
AmpliTube

User

Manual



Intro

Thank you for purchasing AmpliTube for iPhone. This manual will cover all the product features in detail. Please read it carefully to get maximum results.

You can also have a quick tour by tapping the **Help (?)** button on the top-left of AmpliTube interface and immediately start rockin'!

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iRig Connections

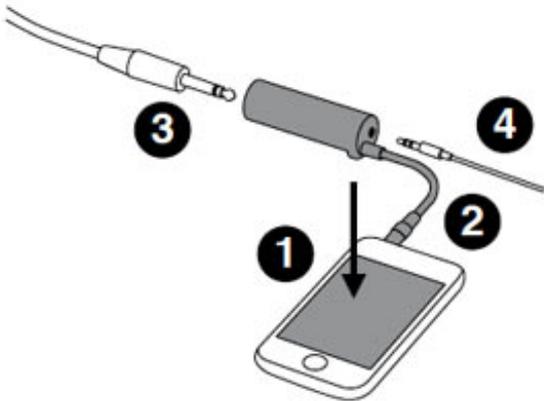
The iRig interface adapter is the easiest way to get your guitar/bass signal into your mobile device.

You can also use the iRig with line level signal sources such as synthesizers, keyboards or mixers. Plus you can connect a microphone by adding a suitable Mic Preamp. The iRig is the ideal companion not only for the AmpliTube for iPhone apps, but also works with any other recording, processing or tuning app.

Read the instructions below carefully to correctly set up and operate AmpliTube iRig.

Quick Start

1. Download the AmpliTube Free, LE or full app from the iTunes App Store
2. Plug the iRig into the headphone jack of your iPhone, iPod Touch or iPad
3. Plug your guitar or bass into the iRig's plug
4. Plug your headphones or external speakers into the iRig headphone mini-jack. **DO NOT put your headphones on yet (see below on using iRig with headphones)**



Now you are ready to launch your AmpliTube app and start rocking!

Using iRig with headphones

IMPORTANT: DO NOT put your headphones on before taking the following steps:

1. Plug your iRig to your device (iPhone/iPod Touch/iPad)
2. Plug your headphones or earbuds to iRig
3. Launch AmpliTube
4. Lower the volume of your device by using the side volume buttons
5. Put your headphones on

NEVER turn "NO FEEDBACK" option OFF in the AmpliTube app SETUP page when using

headphones or earbuds, to avoid possible feedback.

If you are listening to AmpliTube using earphones that include a microphone, please lower the volume to avoid possible feedback.

NEVER plug or unplug your headphones when AmpliTube is open and running.



WARNING: Permanent hearing loss may occur if earbuds or headphones are used at high volume. You can adapt over time to a higher volume of sound, which may sound normal but can be damaging to your hearing. Set your device volume to a safe level before that happens. If you experience ringing in your ears, reduce the volume or discontinue use of earbuds or headphones with your device.

Using iRig with mixers, speakers or amplifiers

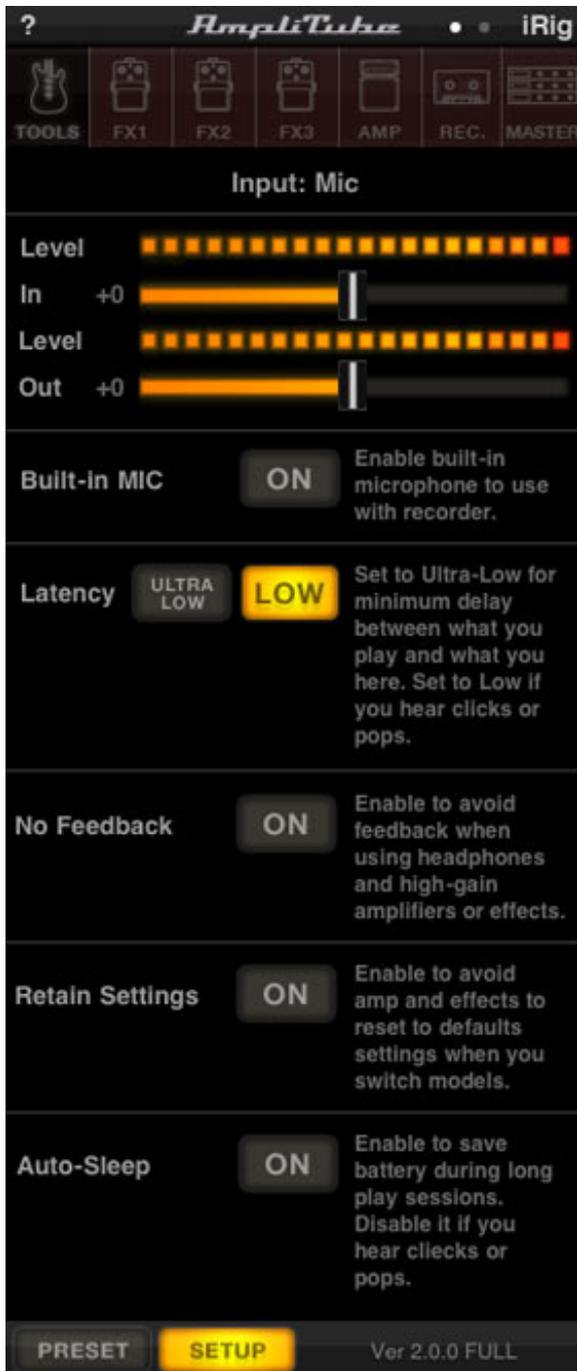
Don't be misled by the iRig 1/8" phones jack output! You can connect iRig not only to headphones or earbuds, but also to your speakers or to a mixer.

