mode, press footswitch A to DUB another track. The DUB indicator will turn green DUB . You can dub tracks as much as you'd like.

UNDO/REDO: When there are at least two DUB tracks, users can press CTRL 1 to undo the last track. Press CTRL 1 again to redo the track.

REVERSE: Press CTRL 2 to play the track in reverse. The count-of will count in reverse as well.

1/2 SPEED: Press CTRL 3 to play the tracks at half speed of the original. The pitch of the track will be one octave lower. The counting bar will run at half speed as well.

ONCE: Press footswitch B to stop playing tracks after playing back once.

STOP/CLEAR: Press footswitch C to stop playback. STOP will turn green. Press and hold footswitch C to access CLEAR. All the tracks will be deleted, and STOP will turn black again.

Notice

1. Looper will keep running in the background if you quit during playback mode or recording mode. You can use the GE300 Lite's other functions as you like, for example, preset editing, CTRL footswitch actions, or switching between presets.

2. The LOOPER will automatically save the recorded files even after it turns off.

3. REC VOL and PLAY VOL are set to 50 as the default value. You can adjust them to your preference.

GLB-EQ

GLB-EQ is the global equalization setting for the ¼” (6.35mm) output, XLR output and headphone output.

- Press GLB-EQ to access Global-EQ
- Rotate and press SELECT to navigate to the desired parameters, utilize knob 2-5 to adjust.
- Rotate knob 1 to turn on/off of global-EQ. The LED button will indicate the On/Off.

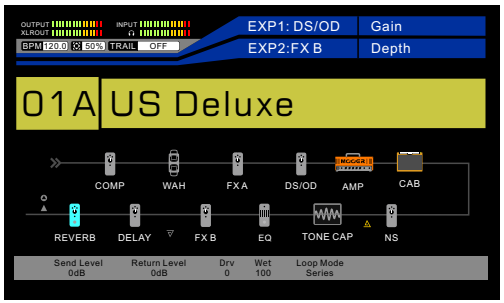
Notice: The LED button will light up when there is at least one output with Global EQ function on. The LED button will turn off when none of the outputs have Global EQ function on.

FX LOOP

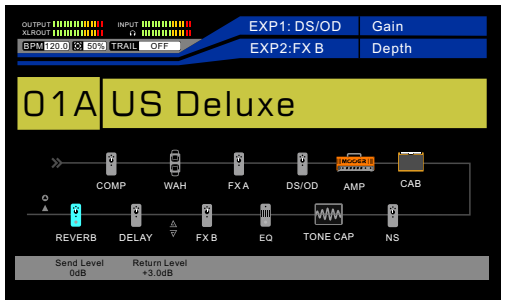
GE300 LITE has built-in FX LOOP meeting demands from different situations.

1. For external stompboxes

- You can simply connect your own stompboxes into the FX LOOP as the diagram shows.

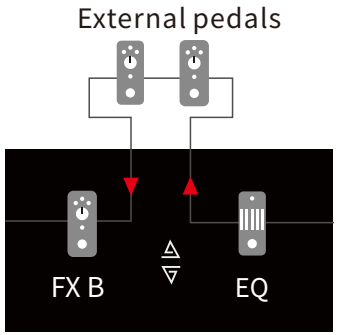


- Adjust the position of the SEND and RETURN as you wish. Below is an example, the external pedal is placed between delay and noise gate of GE300 LITE.

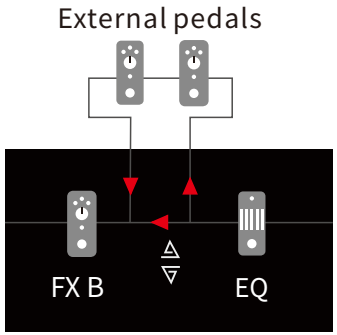


Picture below: External pedal is placed between FXB and Delay of GE300 LITE.

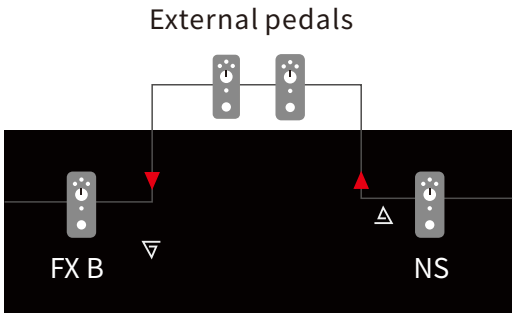
- Press FX LOOP button to turn on FX LOOP. The FX LOOP can be set to SERIAL and PARALLEL mode.



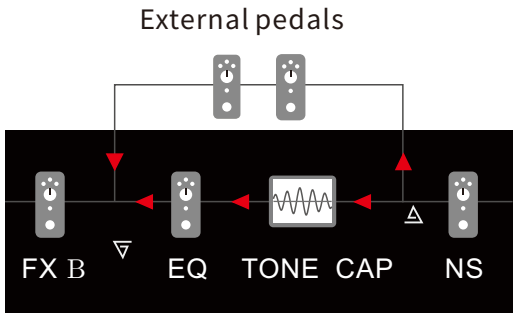
Serial mode, SEND and RETURN are in the same position of the effect chain, turn on FX LOOP



Parallel mode, SEND and RETURN are in the same position of the effect chain, turn on FX LOOP



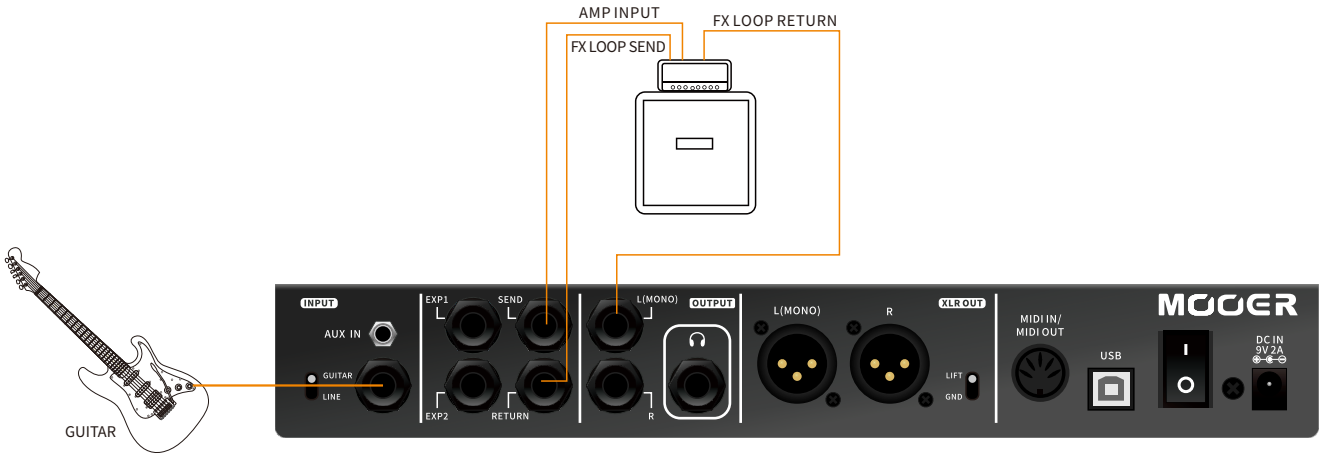
Serial mode, SEND and RETURN are in two different position of the effects chain, turn on FX LOOP



Parallel mode, SEND and RETUTN are in two different position of the effects chain, turn on FX LOOP

2. 4-cable method

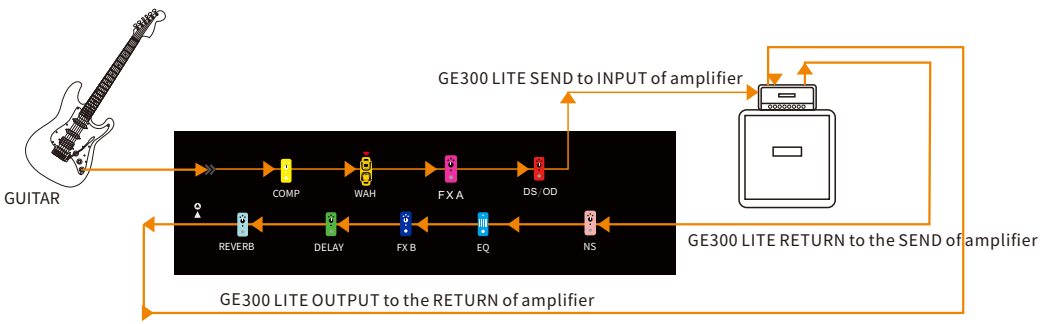
The setting of 4-cable method is mentioned in the recommended setting section.
See the detailed information in the picture below.

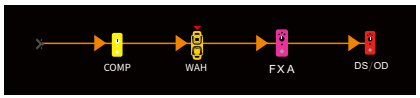


Method A

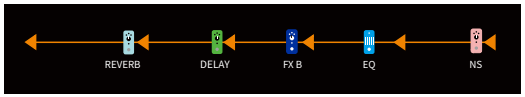
Separate the effect chain in to two parts via the FX LOOP. The effects in front of SEND are connected with the INPUT of the amplifier while the effects after the RETURN connected with the SEND of amplifier directly.
For example, the wah, compressor, overdrive, distortion, pitch shift can be placed in front of the INPUT of amplifier; the modulation, delay, reverb should be placed after the preamp of amplifier.

- Set the 4-cable method as the diagram shows above.
- Press the FX LOOP button to enter and turn on the FX LOOP page. Set FX LOOP to SERIAL mode.
- Turn on the effects that you wish to use. Set the desired effects in front of SEND or after RETURN.





These effects are in front of INPUT of amplifier



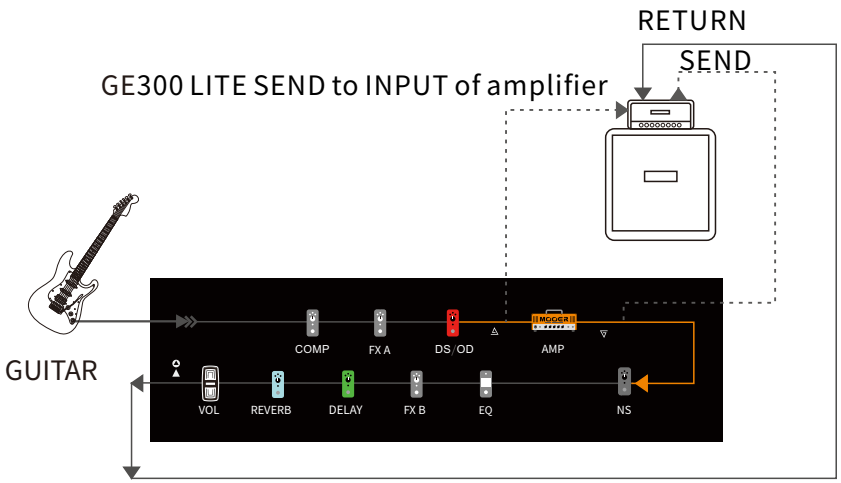
These effects are places between SEND and RETURN of amplifier.

Notice: For avoiding misunderstanding, picture above hides the effect blocks that will not used in this method, for example, AMP, CAB, TONE CAPTURE.

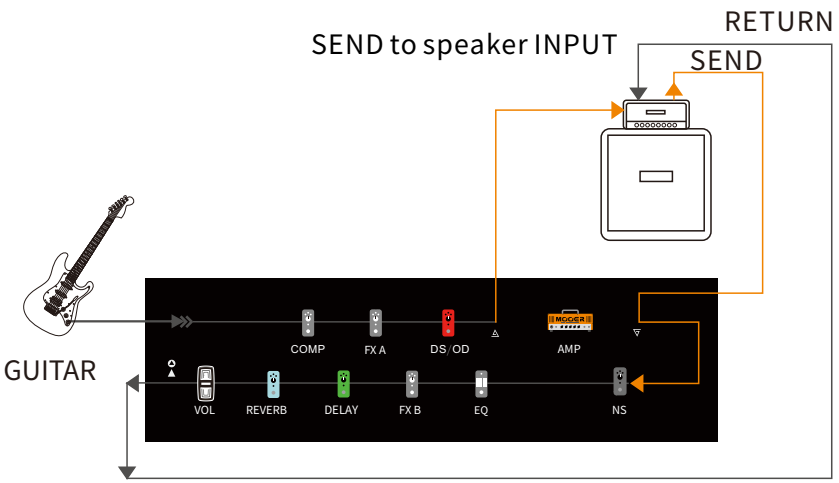
Method B

Utilizing 4-cable method to switch between the GE300 Lite effect chain and the external effect chain. For example, you can switch between the preamp model in the GE300 Lite and the preamp of an external real-life amplifier.

- Set the 4-cable method as the diagram shows above.
- Press FX LOOP button to enter FX LOOP page and turn it on. Set FX LOOP to SERIAL mode.
- Turn on the effects that you wish to use. Set the SEND right in front of the amp model, connecting to the INPUT of amp. Set the RETURN right after the amp model, connecting to the SEND of the amp.
- Set a CTRL footswitch to access the ON/OFF of FX LOOP. (Refer to the CTRL footswitch section.)



GE 300 LITE OUTPUT to the RETURN of amplifier



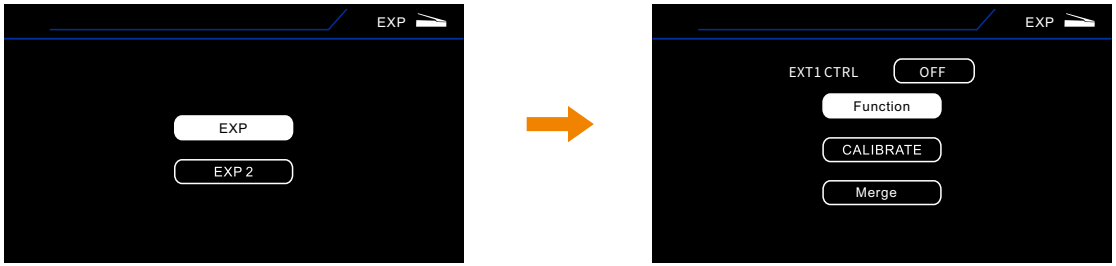
OUTPUT to speaker RETURN

- You can switch the FX LOOP on/off to switch between internal preamp model and external real-life amplifier.
- This method can be used when connecting to other external effects. You can set the other switch to change between external effect and the internal effects of GE300 LITE.

Notice: To avoid feedback, RETURN cannot be placed in front of SEND.

Expression pedal

The GE300 Lite has two ports (EXP 1 & EXP 2) for accessing external expression pedals. Press EXP button to enter expression pedal menu. Select EXP 1 or EXP 2 to set up.



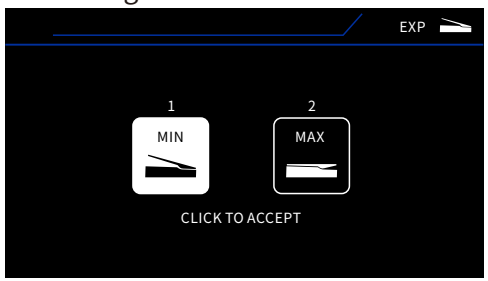
EXT CTRL: Set the CTRL footswitch to control the channel switching of external real-life amplifier. (Refer to the CTRL-EXT CTRL section)
Function: Select the parameter controlled by expression pedal.
Calibrate: Calibration expression pedal.
Merge: Multi-parameter control function.

Notice: The EXP ports of GE300 LITE support TRS cable expression pedal with 10k-100k ohm impedance value. Please check the specifications of your expression pedal before connecting.

Calibrate

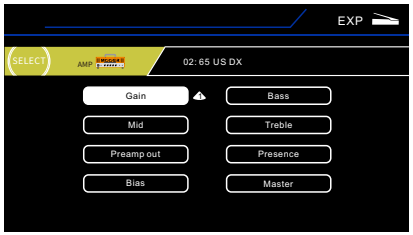
We recommend calibrating the expression pedal before the first use. You can also recalibrate the expression pedal if it is not working normally.Below is the calibration procedure:

- Enter Calibrate menu.
- Raise the expression pedal to heel down position. Press SELECT to confirm the MIN.
- Press the expression pedal to toe down position. Press SELECT TO confirm the MAX.
- If the calibration fails, please try procedures above again.



Function

- Select Function in EXP1/EXP2 menu via rotate and press SELECT.
- Rotate SELECT to select an effect to control. Rotate knob 1 to select a parameter.
- Press SELECT to confirm. Then you can press expression pedal to activate it and control the parameter of the effect.



Merge

MERGE allows you to simultaneously control any parameters, from any effects block, between any end points, in any direction using an expression pedal. Below is the procedure:

- Enter EXP1/EXP2 menu, select Merge via SELECT to enter Merge menu.
- Press SELECT to skip the tips page.
- Press effect block button of the effect to enter relevant effect page you wish to set up.
- Press expression pedal to toe down position/heel down position, then set the parameters as you wish in the current effect
- Press expression pedal to set to the other position and then set other parameters as you wish in the effect.
- You can see the changing range of the parameter shown by the blue arc (when you use EXP1 for Merge), or purple arc (when you use EXP2 for Merge).
- Move the expression pedal and the parameters you set should change in unison.

Notice: Th expression pedal needs to be in toe down/heel down position before editing the desired parameters.

Tips

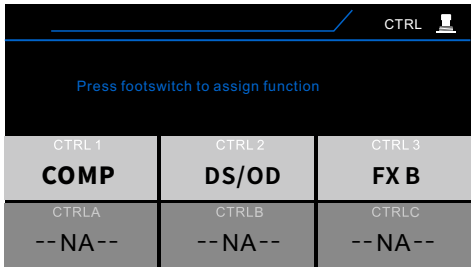
1. Expression pedal cannot switch between different effect types.
2. The function menu will show the parameters of current effect block only. Parameters from other effects cannot be shown.
3. Please remember to SAVE after any changes are made.
4. If you have already set the Function or parameters of an effect, then change the effect to another that does not have the parameter that the previous one has. Function will be automatically set to control the first parameter of the current effect.

CTRL

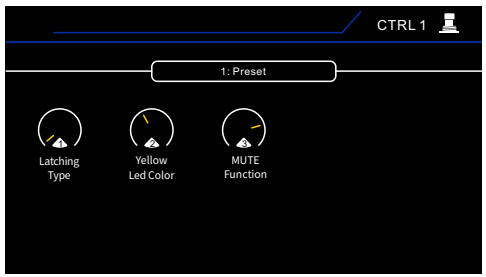
The GE300 Lite can access editing control footswitches. The number of the control footswitches depends on the current FS mode (Refer to FS MODE section for detailed information).

Setting Procedure

- In FS mode 1, three control footswitches can be defined.
- In FS mode 2 and 3, six control footswitches can be defined.
- FS mode can be set in the SYSTEM-FS MODE menu.



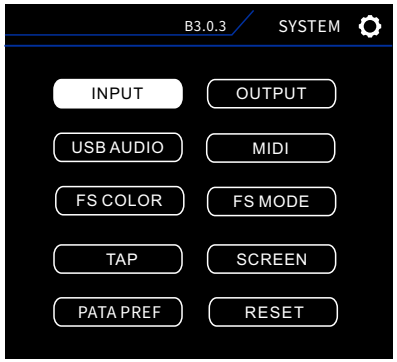
- Press CTRL to enter CTRL footswitch setting page.
- Press relevant footswitch to access editing menu
- CTRL footswitch can be set to be saved by current PRESET or GLOBAL via rotating SELECT knob.
- Rotate knob 1, 2, 3 to access relevant function. 1 for the activation type(Latching/Momentary), 2 for the color of footswitch LED, or 3 for the Function.



Note: In the sub-patch, on/off,mute or EXT CTRL function.footswitch will change the brightness to indicate the current situation.

System Setting

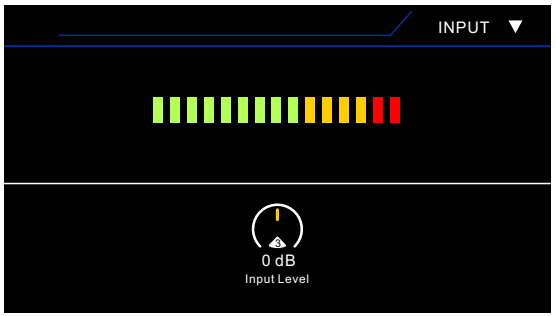
Press SYSTEM to enter the system setting menu. Rotate SELECT to navigate to desired parameter.



INPUT

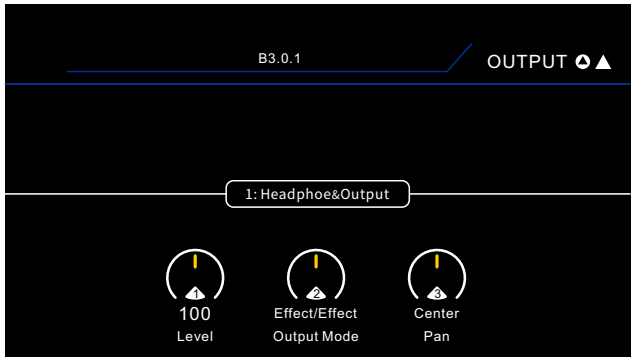
Global input signal level can be adjusted from INPUT.

- The INPUT LEVEL can be accessed by rotating knob 1.
- INPUT LEVEL ranges from -∞ to +6dB.
- The default setting of GE300 LITE INPUT LEVEL is 0. (No effect to the original signal).



OUTPUT

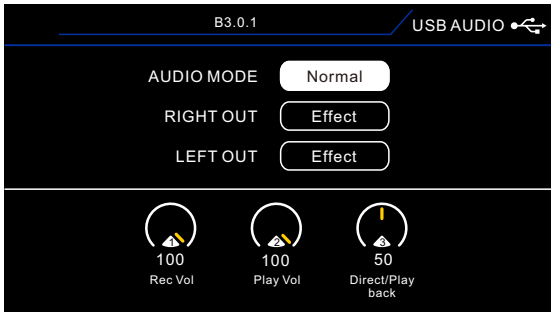
The level of the ¼" output, headphone output, and XLR output each have independent output controls. Knob 1 for Output Level, knob 2 for Output Mode, and knob 3 for Pan.



Parameter	Explanation	Value
Level	Adjust the output volume trim. 100 is the default setting. Reducing this number will attenuate the output signal.	0 - 100
Output Mode	There are 4 different output modes which dictate what comes out of the left and right channels of the XLR and main OUTPUT. These settings are here to ensure the GE300 LITE is as flexible as possible for integration with all kinds of rig setups. The default setting is Effect/Effect. **Dry:** The input signal bypasses GE300 LITE signal processing and is routed directly to the output. **Effect:** The input signal is fully processed before being routed to the output. **Dry/Effect:** L=Dry R=Processed **Effect/Dry:** L=Processed R=Dry **Dry/Dry:** L+R=Dry **Effect/Effect:** L+R=Processed	Dry/Effect, Effect/Dry, Dry/Dry, Effect/Effect
Pan	Progressively set a panning bias to the left or right output. The default setting is Centre.	L100 – Center – R100

USB AUDIO

GE300 Lite supports 24bit, 44.1kHz low-latency USB recording via DAW in Windows and Mac. Windows users need to download and install ASIO driver for the GE300 Lite from the MOOER website. Mac users can use the GE300 Lite for recording without installing the extra driver.



The parameter can be accessed by rotating the SELECT knob or knob 1, 2, 3.

1. AUDIO MODE

Normal: Normal recording mode. GE300 Lite plays the role of audio interface.

Re-Amp: The signal will go through the computer then feed to the effects chain of the GE300 Lite.

Notice: GE300 Lite is in Normal as factory default.

2. Left Out/Right Out

Direct: Outputs your unaltered instrument signal and bypasses the signal processing.

Effect: Outputs the fully processed signal from the GE300 Lite.

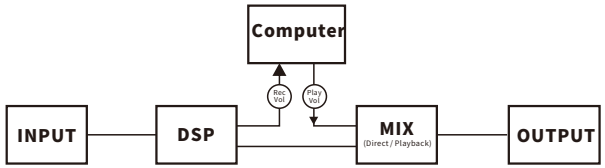
Rec Vol: Adjusts the level of the digital audio sent to your computer.

Play Vol: Adjusts the level of the monitor (playback) volume of the GE300 LITE. When Play Vol= 100, USB input level: Hardware input level=1:1 When Play Vol=0, USB input will be muted.

Direct/Playback: Direct output means the hardware output of GE300 Lite, Play Back means the USB digital input to GE300 LITE. The value of Direct/Playback refers to the mix rate of the main output and the USB output. Value=50 indicates the hardware output is equal to the USB digital input (=1:1); Value=0 indicates pure hardware output and the USB output will be mute; Value=100 indicates pure USB digital input, the hardware output will be mute. The default setting value of Direct/Playback is 50.

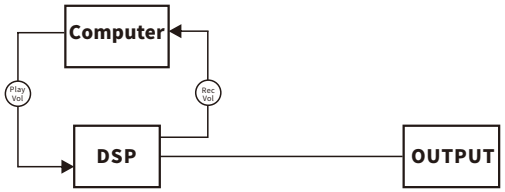
3. SETTING PROCEDURE

(1) Normal mode



- Set the AUDIO MODE to Normal.
- Open the DAW software and set "MOOER USB AUDIO"as the driver. Set the output as the "Analogue1/Anlogue2" of GE300 LITE.
- Set the Effect/Dry of the left and right output as you wish.
- Create a new project and create a new track. Play the guitar and check the wave of sound. If the wave is distorted, please decrease the Rec Vol. Otherwise please increase the Rec Vol.
- Record a track to check the Play Vol, adjust the Play Vol as you desire.
- If you record guitar with the background music play, you can adjust the play volume and the background track volume by the Direct/Play back. The higher value means the louder the background track, the lower value means the louder the play volume.

(2) Re-AMP mode



- Re-AMP mode can affect the dry signal delivered by the computer and turn it into the effect signal.
- Open the DAW software, create a new project and set two new tracks. One is for the dry signal, the other is for the blank track.
- Play the dry signal and check if the sound is distorted or not. Adjust the input signal by adjusting the Rec Vol.
- During play, you can edit the effects chain in GE300 LITE as you like to get the best result. The playback volume can be adjusted by the Play Vol.
- Set the AUDIO MODE to Re-AMP. Select the blank track and start recording the dry signal. After playing back the blank track, Re-AMP procedure is finished.

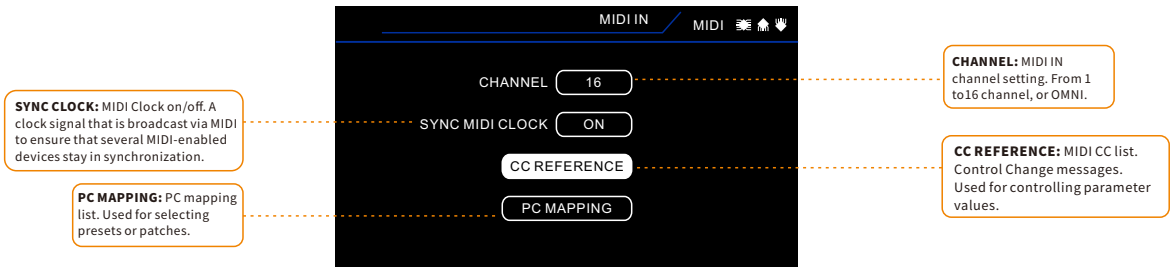
Tips

1. For recording normally, please ensure you have set the audio driver of the GE300 LITE as the target driver of your DAW and set the input/output to be the GE300 LITE's input/output.
2. During Re-AMP recording, we recommend not changing any parameters or turning off the GE300 LITE, otherwise the recording may fail.
3. GE300 LITE USB AUDIO is in 44.1kHz 24bit format. We recommend setting the same value for the project in your DAW.
4. Huge latency issues can be caused by buffer size. We recommend adjusting the buffer size to get a low-latency recording.
5. After Re-Amp finishes, set your GE300 Lite back to normal mode to prevent errors that can occur with the guitar signal muting during the next regular recording.

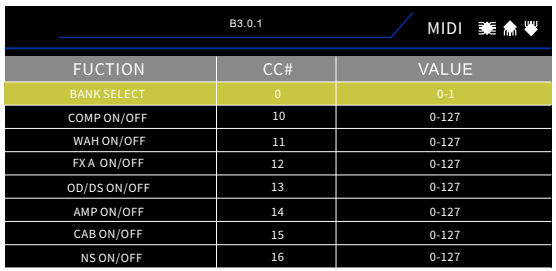
MIDI

The GE300 LITE can be set to MIDI IN or MIDI OUT. The detailed MIDI mapping settings can be set from the MIDI SETTING menu.

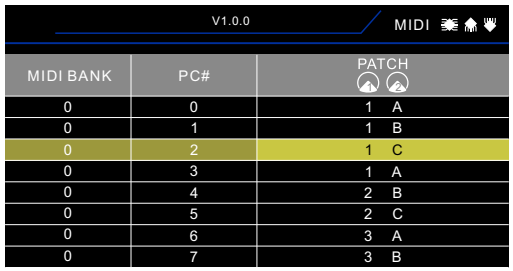
1.MIDI IN



CC MAPPING: PC mapping list cannot be edited.

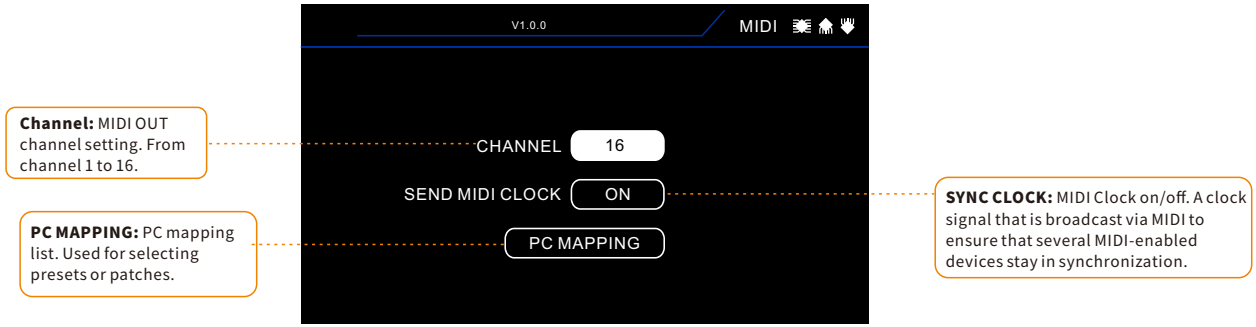


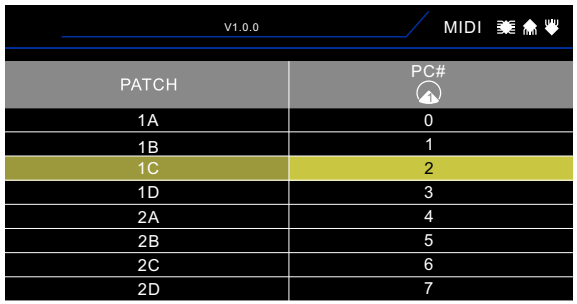
FUCTION	CC#	VALUE
BANK SELECT	0	0-1
COMP ON/OFF	10	0-127
WAH ON/OFF	11	0-127
FX A ON/OFF	12	0-127
OD/DS ON/OFF	13	0-127
AMP ON/OFF	14	0-127
CAB ON/OFF	15	0-127
NS ON/OFF	16	0-127



MIDI BANK	PC#	PATCH
0	0	1 A
0	1	1 B
0	2	1 C
0	3	1 A
0	4	2 B
0	5	2 C
0	6	3 A
0	7	3 B

2. MIDI OUT





PATCH	PC#
1A	0
1B	1
1C	2
1D	3
2A	4
2B	5
2C	6
2D	7

Please refer to the list below for setting MIDI control.

CC# Control Change List		
Function	CC#	Value
MIDI BANK SELECT	0	0-1
COMP ON/OFF	10	0-127
WAH ON/OFF	11	0-127
FX A ON/OFF	12	0-127
OD/DS ON/OFF	13	0-127
AMP ON/OFF	14	0-127
CAB ON/OFF	15	0-127
NS ON/OFF	16	0-127
TONE CAP ON/OFF	17	0-127
EQ ON/OFF	18	0-127
FX B ON/OFF	19	0-127
FX LOOP ON/OFF	20	0-127
DELAY ON/OFF	21	0-127
REVERB ON/OFF	22	0-127
LOOPER ENTER/EXIT	23	0-127
TUNER ENTER/EXIT	24	0-127
TAP TEMPO	30	0-127
LOOPER REC/DUB/PLAY	50	0-127
LOOPER ONCE	51	0-127

CC# Control Change List		
Function	CC#	Value
STOP	52	0-1
CLEAR	53	0-127
UNDO/REDO	54	0-127
REVERSE	55	0-127
1/2 SPEED	56	0-127
EXP1 ON/OFF	57	0-127
EXP1 PEDAL	58	0-127
EXP2 PEDAL	59	0-127
CTRL 1	60	0-127
CTRL 2	61	0-127
CTRL 3	62	0-127
CTRL A	63	0-127
CTRL B	64	0-127
CTRL C	65	0-127

When controlling the GE300 LITE with a MIDI IN signal, the preset number of the PC code can be customized by the user.

PC# Program Change List RX			
1A	0.0	43C	1.0
1B	0.1	44A	1.1
1C	0.2	44B	1.2
2A	0.3	44C	1.3
2B	0.4	45A	1.4
2C	0.5	45B	1.5
3A	0.6	45C	1.6
3B	0.7	46A	1.7
3C	0.8	46B	1.8
4A	0.9	46C	1.9
4B	0.10	47A	1.10
4C	0.11	47B	1.11
5A	0.12	47C	1.12
5B	0.13	48A	1.13
5C	0.14	48B	1.14
6A	0.15	48C	1.15
6B	0.16	49A	1.16
6C	0.17	49B	1.17
7A	0.18	49C	1.18
7B	0.19	50A	1.19
7C	0.20	50B	1.20
8A	0.21	50C	1.21
8B	0.22	51A	1.22
8C	0.23	51B	1.23
9A	0.24	51C	1.24
9B	0.25	52A	1.25
9C	0.26	52B	1.26
10A	0.27	52C	1.27
10B	0.28	53A	1.28
10C	0.29	53B	1.29

PC# Program Change List RX			
11A	0.30	53C	1.30
11B	0.31	54A	1.31
11C	0.32	54B	1.32
12A	0.33	54C	1.33
12B	0.34	55A	1.34
12C	0.35	55B	1.35
13A	0.36	55C	1.36
13B	0.37	56A	1.37
13C	0.38	56B	1.38
14A	0.39	56C	1.39
14B	0.40	57A	1.40
14C	0.41	57B	1.41
15A	0.42	57C	1.42
15B	0.43	58A	1.43
15C	0.44	58B	1.44
16A	0.45	58C	1.45
16B	0.46	59A	1.46
16C	0.47	59B	1.47
17A	0.48	59C	1.48
17B	0.49	60A	1.49
17C	0.50	60B	1.50
18A	0.51	60C	1.51
18B	0.52	61A	1.52
18C	0.53	61B	1.53
19A	0.54	61C	1.54
19B	0.55	62A	1.55
19C	0.56	62B	1.56
20A	0.57	62C	1.57
20B	0.58	63A	1.58
20C	0.59	63B	1.59
21A	0.60	63C	1.60
21B	0.61	64A	1.61
21C	0.62	64B	1.62
22A	0.63	64C	1.63

When controlling the GE300 LITE with a MIDI IN signal, the preset number of the PC code can be customized by the user.

PC# Program Change List RX			
22B	0.64	65A	1.64
22C	0.65	65B	1.65
23A	0.66	65C	1.66
23B	0.67	66A	1.67
23C	0.68	66B	1.68
24A	0.69	66C	1.69
24B	0.70	67A	1.70
24C	0.71	67B	1.71
25A	0.72	67C	1.72
25B	0.73	68A	1.73
25C	0.74	68B	1.74
26A	0.75	68C	1.75
26B	0.76	69A	1.76
26C	0.77	69B	1.77
27A	0.78	69C	1.78
27B	0.79	70A	1.79
27C	0.80	70B	1.80
28A	0.81	70C	1.81
28B	0.82	71A	1.82
28C	0.83	71B	1.83
29A	0.84	71C	1.84
29B	0.85	72A	1.85
29C	0.86	72B	1.86
30A	0.87	72C	1.87
30B	0.88	73A	1.88
30C	0.89	73B	1.89
31A	0.90	73C	1.90
31B	0.91	74A	1.91
31C	0.92	74B	1.92
32A	0.93	74C	1.93

PC# Program Change List RX			
32B	0.94	75A	1.94
32C	0.95	75B	1.95
33A	0.96	75C	1.96
33B	0.97	76A	1.97
33C	0.98	76B	1.98
34A	0.99	76C	1.99
34B	0.100	77A	1.100
34C	0.101	77B	1.101
35A	0.102	77C	1.102
35B	0.103	78A	1.103
35C	0.104	78B	1.104
36A	0.105	78C	1.105
36B	0.106	79A	1.106
36C	0.107	79B	1.107
37A	0.108	79C	1.108
37B	0.109	80A	1.109
37C	0.110	80B	1.110
38A	0.111	80C	1.111
38B	0.112	81A	1.112
38C	0.113	81B	1.113
39A	0.114	81C	1.114
39B	0.115	82A	1.115
39C	0.116	82B	1.116
40A	0.117	82C	1.117
40B	0.118	83A	1.118
40C	0.119	83B	1.119
41A	0.120	83C	1.120
41B	0.121	84A	1.121
41C	0.122	84B	1.122
42A	0.123	84C	1.123
42B	0.124	85A	1.124
42C	0.125	85B	1.125
43A	0.126	85C	1.126
43B	0.127		

Notice

When GE300 LITE works as a receiver of PC# code and is being controlled by another device, refer to the MIDI Bank settings section.
In the list above, 0.XXX means MIDI Bank 0, 1.xxx means MIDI Bank 1. In MIDI Bank 0, PC# code ranges from 1A to 43B.
In MIDI Bank 1, PC# code ranges from 43C to 85C. You can customize the PC# code.

When controlling the GE300 LITE with a MIDI IN signal, the preset number of the PC code can be customized by the user.

PC# Program Change List TX			
1A	0	43C	0
1B	1	44A	1
1C	2	44B	2
2A	3	44C	3
2B	4	45A	4
2C	5	45B	5
3A	6	45C	6
3B	7	46A	7
3C	8	46B	8
4A	9	46C	9
4B	10	47A	10
4C	11	47B	11
5A	12	47C	12
5B	13	48A	13
5C	14	48B	14
6A	15	48C	15
6B	16	49A	16
6C	17	49B	17
7A	18	49C	18
7B	19	50A	19
7C	20	50B	20
8A	21	50C	21
8B	22	51A	22
8C	23	51B	23
9A	24	51C	24
9B	25	52A	25
9C	26	52B	26
10A	27	52C	27
10B	28	53A	28
10C	29	53B	29

PC# Program Change List RX			
11A	30	53C	30
11B	31	54A	31
11C	32	54B	32
12A	33	54C	33
12B	34	55A	34
12C	35	55B	35
13A	36	55C	36
13B	37	56A	37
13C	38	56B	38
14A	39	56C	39
14B	40	57A	40
14C	41	57B	41
15A	42	57C	42
15B	43	58A	43
15C	44	58B	44
16A	45	58C	45
16B	46	59A	46
16C	47	59B	47
17A	48	59C	48
17B	49	60A	49
17C	50	60B	50
18A	51	60C	51
18B	52	61A	52
18C	53	61B	53
19A	54	61C	54
19B	55	62A	55
19C	56	62B	56
20A	57	62C	57
20B	58	63A	58
20C	59	63B	59
21A	60	63C	60
21B	61	64A	61
21C	62	64B	62
22A	63	64C	63

When controlling the GE300 LITE with a MIDI IN signal, the preset number of the PC code can be customized by the user.

PC# Program Change List TX			
22B	64	65A	64
22C	65	65B	65
23A	66	65C	66
23B	67	66A	67
23C	68	66B	68
24A	69	66C	69
24B	70	67A	70
24C	71	67B	71
25A	72	67C	72
25B	73	68A	73
25C	74	68B	74
26A	75	68C	75
26B	76	69A	76
26C	77	69B	77
27A	78	69C	78
27B	79	70A	79
27C	80	70B	80
28A	81	70C	81
28B	82	71A	82
28C	83	71B	83
29A	84	71C	84
29B	85	72A	85
29C	86	72B	86
30A	87	72C	87
30B	88	73A	88
30C	89	73B	89
31A	90	73C	90
31B	91	74A	91
31C	92	74B	92
32A	93	74C	93

PC# Program Change List RX			
32B	94	75A	94
32C	95	75B	95
33A	96	75C	96
33B	97	76A	97
33C	98	76B	98
34A	99	76C	99
34B	100	77A	100
34C	101	77B	101
35A	102	77C	102
35B	103	78A	103
35C	104	78B	104
36A	105	78C	105
36B	106	79A	106
36C	107	79B	107
37A	108	79C	108
37B	109	80A	109
37C	110	80B	110
38A	111	80C	111
38B	112	81A	112
38C	113	81B	113
39A	114	81C	114
39B	115	82A	115
39C	116	82B	116
40A	117	82C	117
40B	118	83A	118
40C	119	83B	119
41A	120	83C	120
41B	121	84A	121
41C	122	84B	122
42A	123	84C	123
42B	124	85A	124
42C	125	85B	125
43A	126	85C	126
43B	127		

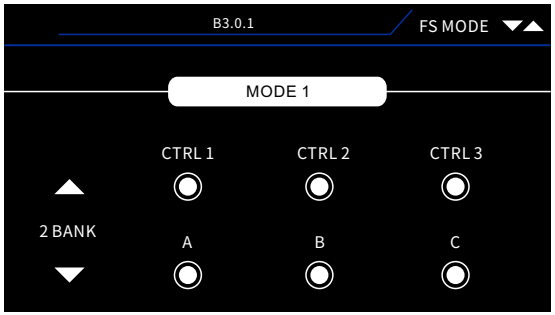
Notice

When GE300 LITE works as a receiver of PC# code and is being controlled by another device, refer to the MIDI Bank settings section.
In the list above, 0.XXX means MIDI Bank 0, 1.xxx means MIDI Bank 1.
In MIDI Bank 1, PC# code ranges from 43C to 85C.
In MIDI Bank 0, PC# code ranges from 1A to 43B.
You can customize the PC# code.

FS MODE

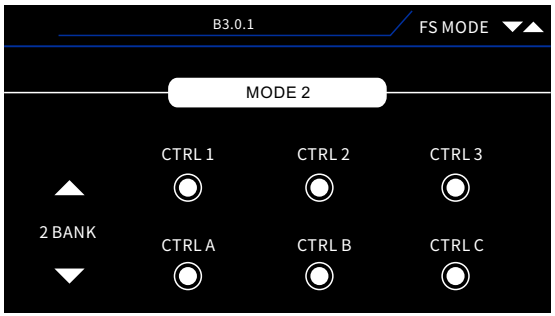
The GE300 Lite has three different footswitch modes to choose from by entering FS MODE.
The GE300 LITE is set to MODE 1 as the default setting. For the control footswitch setting, please refer to the CTRL section.

MODE 1



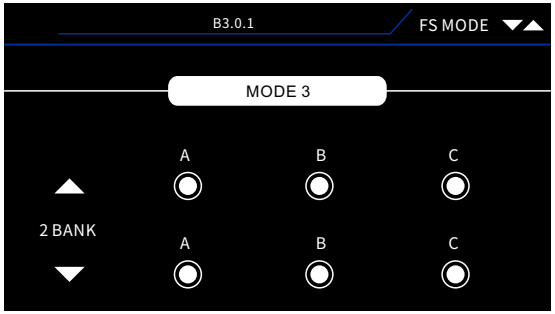
Three control footswitches and three preset patches. Switch preset bank by the BANK UP/BANK DOWN footswitch.

MODE 2



Six control footswitches. Switch preset bank by using BANK UP/BANK DOWN footswitch.

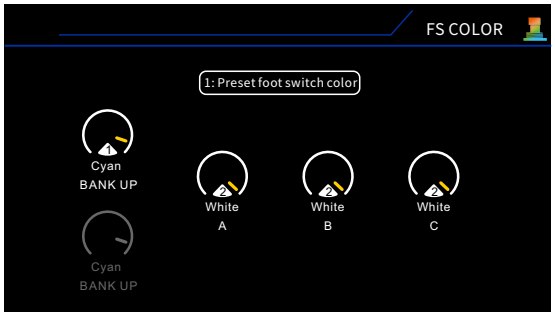
MODE 3

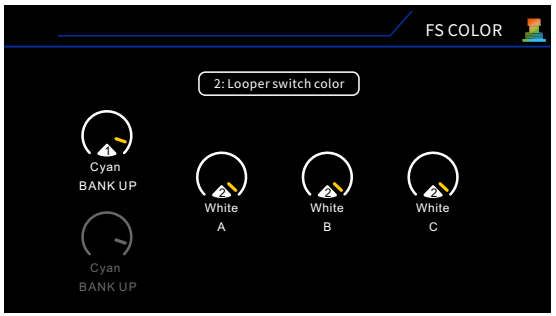


Six preset footswitches. Switch preset bank by using BANK UP/BANK DOWN footswitch.

FS COLOR

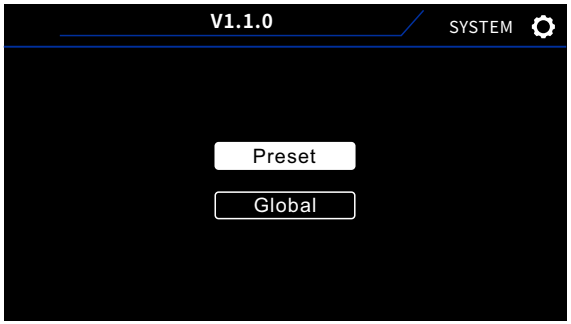
GE300 LITE offers 7 colors of footswitch LEDs. FS color can be customized by users in the FS COLOR menu.
Users can customize the LED colors in preset mode and looper mode by rotating the SELECT knob and knobs 1-4. You can preview the color in this menu.





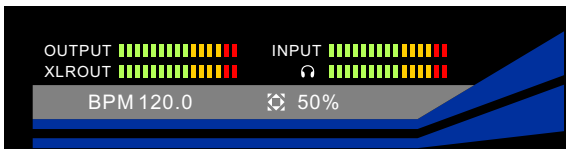
TAP

TAP TEMPO can be set in the TAP menu. There are two mode of TAP TEMPO, Global and Preset.



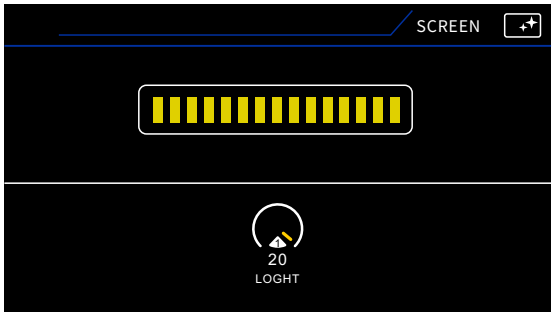
PRESET- The tap tempo is determined by the specific preset.
GLOBAL- Master tap tempo that overrides preset settings for tap tempo.

Notes: The BPM (Beat Per Minute) will show on the main screen. The Sub-Division of modulation or delay can be controlled by the BPM of tap tempo.



There are two ways to edit BPM:
1. Press SELECT knob and select BPM, rotate SELECT knob to adjust.
2. Assign a footswitch function for Tap tempo. Tap the footswitch to adjust the BPM as you like.

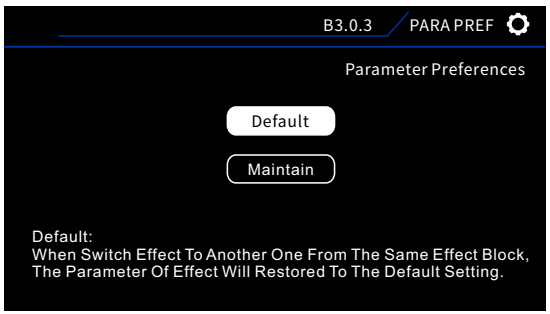
SCREEN



Rotate control knob 1 to adjust the display screen brightness

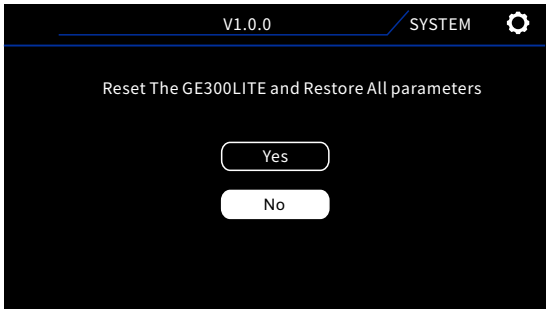
PARA PREF

The GE300 LITE offers two parameter adjustment modes. Users can access them in the PARA PREF menu.



Default: When switching to an effect to another in the same effect block, the parameters of the previous effect will be restored to the default setting.
Maintain: When switching to an effect to another in the same effect block, the parameters of the previous effect will be saved as the default setting.

RESET



Select YES to RESET GE300 LITE back to default firmware settings.
Select NO to cancel and exit the menu.

Notice:
1. It is recommended to backup your presets via editor software before resetting.
2. Please do not power off your GE300 LITE during reset to avoid any unexpected issues.

Effect Block

COMP

GE 300 LITE comes complete with 10 different models of compressor, spanning from super simple 2 knob stompboxes to advanced 3-band studio compressors.

Compressor parameters

Parameter	Explanation	Value
Output	Output level of effect.	-80dB ~ +12dB/30dB
Sensitivity	Adjusts compression amout,0 is equal to no compression.	0-100-60.0dB – 0dB
Threshold	The threshold control sets the level at which the compression effect is engaged.	1:1 ~ 20:1
Ratio	the amount of attenuation to be applied to the signal.	0 – 100
Attack	Sets how fast the Compressor reduces the volume, 100 is equal to fastest.	0 – 100
Comp	Adjusts compression amount.	0 – 100
Peak Reduction	Adjusts compression amount.	0 – 100
GainLow	The makeup gain refers to a gain control at the output of a compressor.	-8dB ~ +8dB
High	Low frequency of compressor High frequency of compressor	-8dB ~ +8dB0
Mix/Blend	Adjusts the compressed signal volume. 0 is total non-compressed signal, 100 is total compressed signal.	– 100
Release	The time it takes for the signal to go from the compressed state back to the original non-compressed signal.	0 – 10
Low Threshold	Adjusts the level at which the low band frequency compression effect is engaged.	0-60.0dB – 0dB
Low Gain	Adjusts the compressor level of low band frequency.	- 80dB – 30dB
Mid Threshold	Adjusts the level at which the mid band frequency compression effect is engaged.	-60.0dB – 0dB
Mid Gain	Adjusts the compressor level of mid band frequency.	- 80dB – 30dB
High Threshold	Adjusts the level at which the high band frequency compression effect is engaged.	-60.0dB – 0dB
High Gain	Adjusts the compressor level of high band frequency.	- 80dB – 30dB
Sustain	Adjusts compression amount.	0 -100

WAH

GE 300 LITE has 10 different models of wah, including classic and modern wah pedals, completely customizable rack style units, talk wahs, modulation and envelope controlled auto wahs.

Wah parameters

Parameter	Explanation	Value
Output	Output level of effect	-60dB ~ +3dB
Position	The position of the wah in it's pedal sweep. 0 is equal to heel down, 100 is equal to toe down. ***Note:** If you want to use the EXP pedal to control the wah sweep, assign "WAH > Position" for the function in the EXP menu. Also you can turn on 'Toeswitch' function to turn on/off the wah module while you are pressing the EXP pedal.	0-100
Peak	Centre frequency volume level	0 - 100
Low Fc	Low frequency cut	100Hz – 500Hz
High Fc	High frequency cut	500Hz – 5000Hz
Q	The Q or "Quality factor" is the ratio of the resonant frequency to the bandwidth, between the upper and lower -3dB frequencies. In this particular application, you can think of the Q as the shape of your band pass filter. A low Q will have a wider, rounder shape and sound less pronounced. A high Q will have a narrower, sharper shape and sound more pronounced.	0.3 – 4.0
Mix	Adjusts the 'wah' effect level. 0 is total no 'wah' effect sound, 100 is total 'wah' sound..	0 – 100

Auto Wah parameters

Auto Wah is an automatic sweeping band pass filter. The sweep is controlled by a modulating LFO.

Parameter	Explanation	Value
Rate	Speed of the position sweep LFO	0-100, Bpm: 1/1, 1/2, 1/2D, 1/2T, 1/4, 1/4D, 1/4T, 1/8, 1/8D, 1/8T, 1/16, 1/16D, 1/16T.
Range	Range of the position sweep	0 - 100
Peak	Centre frequency volume level	0 - 100
Q	The Q or "Quality factor" is the ratio of the resonant frequency to the bandwidth, between the upper and lower -3dB frequencies. In this particular application, you can think of the Q as the shape of your band pass filter. A low Q will have a wider, rounder shape and sound less pronounced. A high Q will have a narrower, sharper shape and sound more pronounced.	0.3 – 4.0
Curve	Waveform of the position sweep LFO. Trig : Triangular wave. Sine : Sine wave. Step : Stepped PWM style wave. Rand : Random pattern	Trig, Sine, Step, Rand.

Touch Wah parameters

Touch wah is an automatic sweeping band pass filter.The sweep is controlled by an envelope follower that reacts to the dynamics of your instrument.

Parameter	Explanation	Value
Attack	Speed of the envelope. 100 is the fastest.	0-100
Sens	Sensitivity of the envelope.	0 - 100
Peak	Centre frequency volume level	0 - 100
Q	The Q or "Quality factor" is the ratio of the resonant frequency to the bandwidth, between the upper and lower -3dB frequencies. In this particular application, you can think of the Q as the shape of your band pass filter. A low Q will have a wider, rounder shape and sound less pronounced. A high Q will have a narrower, sharper shape and sound more pronounced.	0.3 – 4.0
Direction	Direction of the band pass filter sweep	Lo to Hi, Hi to Lo.

FXA / FXB

FXA and FXB effect blocks have multiple different effect types including Modulation, EQ, Pitch, Delay, Filters. FXA also has extra overdrives and boosters for stacking with the OD/DS module. FXA has 40 effects, FXB has 35 effects.

Touch Wah parameters

Parameter	Explanation	Value
Output	Output level of effect	-60dB ~ +3dB
Low	Adjusts the tone for the low frequency range.	-12dB – 12dB
Low Mid	Adjusts the tone for the low-middle frequency range.	-12dB – 12dB
Mid	Adjusts the tone for the Middle frequency range.	-12dB – 12dB
High Mid	Adjusts the tone for the high-middle frequency range.	-12dB – 12dB
High	Adjusts the tone for the high frequency range.	-12dB – 12dB
Freq	Specifies the center of the frequency range that will be adjusted by the Gain	30Hz – 18000Hz
Q	Adjusts the width of the area affected by the EQ centered at the Freq . Higher values will narrow the area.	0.3 – 5.0
Gain	Adjusts the gain for the Freq frequency range that you have assigned.	-16dB – 16dB
Low cut	Sets the frequency at which the low cut filter begins to take effect.	Off, 0Hz – 800Hz
High cut	Sets the frequency at which the high cut filter begins to take effect.	Off, 20000Hz – 1000Hz
Attack(Slow Gear)	Adjusts the time needed for the volume to reach its maximum. 100 is the fastest.	0 - 100
Sub(Octave)	Adjusts the volume of the harmonic one octave below.	0 - 100
Sub Tone(Octave)	Adjusts the tone of the Sub frequency range.	0 - 100
Upper(Octave)	Adjusts the volume of the harmonic one octave above.	0 - 100
Upper Tone(Octave)	Adjusts the tone of the Upper frequency range.	0 - 100
Dry(Octave)	Adjusts the volume of the dry signal.	0 - 100
Rate / Speed	Adjusts the speed of modulation	0 – 100, Rhythm type: 1/1, 1/2, 1/2D, 1/2T, 1/4, 1/4D, 1/4T, 1/8, 1/8D, 1/8T, 1/16, 1/16D, 1/16T, 1/32, 1/32T, 1/32D

Parameter	Explanation	Value
Tone	Adjusts the tone of modulation	0 - 100
Depth	Adjusts the depth of modulation.	0 - 100
Sweep(6 Stage Analog Phaser, 12 Stage Analog Phaser)	Moves the frequency response pattern through a six-octave or twelve-octave range.	0 - 100
Resonance(6 Stage Analog Phaser, 12 Stage Analog Phaser)	Changes the height and sharpness of the frequency response peaks.	0 - 100
Feedback (Flanger, Modern Flanger)	Sets the level of flanger filter feedback	0 - 100
Level	Adjusts the level of modulation.	0 - 100
Delay(Flanger pro, Modern Flanger)	Sets the delay time of flanger.	0 - 100
Manual(Triple Flanger)	Controls the delay time of the flanger.	0 - 100
Width(Triple Flanger)	Adjusts flanger LFO width.	0 - 100
Intensity	Sets the Modulation amount.	0 - 100
Output Mode	Sets up as mono or stereo *Notes: If the modules after the FX are mono, the stereo FX you set will sound as mono effect.	Mono, Stereo
Time(Delay)	Adjusts the delay time and rhythm time. Speed of rhythm type can be adjusted by TAP TEMPO function.	20ms – 2000ms, Rhythm type: 1/4, 1/4D, 1/4T, 1/8, 1/8D, 1/8T, 1/16, 1/16D, 1/16T,1/32, 1/32T, 1/32D
Feedback(Delay)	Adjusts the volume that is returned tothe input. Higher settings will result in more delay repeats.	0 - 100

Parameter	Explanation	Value
Mix	Sets the proportion of mix between the original (dry) and 'effected' (wet) signals. 0 is total dry signal, 100 is total wet signal.	0 - 100
Pitch	Set the pitch shift value. (Detune : 100 cents = 1 semitone = 1 half-step).	-100cent – 100cent (Detune)-12.0 – 12.0 (Mono Pitch/Poly Pitch)
Sample(Lofi)	Adjusts the sample rate of Lofi effect.	1500Hz – 44100Hz
Bit(Lofi)	Adjusts the bit rate of Lofi effect.	1bit – 16bit
Drive	Adjusts the gain of effect.	0 - 100

DS/OD

GE 300 LITE has 31 different "gain based" Stompbox effects including distortions, overdrives, fuzz's and boosters. Each one has been fastidiously modelled after a real-life pedal using similar techniques we employ to create our digital amplifier models.

Numbers	Name	Explanation
1	Tube DR	Based on B.K. Butler® Tubedrive.
2	808	Based on IBANEZ® Ts808.
3	Pure Boost	Based on MOOER® Pure Boost.
4	Flex Boost	Based on MOOER® Flex Boost.
5	Od250	Based on DOD® Od250.
6	Ddrive	Based on Barber® Direct Drive.
7	BlackRat	Based on ProCo® Rat.
8	Grey Faze	Based on MOOER® Grey Faze.
9	Muffy	Based on EHX® Big Muff.
10	Fuzz Department	Based on ZVEX® Fuzz Factory.
11	MTL Zone	Based on BOSS® Metal Zone.
12	MTL Master	Based on Digitech® Metal Master.
13	Obsessive Dist	Based on Fulltone® OCD.
14	Jimmy OD	Based on Paul Cochrane® Timmy OD.
15	Full DRV	Based on Fulltone® Fulldrive 2.
16	Shred	Based on Marshall® Shred Master.
17	BeeBee Pre	Based on Xotic® BB Preamp.
18	BeeBee +	Based on Xotic® BB Plus.
19	Riet	Based on Suhr® Riot.
20	Tight DS	Based on Amptweaker® Tight Rock.

Numbers	Name	Explanation
21	Full DS	Based on Fulltone® Gt500
22	Gold Clon	Based on Klon® Centaur gold.
23	Vx Tube OD	Based on VOX® Tube OD
24	Tight Metal	Based on Amptweaker® Tight Metal.
25	The Juicer	Based on MOOER® The Juicer.
26	Rumble Drive	Based on MOOER® Rumble Drive.
27	Solo	Based on MOOER® Solo.
28	Blues Mood	Based on MOOER® Blues Mood.
29	Blues Crab	Based on MOOER® Blues Crab.
30	Blade	Based on MOOER® Blade
31	Hustle Drive	Based on MOOER® Hustle Drive

***NOTES:** All product names belong to their owners and are only used in this product and manual as a reference to tone types.

Parameter	Explanation	Value
Gain	Adjusts the input gain and drive level	0 - 100
Bass	Adjusts the low frequency levels	0 - 100
Mid	Adjusts the middle frequency levels	0 - 100
Treble	Adjusts the high frequency levels	0 - 100
Output	Adjusts the output volume level	0 - 100

AMP

GE 300 LITE has 108 digital amp models that utilize MOOER's non-linear amp modelling technology. Each model has been designed based on samples taken directly from real-life tube amplifiers.

Numbers	Name	Explanation
1	US Blues JR	Based on Fender® Blues Junior
2	65 US DX	Based on Fender® 65 Deluxe Reverb
3	65 US TW	Based on Fender® 65 Twin Reverb
4	US Sonic	Based on Fender® Super Sonic
5	US Blues CL	Based on Fender® Blues Deluxe Clean Channel
6	US Blues OD	Based on Fender® Blues Deluxe Overdrive Channel
7	59 US BASS	Based on Fender® 59 Bassman
8	UK30 CL	Based on VOX® AC30 Clean setup
9	UK30 OD	Based on VOX® AC30 Overdrive setup
10	J800	Based on Marshall® JCM 800
11	J900	Based on Marshall® JCM 900
12	PLX 100	Based on Marshall® Plexi 100
13	J2525 Ch1	Based on Marshall® JCM2525 Clean Channel
14	J2525 Ch2	Based on Marshall® JCM2525 Lead Channel
15	J410 CL	Based on Marshall® JVM410 Green Channel
16	J410 DS	Based on Marshall® JVM410 Red Channel
17	US Gold 100 CL	Based on Friedman® BE100 Clean Channel
18	US Gold 100 DS	Based on Friedman® BE100 Distortion Channel
19	US Gold 50A	Based on Friedman® Smallbox 50 Clean Channel
20	US Gold 50B	Based on Friedman® Smallbox 50 Distortion ChannelB
21	Cali LS Ch1	ased on Mesa/Boogie® Lonestar Clean Channel
22	Cali LS CH2	Based on Mesa/Boogie® Lonestar Overdrive Channel

Numbers	Name	Explanation
23	Cali Dual 1	Based on Mesa/Boogie® Dual Rectifier Clean Channel
24	Cali Dual 2	Based on Mesa/Boogie® Dual Rectifier Distortion Channel
25	TRI REC CL	Based on Mesa/Boogie® Triple Rectifier Clean Channel
26	TRI REC DS	Based on Mesa/Boogie® Triple Rectifier Distortion Channel
27	MARKIII CL	Based on Mesa/Boogie® Mark III Clean Channel
28	MARKIII DS	Based on Mesa/Boogie® Mark III Distortion Channel
29	Cali MK4 A	Based on Mesa/Boogie® Mark IV Rhythm Channel 1
30	Cali MK4 B	Based on Mesa/Boogie® Mark IV Rhythm Channel 2
31	Cali MK4 C	Based on Mesa/Boogie® Mark IV Lead Channel
32	MARKV CL	Based on Mesa/Boogie® Mark V Clean Channel
33	MARKV DS	Based on Mesa/Boogie® Mark V Distortion Channel
34	Cali JP A	Based on Mesa/Boogie® JP2C Clean Channel
35	Cali JP B	Based on Mesa/Boogie® JP2C Crunch Channel
36	Cali JP C	Based on Mesa/Boogie® JP2C Distortion Channel
37	Eagle FB Ch1	Based on ENGL® Fireball 100 Clean Channel
38	Eagle FB Ch2	Based on ENGL® Fireball 100 Distortion Channel
39	Powerbell CL	Based on ENGL® E645 Clean Channel
40	Powerbell DS	Based on ENGL® E645 Distortion Channel
41	Blacknight CL	Based on ENGL® E650 Blackmore signature model Clean Channel
42	Blacknight DS	Based on ENGL® E650 Blackmore signature model Distortion Channel
43	Eagle 670 CL	Based on ENGL® E670 Clean Channel
44	Eagle 670 CR	Based on ENGL® E670 Crunch Channel
45	Eagle 670 L1	Based on ENGL® E670 Lead Channel 1
46	Eagle 670 L2	Based on ENGL® E670 Lead Channel 2
47	Satsuma TH200A	Based on Orange® Thunderverb 200 Clean Channel
48	Satsuma TH200B	Based on Orange® Thunderverb 200 Distortion Channel

Numbers	Name	Explanation
49	Satsuma TH30A	Based on Orange® TH30 Clean Channel
50	Satsuma TH30B	Based on Orange® TH30 Distortion Channel
51	Rock Vrb CL	Based on Orange® Rockerverb Clean Channel
52	Rock Vrb DS	Based on Orange® Rockerverb Distortion Channel
53	Citrus 30	Based on Orange® Ad30
54	EV 5050 CL	Based on EVH® 5150 Clean Channel
55	EV 5050 DS	Based on EVH® 5150 Distortion Channel
56	PV 5050 CL	Based on Peavey® 5150 Clean Channel
57	PV 5050 DS	Based on Peavey® 5150 Rhythm Channel
58	Petey 6550 A	Based on Peavey® 6505+ Clean Channel
59	Petey 6550 B	Based on Peavey® 6505+ Rhythm Channel
60	Petey Satch CL	Based on Peavey® JSX Clean Channel
61	Petey Satch CR	Based on Peavey® JSX Crunch Channel
62	Petey Satch UL	Based on Peavey® JSX Ultra Channel
63	Herby Ch1	Based on Diezel® Herbert Channel 1
64	Herby Ch2	Based on Diezel® Herbert Channel 2
65	Herby Ch3	Based on Diezel® Herbert Channel 3
66	VHS Ch1	Based on Diezel® VH4 Channel 1
67	VHS Ch2	Based on Diezel® VH4 Channel 2
68	VHS Ch3	Based on Diezel® VH4 Channel 3
69	VHS Ch4	Based on Diezel® VH4 Channel 4
70	Hugen CL	Based on Diezel® Hagen Clean Channel
71	Hugen OD	Based on Diezel® Hagen Overdrive Channel
72	Hugen DS	Based on Diezel® Hagen Distortion Channel
73	Randy Devil CL	Based on Randall® Satan Clean Channel
74	Randy Devil DS	Based on Randall® Satan Distortion Channel

Numbers	Name	Explanation
75	SLOW 100 CR	Based on Soldano® SLO-100 Crunch Channel
76	SLOW 100 DS	Based on Soldano® SLO-100 Distortion Channel
77	JET 100H CL	Based on Jet City® JCA100H Clean Channel
78	JET 100H OD	Based on Jet City® JCA 100H Overdrive Channel
79	Koche OD	Based on Koch® Powertone Overdrive Channel
80	Koche DS	Based on Koch® Powertone Distortion Channel
81	Blueno UG 30A	Based on Bruno® Underground 30 Low Gain setup
82	Blueno UG 30B	Based on Bruno® Underground 30 Overdrive setup
83	Custom 100 Ch1	Based on Custom Audio Amplifiers® PT100 Clean Channel
84	Custom 100 Ch2	Based on Custom Audio Amplifiers® PT100 Overdrive Channel
85	Custom 100 Ch3	Based on Custom Audio Amplifiers® PT100 Lead Channel
86	Mr. Smith CL	Based on PRS® ARCHON Clean Channel
87	Mr. Smith DS	Based on PRS® ARCHON Distortion Channel
88	Taxidea Taxus A	Based on Suhr® Badger 30 Low Gain Setup
89	Taxidea Taxus B	Based on Suhr® Badger 30 Hi Gain Setup
90	Shittcow GR	Based on VHT® Pittbull Green Channel
91	Shittcow RD	Based on VHT® Pittbull Red Channel
92	Doctor3 A	Based on DR.Z® MAZ 38 Low Gain Setup
93	Doctor3 B	Based on DR.Z® MAZ 38 High Gain Setup
94	Matchbox 30 CL	Based on Matchless® C30 Clean Channel
95	Matchbox 30 OD	Based on Matchless® C30 Overdrive Channel
96	Regal Tone CL	Based on Tone King® Falcon Rhythm Channel
97	Regal Tone Od1	Based on Tone King® Falcon Tweed Channel
98	Regal Tone Od2	Based on Tone King® Falcon Lead Channel
99	Carol CL	Based on Two Rock® Coral Clean Channel
100	Carol OD	Based on Two Rock® Coral Overdrive Channel

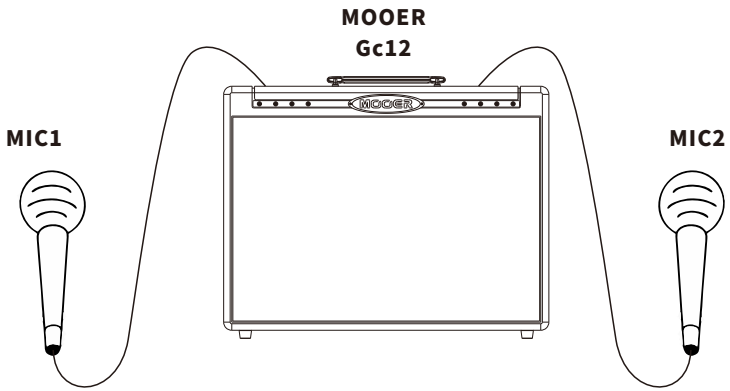
Numbers	Name	Explanation
101	Cardeff	Based on Two Rock® Cardeff
102	Jazz 120	Based on Roland® JC-120
103	HWT 103	Based on Hiwatt® DR-103
104	HT Club CL	Based on Blackstar® HT Stage 100 Clean Channel
105	HT Club DS	Based on Blackstar® HT Stage 100 Distortion Channel
106	Acoustic 1	Acoustic simulator 1
107	Acoustic 2	Acoustic simulator 2
108	Acoustic 3	Acoustic simulator 3

***NOTES:** All product names belong to their owners and are only used in this product and manual as a reference to tone types.

Parameter	Explanation	Value
Gain	Adjusts the input gain and preamp drive	0 - 100
Bass	Adjusts the low frequency levels	0 - 100
Mid	Adjusts the middle frequency levels	0 - 100
Treble	Adjusts the high frequency levels	0 - 100
Mode	Each Amp model has 2 different modes. Original: True recreation of the original amplifier Distinct: Applies a high and low frequency cut before the preamp input and an upper mid scoop eq after the preamp output to achieve a "post-production"type tone.	Original, Distinct
Tube	Choose from a selection of different power amp stages. Select OFF to bypass power amp modelling.	OFF, Normal EL34, Normal EL84, Normal 6L6, Normal 6V6, Doctor3 EL84, Badger EL34, UK Gold EL34, Cali 6L6, US DLX 6L6, JJ EL84
Preamp Out	Output level from the preamp section	0 - 100
Presence (Power amp parameter)	Adjusts the high frequencies of the power amp	0 - 100
Bias (Power amp parameter)	Adjusts the simulated tube bias of the power amp	0 - 100
Master	Final output level of the AMP effect block	0 - 100

CAB

GE300 LITE comes from the factory with 43 pre-loaded speaker cabinet simulations which are non-linear algorithms derived from Impulse Response samples of real-life speaker cabinets. Each cab sim model has dual microphones with independent mic type, centre and distance parameters plus a progressive balance mix control.



Numbers	Name	Explanation
1	US DLX 112	Based on Fender® 65 Deluxe Reverb 112 Cabinet
2	US TWN 212	Based on Fender® 65 Twin Reverb 212 Cabinet
3	US Bass 410	Based on Fender® 59 Bassman 410 Cabinet
4	Sonic 112	Based on Fender® Super Sonic 112 Cabinet
5	Blues 112	Based on Fender® Blues Deluxe 112 Cabinet
6	1960 412	Based on Marshall® 1960A 412 Cabinet
7	Eagle P412	Based on ENGL® Pro XXL 412 Cabinet
8	Eagle S412	Based on ENGL® Vintage XXL 412 Cabinet
9	Mark 112	Based on Mesa/Boogie® Mark 112 Cabinet

Numbers	Name	Explanation
10	Rec 412	Based on Mesa/Boogie® Rectifier Standard 412 Cabinet
11	Citrus 412	Based on Orange® PPC 412 Cabinet
12	Citrus 212	Based on Orange® PPC 212 Cabinet
13	Slow 412	Based on Soldano® Slo 412 Cabinet
14	DR.ZEE 112	Based on DR.Z® MAZ 112 Cabinet
15	DR.ZEE 212	Based on DR.Z® Z-Wreck 212 Cabinet
16	Jazz 212	Based on Roland® JC120 212 Cabinet
17	UK 212	Based on VOX® AC30 212 Cabinet
18	HWT 412	Based on Hiwatt® AP412 Cabinet
19	PV 5050 412	Based on Peavey® 5150 412 Cabinet
20	Regal Tone 110	Based on Tone King® Falcon 110 Cabinet
21	Two Stones 212	Based on Two Rock® 212 Cabinet
22	Cardeff 112	Based on Two Rock® 112 Cabinet
23	EV 5050 412	Based on EVH® 5150 412 Cabinet
24	HT 412	Based on Blackstar® HTV 412 Cabinet
25	Gas Station 412	Based on Diezel® Hagen 412 Cabinet
26	Blueno 212	Based on Bruno® 212 Football Cabinet
27	Custom 212	Based on Custom Audio® 212 Cabinet
28	Herby 412	Based on Diezel® RV412 Cabinet
29	VHS 412	Based on Diezel® FV412 Cabinet
30	Doctor3 112	Based on DR.Z® MAZ38 112 Cabinet
31	US Gold 412	Based on Friedman® 412 Cabinet
32	US Gold 112	Based on Friedman® Small Box 112 Cabinet
33	Matchbox 30 112	Based on Matchless® 112 Cabinet
34	Cali 412-1	Based on Mesa/Boogie® Recto Trad 412 Cabinet
35	Cali 412-2	Based on Mesa/Boogie® RoadKing 412 Cabinet

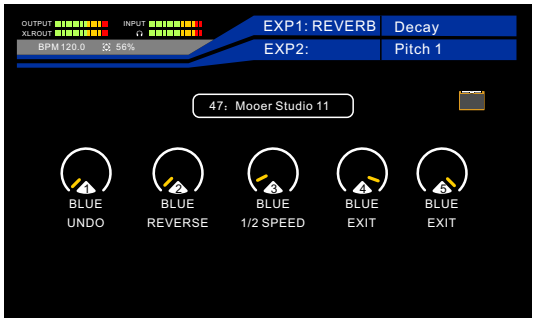
Numbers	Name	Explanation
36	Satsuma 212	Based on Orange® PPC 212 Cabinet
37	Petey 412	Based on Peavey® 6505 412 Cabinet
38	Petey 212	Based on Peavey® JSX 212 Cabinet
39	Mr Smith 112	Based on PRS® Archon 212 Cabinet
40	Randy Devil 412	Based on Randall® RD412 Cabinet
41	Taxidea Taxus 112	Based on Suhr® 112 Cabinet
42	Shittcow 412	Based on VHT® 412 Cabinet
43	Acoustic 112	Based on ®3rd Impulse Responses slots
44 - 63	Leer	

***NOTES:** All product names belong to their owners and are only used in this product and manual as a reference to tone types.

Parameter	Explanation	Value
Mic	Select which microphone type	Sm57, SM7A, U47, U87, M143, M147, KM184, NT1, NT2, NTV, MD421, MD441, E609, E835, MXL2001, MXL2003, C3000, C4000B, C414, D112, C535.
Center	Position of microphone relative to the centre of the speaker cone, 0 is in the middle	0 - 100
Distance	Distance of microphone from the speaker, 0 is closest	0 - 100
Low cut	Low frequency cut after the microphones	Off, 0 Hz – 800 Hz
High cut	High frequency cut after the microphones	Off, 20 kHz – 1 kHz
Early Reflection	Adds a very slight delay for in-room sound and feel. 0 means no reflection	0 - 100
Points	Select sampling points of the cab model. Higher points are better quality and more realistic. Lower points will use less CPU%. If you find yourself maxing out the CPU, try a lower sampling points setting	2048
Mic 1 / Mic 2	Progressively blend and mix between MIC 1 and MIC 2. 50 / 50 will be an even mix of both mics	100/0 - 0/100

IR

GE300LITE CAB module also has 20 empty IR slots for you to load in your own third-party Impulse Responses via USB using the computer software.



When a third-party IR file is used for your cab model, you will lose the microphone parameters. You can adjust High/Low cut, Early Reflection, Output, and sampling points.

*All product names belong to their owners and are only used in this product and manual as a reference to tone types.

NS

GE300 LITE has 3 different noise gate models which are ideal for getting rid of unwanted noise or using as a hard gate effect for tight, high-gain rhythm playing.

Noise Killer: Based on MOOER Micro Noise Killer easy tweaking noise gate effect. Hard noise gate with maximum dampening

Inter Reducer: Intelligent background noise suppressor with automatic attack, release, and dampening. It can recognize white noise from regular signal and reduce the white noise automatically. Recommend placing it in front of distortion/overdrive pedal or amp model.

Noise Gate: Standard studio noise gate with detailed user controls. User can adjust the Threshold according to the current noise level, then adjust the Attack and Release according to tone demand. Set the Damp in the end.

Parameter	Explanation	Value
Threshold	Set the detection level that the Noise gate operates at. Anything below this level will be attenuated when the gate is closed. When a higher level is detected (such as playing your instrument), the noise gate will open and allow sound to pass through	0 - 100
Depth	Intel Reducer is an intelligent background noise suppressor. Depth adjusts the intesity of white noise suppression	0 - 100
Attack	Adjusts the speed at which the noise gate closes and attenuates the sound. 100 is the fastest.	0 - 100
Release	Adjusts the speed at which the noise gate opens when you play your instrument. 0 is the fastest.	0 - 100.
Damp	Adjusts how much the gate attenuates the noise when it is closed.	0 - 100
Output	Output level of effect	-60dB ~ +3dB

TONE CAP

The GE300 LITE is armed with an incredibly useful tool named TONE CAPTURE. Tone Capture is an intelligent learning and comparison engine that can be used to create your very own digital models by sampling real-life equipment.

Tone capture has 3 different modes:

GUIT

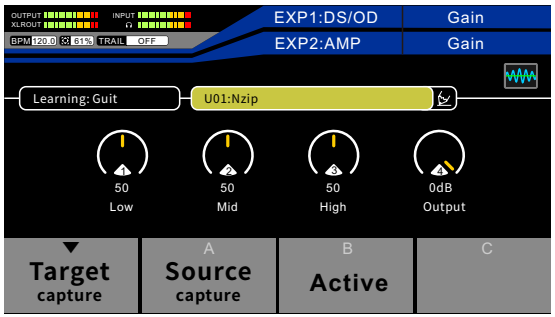
Instantly transform the sound of your guitar using samples you've created with Tone Capture GUIT mode. Sample and carry all your favorite guitars with you wherever you go.

AMP&STOMP

Sample your favorite overdrives, distortions, and amplifiers.

IR

Create your own speaker cabinet Impulse Responses (IR's).



1.MODE – Select between GUIT, AMP&STOMP or IR mode

2.PRESET – Select a Tone Capture preset slot

3.Pencil icon – Rename Preset

Use the SELECT control knob to navigate and adjust these settings in the TONE CAP effect block.

4.Post TONE CAP settings- These settings will be unlocked after creating a tone capture preset. Use these parameters to tweak the Tone Capture to your liking.

LOW- Adjust low EQ frequencies

MID- Adjust middle EQ frequencies

HIGH- Adjust high EQ frequencies

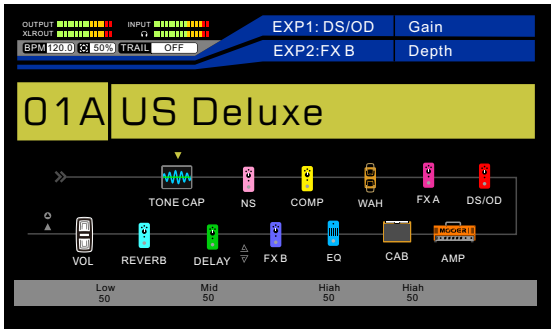
OUTPUT- Boost or attenuate output volume of the tone capture

Use control knobs 1-4 to adjust these settings in the TONE CAP effect block

GUITAR

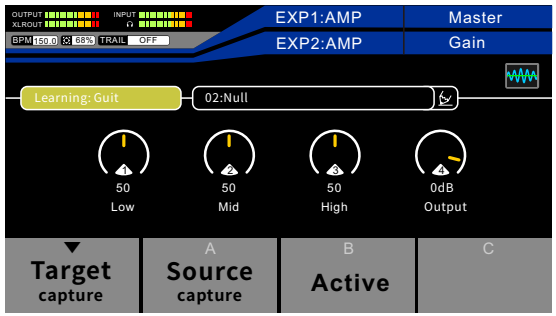
STEP 1

Press the DISPLAY button until the signal chain screen is displayed and ensure that the TONE CAP effect block is the first effect block in the chain. Make sure is turned off and TONE CAP is turned on.



STEP 2

Navigate to an empty preset (NULL).
Select GUIT mode (Learning: Guit).



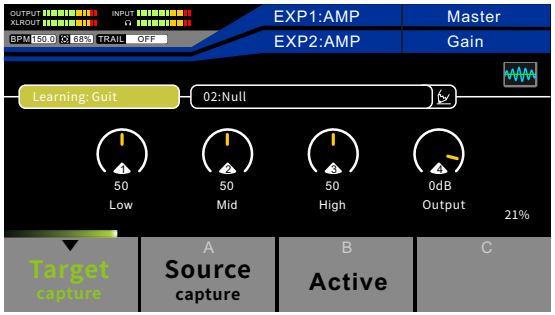
STEP 3

Connect the Guitar you wish to sample to the GE300LITE's INPUT

This is known as the TARGET guitar.

Press Bank down footswitch ▼ (target) to begin the capture process and play the guitar until the countdown reaches 100%.

For best results, we recommend playing the guitar strongly with an open chord first then playing across the full range of the instrument as possible.



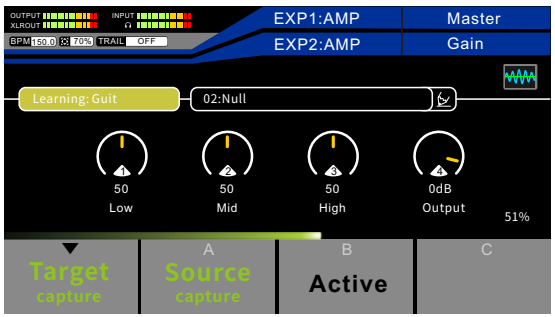
STEP 4

Connect the Guitar you will use the Tone Capture with to the GE300 LITE's INPUT

This is known as the SOURCE guitar.

Press footswitch A (source) to begin the capture process and play the guitar until the countdown reaches 100%.

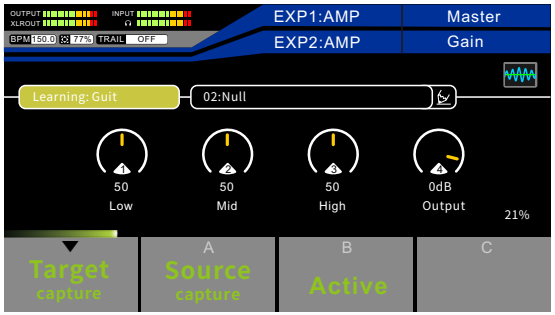
The same rules as capturing the Target applies to the Source.



STEP 5

Press footswitch B to activate the Tone Capture.

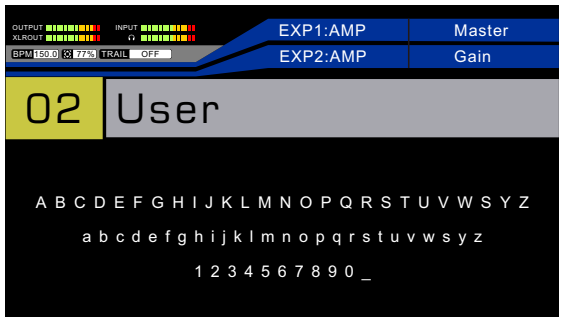
Use control knobs 1-4 to adjust EQ and output volume to dial in the Tone Capture to your liking.



STEP 6

Tone Capture saves automatically under default name USER.

Select the Pencil icon to enter a new name for the preset and press the SAVE button to confirm.



Press and hold footswitch A or Bank down ▼ to delete the Tone Capture preset and start again.

Notes: If the Tone Capture result is not close enough, please try again focusing on the instructions for playing the guitar for Tone Capture.

Notice:

1. The result depends on the content you play in the SOURCE and TARGET section. If you are not happy with the result, you can press and hold Target Capture/Source Capture to delete the sample and try again.
2. During sampling, you can press Target/Source footswitch (depending on the current sampling section) to interrupt sampling.
3. It is recommended to set the same pickup position in both guitars while capturing the Source and Target.

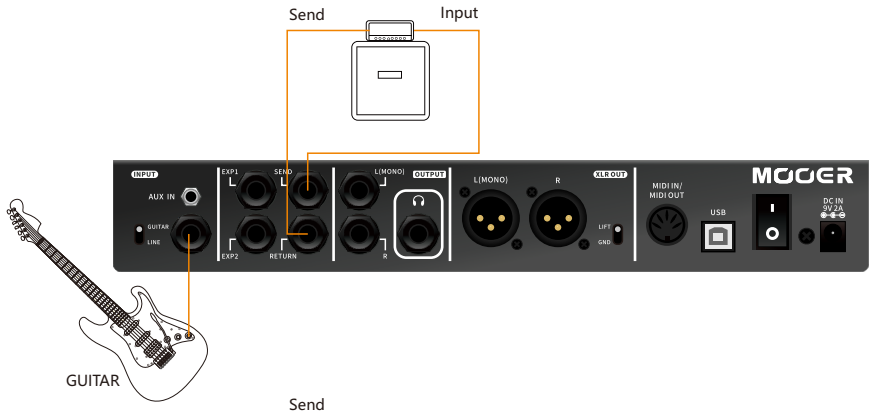
AMP&STOMP

AMP&STOMP mode can be used to sample your favorite stompbox or amplifier. This kind of Tone Capture can then be applied to an existing amp or stompbox model within a preset to transform it into your sample. Stompbox effects like distortion, overdive, and boost will work very well with Tone Capture. You cannot sample stompbox effects like delay, reverb or modulation with Tone Capture.

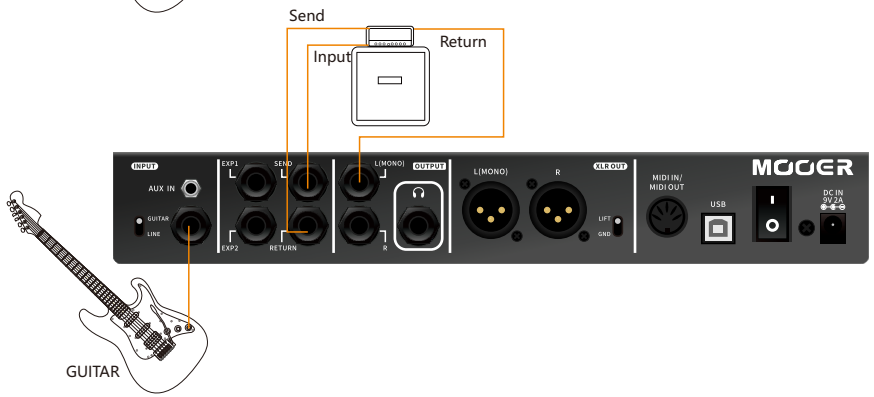
STEP 1

Decide if you will capture a Stompbox or an amp.
Connect the send of GE300 LITE to the input of your Stompbox or amp.
Connect the return of GE300 LITE to the output of your Stompbox or the send of your amp's effects loop.

STOMPBOX

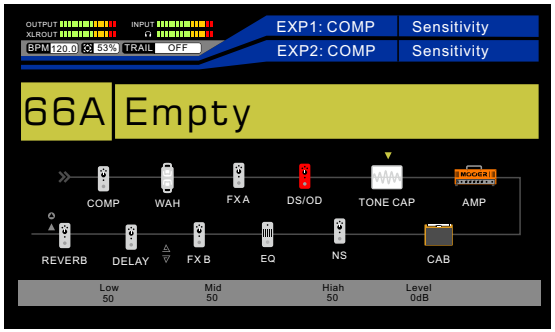


AMP

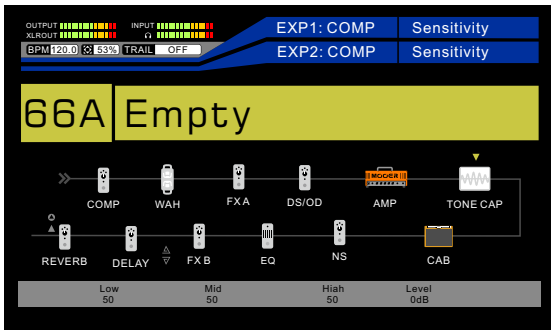


STEP 2

Press the DISPLAY button until the signal chain screen is displayed and ensure that the TONE CAP effect block is after the DS/OD effect block if you will capture a Stompbox or after the AMP effect block if are capturing an amplifier or preamp pedal. For best results, make sure all other effects blocks (other than CAB) are off.

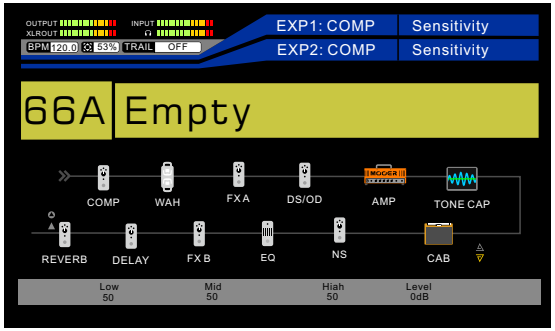


(Capture Stompbox : DS/OD > Send, Return > Tone Cap > Amp > Cab)



(Capture Amp : Amp > Tone Cap)

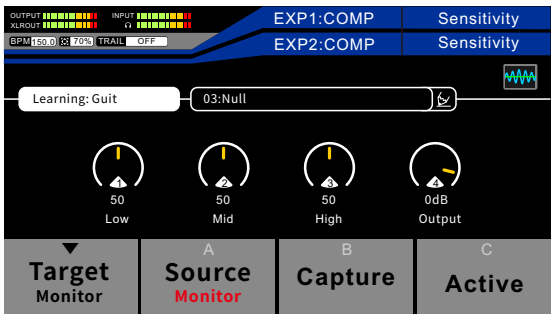
If you need the CAB module to monitor, please turn on the CAB and adjust the send/return before the CAB.



STEP 3

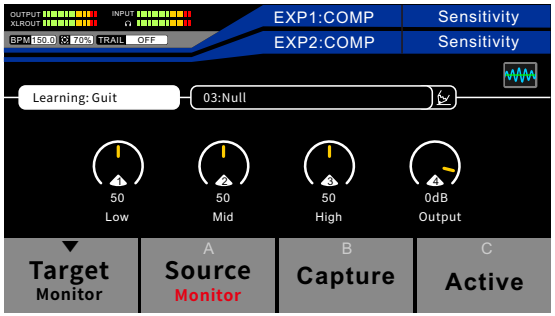
Navigate to an empty preset (NULL).

Select Amp&Stomp mode (Learning :Amp&Stomp).



STEP 4

Press BANK DOWN ▼ to monitor the Stompbox or Amp you wish to sample.
This is known as the TARGET.
Press footswitch A to monitor the digital Stompbox or Amp in GE300 LITE.
This is known as the SOURCE.



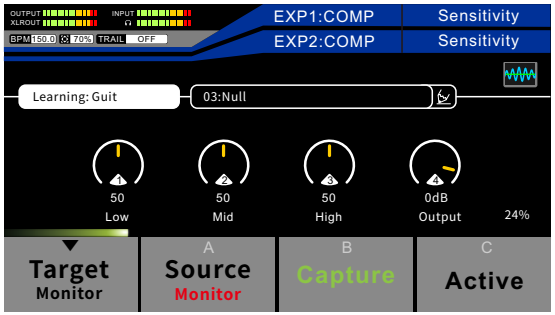
Adjust the settings of the digital Stompbox or amp to match the TARGET as closely as possible.

Notes: 1. You need to adjust the stompbox or amp gain/drive in GE300 LITE in order to match the target you want to sample's gain/drive before capturing. For the best result, matching the same gain/drive and volume setting as close as possible is necessary. For example, if you capture a lead channel amp with a clean amp model in the GE300 LITE, the result will be a clean sound.

2. If you are using a loadbox to capture a full amp tone, you might need the cabinet simulator to compare the sound while monitoring the Target. Please turn on the CAB in GE300 LITE and set the signal chain like this : AMP > Tone Cap > (Send, Return)>CAB.

STEP 5

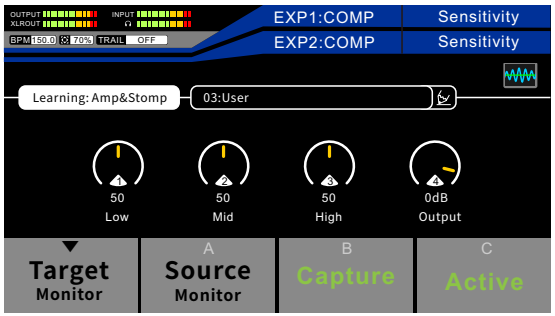
Press footswitch B to begin the capture process and play the guitar until the countdown reaches 100%. For the best result, we recommend playing the guitar Strongly with an open chord first, then playing all the note in your guitar as much as you can.



STEP 6

Press footswitch C to activate the Tone Capture.

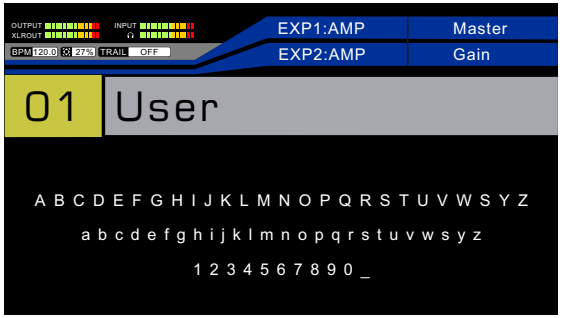
Use control knobs 1-4 to adjust EQ and output volume to dial in the tone capture to your liking.



STEP 7

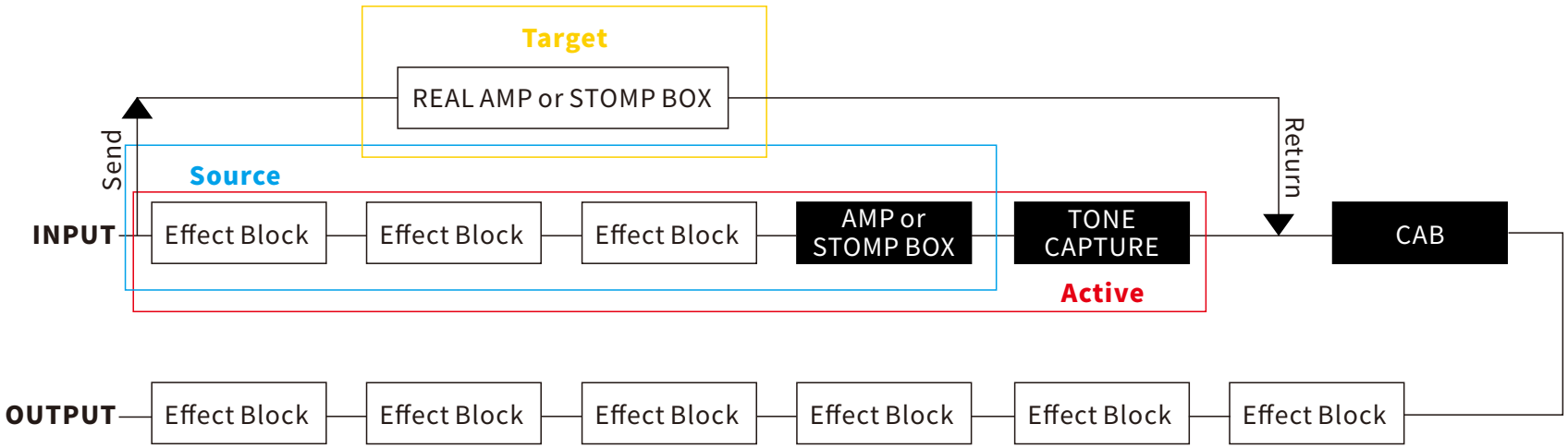
Tone Capture saves automatically under default name USER.

Select the Pencil icon to enter a new name for the preset and press the SAVE button to confirm



Press and hold footswitch B to delete the Tone Capture preset and start again.

Notes: If the Tone Capture result is not close enough, please try again following the instructions for playing the guitar during a Tone Capture.



Notice:

1. You can press and hold footswitch B to delete a Tone Capture file.
2. TONE CAPTURE can only be used with amplifiers that have a built-in FX LOOP.
3. It is recommended not to turn on any effects during Source/Target sampling.
4. If you would like to use the internal cabinet simulator, please place the RETURN port between Tone Capture and CAB in the effect chain display.
5. Please do not turn on the FX LOOP of the GE300 LITE during capturing amplifier.

IR

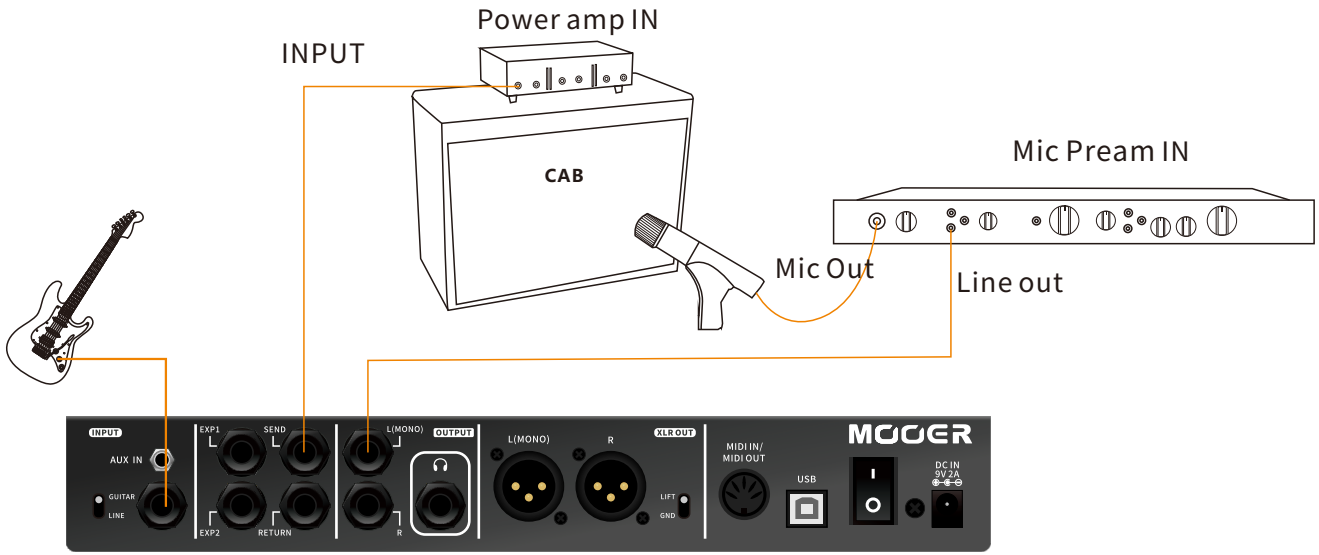
Tone capture IR mode allows you to create your own Impulse Response models of speaker cabinets to use instead of the CAB effect block. You will need a couple of extra things to use IR mode.

1.A microphone
2.A mic preamp
3.A power amp to drive the speaker cab.

Please note that all of the above elements will be part of the Tone Capture and will influence the "flavor" of the IR. Varying each of these elements for different models will yield different results.

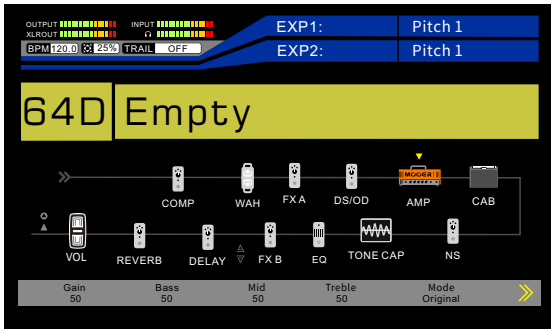
STEP 1

Connect the GE300 LITE SEND to the power amp input. You can also connect the GE300 LITE RETURN to the output of your MIC PREAMP.

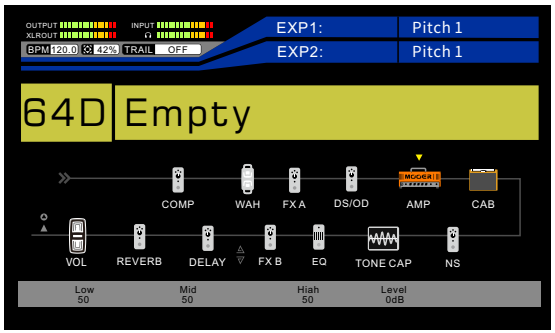


STEP 2

Press the DISPLAY button until the signal chain screen is displayed.
Ensure that the signal chain has AMP > CAB > TONE CAP in that order.
AMP and TONE CAP effect blocks should be turned on but every other effect block turned off.



Advanced users can get additional control over the send and return levels during the capture process by routing the send logo before the CAB effect block and the return logo after the CAB effect block.
Turn on the FX LOOP to edit SEND and RETURN levels, power amp level (avoid distortion), and Mic preamp level (loud enough but not distorted)
Make sure the FX LOOP is in SERIAL MODE with MONO output
Turn off the FX LOOP before starting the capture process.

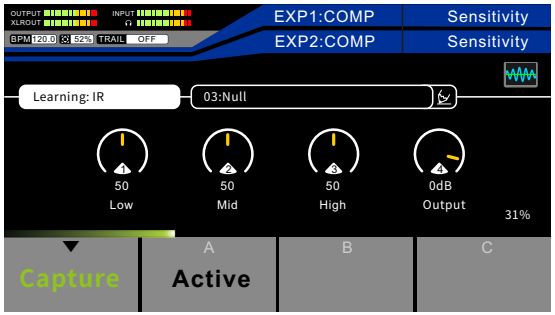


(AMP > send > CAB > return > TONE CAP)

Turn on/off the FX loop to compare the real mic setup volume with Cab in GE300 LITE, recommend to setup as the same volume.

STEP 3

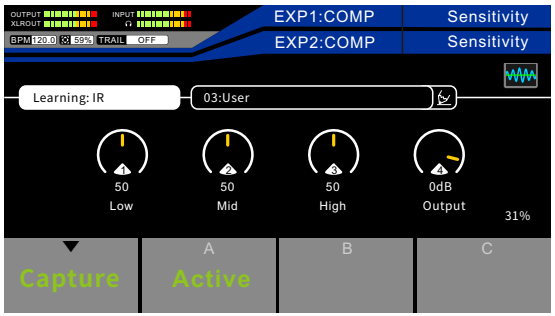
Press Bank down ▼ to begin the capture process and wait until the countdown reaches 100%



STEP 4

Press footswitch A to activate the new IR you have captured.

Use control knobs 1-4 to adjust EQ and output volume to dial in the tone capture to your liking

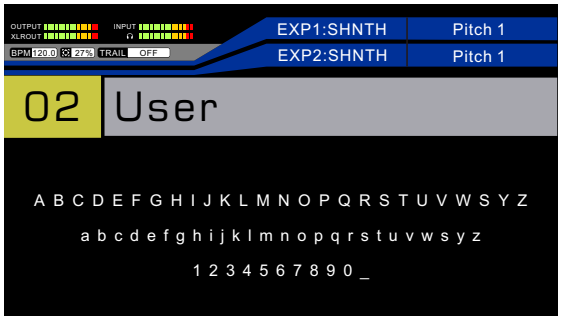


Please make sure the CAB module is OFF.

STEP 5

Tone Capture saves automatically under default name USER.

Select the Pencil icon to enter a new name for the preset and press the SAVE button to confirm.



Press and hold bank down ▼ to delete the tone capture preset and start again

Notice:

1. In TONE CAPTURE mode, ▼/A/B/C footswitch is used for TONE CAPTURE function only and cannot be used for switching presets or preset banks.
2. The saved capture file cannot be changed to a different capture type. You need to delete the current file to change it to another mode. For example, you cannot change a captured guitar file to a captured amplifier file.
3. The empty Tone Capture slot is indicated as “Null.”
4. In any capture mode, if there is no sample activated, the LED button for Tone Capture will turn off after you exit the Tone Capture block.

Parameter	Explanation	Value
Low	Adjusts the capture tone for the low frequency range.	0~100
Mid	Adjusts the capture tone for the Middle frequency range.	0~100
High	Adjusts the capture tone for the high frequency range.	0~10
Output	Output level of TONE CAPTURE	0-60dB ~ +6dB

EQ

The EQ effects block of the GE300 Lite has 8 different algorithm models which span from simple 3 band, 5 band, 6 band and 10 band equalizers with preset frequencies to custom 3 band and fully customizable parametric EQ's for advanced users.

Parameter	Explanation	Value
Output	Output level of effect	0~100
Low	Adjusts the tone for the low frequency range.	0~100
Mid	Adjusts the tone for the Middle frequency range.	0~10
High	Adjusts the tone for the high frequency range.	0-60dB ~ +6dB
Frequency	Adjusts the tone for that Hz frequency range. Mooer G: 100Hz, 250Hz, 630Hz, 1.6kHz, 4kHz Mooer HM: 80Hz, 240Hz, 750Hz, 2.2kHz, 6.6kHz Mooer B: 62.5Hz, 125Hz, 500Hz, 1kHz, 4kHz Mooer G-6: 100Hz, 200Hz, 400Hz, 800Hz, 1.6kHz, 3.2kHz Mooer G-10: 31Hz, 62Hz, 126Hz, 250Hz, 500Hz, 1kHz, 2kHZ, 4kHz, 8kHz, 16kHz	0-60dB ~ +6dB
Low Gain	Adjusts the tone for the custom low Freq range. 0 means no effect.	-16dB – 16dB
Low Freq	Specifies the centre of the custom low frequency range that will be adjusted by the Low Gain	30Hz – 18000Hz
Low Mid Gain	Adjust the gain of low middle frequency. 0 means no effect.	-16dB ~ +16dB
Low Mid Freq	Adjust the low middle frequency range	30Hz ~ 18000Hz
Mid Gain	Adjusts the tone for the custom Mid Freq range. 0 means no effect.	-16dB – 16dB

Parameter	Explanation	Value
Mid Hi Freq	Adjust the middle high frequency range.	30Hz ~ 18000Hz
High Gain	Adjusts the tone for the custom high Freq range. 0 means no effect.	-16dB – 16dB
High Freq	Specifies the center of the custom high frequency range that will be adjusted by the High Gain	30Hz – 18000Hz
Q	Adjusts the width of the area affected by the EQ centered at the Freq. Higher values will narrow the area.	0.3 – 5.0
Gain	Adjusts the gain for the Freq frequency range that you have assigned.	-16dB – 16dB
Low cut	Sets the frequency at which the low cut filter begins to take effect.	Off, 0Hz – 800Hz
High cut	Sets the frequency at which the high cut filter begins to take effect.	Off, 20000Hz – 1000Hz

FX LOOP

The FX LOOP of the GE300 LITE can be used to integrate your favorite external effects and preamps into the GE300 LITE signal chain, or to integrate the GE300 LITE into creative and complex rig setups. We've included a few examples here but there are many possibilities.

Parameter	Explanation	Value
Send Level	Adjust the volume level from the effects loop send output.	-60dB - +6dB
Return Level	Adjust the recovery level at the effects loop return inputs.	-60dB - +6dB
Dry / Wet	Progressively adjust the wet/dry mix when in parallel mode. 100% Wet will send 100% of the signal through the FX LOOP just like Serial mode. 100% Dry will bypass the FX LOOP completely.	0 - 100
Loop Mode	Choose between serial effects loop and parallel effects loop.	Serial, Parallel

Notes: You need to activate FX LOOP effect block, otherwise FX LOOP will be bypassed.

DELAY

The FX LOOP of the GE300 LITE can be used to integrate your favorite external effects and preamps into the GE300 LITE signal chain, or to integrate the GE300 LITE into creative and complex rig setups. We've included a few examples here but there are many possibilities.

Parameter	Explanation	Value
Output	Output level of effect	-60dB ~ +3dB
Feedback	Adjusts the number of delay repeats.	0 - 100
Mix	Adjusts the repeats volume level. 0 is totally dry, 100 is totally wet.	0 - 100
Time/Sub-division	Adjusts the delay repeat time in Milliseconds / Sets the delay repeat time in relation to the preset tempo (Tempo Sync On)	20ms – 2000ms Tempo Sync On: 1/4, 1/4D, 1/4T, 1/8, 1/8D, 1/8T, 1/16, 1/16D, 1/16T, 1/32, 1/32D, 1/32T.
Tempo Sync	Activates preset Tempo synchronization and Sub-division parameter.	Off, On.
Threshold(Dynamic)	Sets the envelope detection level of the dynamic delay.	0 - 100
Mod Rate(Tape/Mod /Galaxy/Crystal)	Adjusts the modulation speed of the delay repeats.	0 - 100
Mod Depth(Tape/ Mod/Galaxy/Crystal)	Adjusts the modulation width of the delay repeats.	0 - 100
Low Cut(Reverse/Dual Delay/Multi Tap Delay)	Sets a low frequency EQ shelf of the delay repeats.	Off, 0Hz – 800Hz
High Cut(Reverse/Dual Delay/Multi Tap Delay)	Sets a high frequency EQ shelf of the delay repeats.	Off, 20000Hz – 1000Hz
Pan(Dual Delay/Multi Tap Delay)	Pans the delay effect left (L), right (R), or centre.	L100 – Center – R100

Parameter	Explanation	Value
Level(Dual Delay/ Multi Tap Delay)	Sets the independent delay level with independent level parameter.	0 - 100
Output Mode(Dual Delay/Multi Tap Delay /Ping Pong/Galaxy Delay/Crystal Delay)	Select between mono and stereo output. Stereo uses more CPU %.	Mono, Stereo
Bit(Vintage Delay)	Adjusts the sampling accuracy of the delay repeats.	0 - 100
S-Rate(Vintage Delay)	Adjusts the sampling rate of the delay repeats.	0 - 100
Attack (Galaxy Delay)	Adjusts the speed of the GALAXY sound. 100 is the fastest.	0 - 100
Gain (Fuzz Delay)	Adjusts amount of distortion of the fuzz.	0 - 100
Fuzz lvl (Fuzz Delay)	Adjusts the mix level of the fuzz.	0 - 100
Tone (Fuzz Delay)	Adjusts the EQ of the fuzz.	0 - 100
Cab (Fuzz Delay)	Adds tone compensation to the fuzz for output to full range rigs.	0 - 100
Mod Output (Crystal Delay)	Adjusts modulation effect level.	0 - 100
Trail	Some of the reverb/delay effects support trail function. (Refer to Trail section)	Off/On

REVERB

The REVERB effects block of GE300 LITE has 11 different reverb models including everything you need from vintage spring, subtle studio and immersive ambience.

Parameter	Explanation	Value
Pre Delay	Delay time before the first reflections can be heard.	0ms – 200ms
Decay	Length of the reverb trails.	0 - 100
Low Cut	Low frequency EQ shelf.	0ff, 0Hz – 800Hz
High Cut	High frequency EQ shelf	Off, 20000Hz – 1000Hz
Mix	Volume level of the reverb effect. 0 is total dry sound. 100 is killed dry total reverb.	0 - 100
Output Mode	Choose between Mono and Stereo. Stereo uses more CPU%.	Mono, Stereo
Output	Output level of current effect.	-60dB ~ +3dB
Quality	Choose between standard quality and high quality. High quality uses more CPU%.	Standard, High
Rate(Filter-Reverb /Fl-Reverb/Mod)	Adjusts modulation speed. 100 is the fastest.	0 - 100
Peak(Filter-Reverb)	Adjusts the frequency of the filter peak.	0 - 100
Q(Filter-Reverb)	Filter bandwidth. High Q = narrow bandwidth.	0 - 100
Filter Output (Filter-Reverb)	Adjusts the volume level of the filter applied to the reverb trails.	0 - 100
Feedback(Fl-Reverb)	Adjusts the feedback intensity of the flanging.	0 - 100
Mod Delay(Fl-Reverb)	Adjusts the feedback frequency of the flanging.	0 - 100

Parameter	Explanation	Value
Mod Output (Fl-Reverb/Mod)	Adjusts the modulation mix on the reverb trails.	0ms – 200ms
Attack(Swell-Reverb)	Rate of automatic volume swell of the reverb effect. 100 is the fastest.	0 - 100
Spring Length (Spring)	Simulated size of the springs in the spring tank.	0ff, 0Hz – 800Hz Off, 20000Hz – 1000Hz
Spring Depth(Spring)	Mix of the spring sound in the reverb trails.	0 - 100
Depth(Mod)	Adjusts the modulation width of the reverb trails.	Mono, Stereo
Mod Output	Output level of modulation effect	-60dB ~ +3dB
Shimmer(Shimmer)	Volume level of the shimmer harmonization.	Standard, High
Gain (Dist-Reverb)	Adjusts amount of distortion.	
Dist lvl (Dist-Reverb)	Adjusts the mix level of the distortion.	0 - 100
Tone (Dist-Reverb)	Adjusts the EQ of the distortion.	0 - 100
Cab (Dist-Reverb)	Adds tone compensation to the distortion for output to full range rigs.	0 - 100
Trail	Some of the reverb/delay effects support trail function. (Refer to Trail section)	0 - 100

Trail Function

GE300 Lite supports Trail function with delay/reverb effects. Trail function allows the carryover of delay/reverb effects for a few seconds after the delay/reverb effects are turned off or switched to a different effect/preset patch.

Delay effects that support trail: Digital / Analog / Dynamic / Real / Tape / Mod / PingPong
Reverb effects that support trail: Room / Hall / Plate / Fl-Reverb / Swell-Reverb / Spring / Mod

et Trail function to On/Off

- Select an effect that supports trail function.
- Set trail function to on. Activate delay/reverb effects.

Tips: An easier way is to set one preset with trail ON then save it as preset A and also as preset B. Then you can modify the parameters of the effects in those two preset slots. You can then ensure your tone will have the trail function on while switching between preset A and preset B.

Set Trail function in patches switch

Please ensure the patches you wish to switch between have the same delay/reverb effects enabled. Otherwise the trail function cannot be activated while changing between patches. :

- Select same type of trail-enabled delay and reverb effects in different patches.
- Set trail function to on. Activate delay/reverb effects.

Notice:

1. Trail-enabled effects will be moved to the end of the effects chain automatically.
2. Except for VOL and CAB modules, no effects can be moved after trail-enabled effects.
3. When Trail is activated, TRAIL DLY / REV will be displayed on the screen.
4. When switching between patches, trail function depends on the latter preset.
5. When Trail is activated, it will occupy DSP even if the delay or reverb effects are not activated.

MNRS file loading

GE300 lite V2.0.0 and above firmware supports loading GNR/GIR created in GE Labs or downloaded from MOOER Studio. Users can enjoy unique sample files uploaded by users from across the globe.

What is MNRS® and the GNR, GIR file types?

MNRS (MOOER Non-linear Response Sample) technology is developed by MOOER engineers based on their years of experience with sampling technology.

Now MOOER has improved the MNRS Engine in version 2.0, with better tone quality and dynamic response. Users can create their own sample files with GE Labs, the free multi effect mobile app from MOOER, and then download those files to their GE Series devices.

GNR and GIR are two different file formats of the MNRS files. The GNR files extension denotes an amp model file, while the GIR file extension is for the cabinet simulation file.

How to get the MNRS file?
You can enter www.mooerstudio.com and log in your MOOER account to download the MNRS files shared by other users.

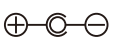
Notice
1. The name of file shows the type of sample
"E-xxx.GNR": Entire amplifier sample file. This kind of file is captured by microphones. The preamp section, power section, cabinet and microphone section are all included in the file. We recommend turning off any power amp sim or cab sim while using this kind of file.
"P-xxx.GIR": Preamp sample file. This type of file is usually captured from the FX LOOP without the use of a microphone. This kind of file includes the preamp section only. We recommend turning on the power amp sim and cab sim while using it.
"C-xxx.GIR": Cabinet sample file captured with a microphone. This kind of file includes microphone and cabinet, like a tradiotional impulse response file. You can use this as an IR cab sim file.
2. In the GE300 lite , there are 50 empty slots for loading the GNR file in the AMP module. To load the GIR file, please enter the CAB module for loading.

Loading procedure
1. Ensure the firmware of your GE300 lite has been updated to V2.0.0 or higher.
2. Connect your GE300 lite to your computer. Open the GE300 lite editor software.
3. Select the AMP module. Click on the name bar of the amp model to access the drop-down menu. Scroll down until you see the "+"icon.
4. Click the "+" icon and select the file from your computer to finish loading.

Notice
1. It is possible to load more than one sample file at a time.
2. Loading more sample files may affect the boot-up time of your GE300 lite . Boot-up time with all slots full is around 26 seconds.

Specifications

Algorithm	NO. of Effect Blocks	13			
	NO. of Effect Types	315	**Input**	Maximum Input Level	12.4 dBu
	Patches	255 (Preset)		**A/D Conversion**	
	Format	.wav		Sampling Rate	44.1 kHz
	Sampling Rate	44.1kHz		Sampling Accuracy	24bit
	Sampling Accuracy	24bit		Dynamic	114 dB
	Sampling Points	2048 Points		Frequency	20Hz – 20kHz, +0 / -1 dB
Input	**Input**		**Output**	**Output**	
	Type	1/4"unbalanced mono audio jack		Type	XLR balanced output X 2
	Impedance	Guitar: 1Meg ohm		Impedance	300 ohm
	Maximum Input	Line: 10k ohm		Maximum Output Level	14.6 dBu
	Level	6.5 dBu		**XLR Output**	
	Return			Type	XLR balanced output X 2
	Type	1/4"unbalanced mono audio jack		Impedance	300 ohm
	Impedance	1Meg ohm		Maximum Output Level	14.6 dBu
	Maximum Input Level	9.2 dBu		**Send**	
	Aux In			Type	1/4" unbalanced stereo audio jack
	Type	1/8"unbalanced stereo audio jack		Impedance	16 ohm
	Impedance	10k ohm		Maximum Output Level	13 dBu

Output	**Phones**	
	Type	1/4" unbalanced stereo audio jack
	Impedance	16 ohm
	Maximum Output Level	13 dBu
	D/A Conversion	
	Dynamic	114 dB
	Frequency	20Hz – 20kHz, +0 / -1 dB
Others	**MIDI**	
	MIDI IN / OUT	5 Pin Female Connector
	USB	
	Type	USB Type-B
	USB Audio	USB 2.0, 2 IN 2 OUT, 44.1kHz, 24bit
	EXP Expression Jack	
	Type	1/4"TRS jack X 2
	Impedance	10k – 100k ohm
	Power Supply	9V 2A 
	Dimensions	287mmX208mmX64mm
	Weight	2.1 kg
	Accessories	Power Supply, USB Cable, Quick Guide manual

MOOER

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