iRig allows you to play without amps and cabinets, but if you prefer using the real ones you can do that easily as well: plug the iRig output directly into your amplifier input and bypass the AmpliTube amp+cab module. Now you can use your iPhone as your effects pedalboard!

IMPORTANT: To avoid feedback ALWAYS use 1/8" stereo jack to 2 x RCA or 2x 1/4" MONO jack cables to connect to amplifiers, powered speakers or mixers. NEVER use STEREO headphone 1/8" to 1/4" adapters or splitters.

Setup

The **SETUP** section helps you to optimize AmpliTube settings in order to achieve the best sound possible. You can access the section by tapping on the SETUP button at the bottom of the interface, from the Tools, Fx and Amp sections.



Active Input and Level

At the top of the Setup interface you will find the indication of the currently active input (Built-in microphone or Headset microphone).

The in/out level meters and controls are immediately below. To properly set your instrument input level increase the gain up to the point where the clipping LED starts blinking, then lower it a little bit to avoid clipping.

The lower part of this section helps you to check and trim the output level. To return to the default

settings just double-tap on the faders.

Built-in MIC

This button lets you enable or disable the built-in Mic of your device, in case you want to use it to record your voice on the four-track recorder.

Latency

Latency is a slight delay introduced by the processing. Set this to **ULTRA-LOW** if you experience too much delay between what you play and what you hear. Switch back to **LOW** if you hear clicks or pops while playing.

No Feedback

Enable "No Feedback" to avoid "Larsen" effects (high pitched constant notes) when you're using headphones with high gain amplifiers or FX.

Set this option to **ON** or **OFF** to permanently enable or disable it (consider that turning "No Feedback" ON when listening from the device built-in speaker will mute the sound).

Choosing **AUTO** the No Feedback option will be automatically turned ON when you connect headphones or the iRig, and turned OFF when listening from the device built-in speaker.

Disable the "No Feedback" option when you listen to AmpliTube connecting the iRig to a mixer, an amplifier or external monitors.

Important Notice: "No Feedback" is the default setting when using headphones. It is strongly recommended keeping it on when using headphones or earbuds; turning it off may result in a loud feedback sound.

Retain Settings

Enable this option to maintain last custom setting on each module. In case "Retain Settings" is OFF switching to another model within the same slot will reset the parameters of the previously selected model to the default values.

Auto Sleep

Enable "Auto Sleep" to reduce battery consumption during long playing sessions. The device display will turn off after the "Auto-Lock" time has passed (set the "Auto-Lock" time in the General settings of your iPhone/iPod/iPad).

Disable "Auto Sleep" if you hear clicks and pops while playing.

Background Audio

Enable this option if you want to hear AmpliTube's sound also when the app is running in background.

Tools



Tuner

The Tuner is at the top of the Tools section. It has a **Tune display** that shows the note name detected and a **Tuning Bar** to tune your instrument accurately.

To be sure that your guitar signal reaches the Tuner move to the Recorder section and verify that:
a) one track is armed (see "Recording and Mastering" chapter)
b) the FX INSERT switch of that track is turned on.

To start tuning your guitar/bass, activate the Tuner by tapping on **ON**. Play one string at a time. The LED indicator shows the correct tuning in the center position. Tap **Mute** to silence the guitar signal while tuning (a very useful feature for live performance).

AmpliTube also has a mini **Tuner Display** in the bottom bar of its interface, which continues to be visible even after exiting the Tools section, allowing you to quick check your tuning.

Tapping directly on the mini Tuner display will turn ON/OFF your tuner.

Please note: when tuning your instrument you'll hear it's direct (unprocessed) sound. This is to save CPU power and provide a more accurate tuning indication.

Metronome

In the Tools section you will also find a Metronome. Tap the **ON** button to enable/disable the Metronome. The current BPM (Beats per minute) is displayed in the field on the top-right of the Metronome section.

The **Metronome LED bar** allows you to change the metronome's tempo. Touch and drag to

change the BPM value. Dragging the LED bar to the right will increase the value and vice versa. You can also set your tempo by TAPPING. To do that, touch the **Tap** button at least 4 times in sync with the material you try to match the tempo with.

Audio Demo

The Audio Demo panel allows you to experiment with AmpliTube sounds when there is no guitar connected by playing pre-recorded audio demo files included in the app.

Choose one of the 8 audio demo files by tapping on the **Demo** button on the right, and play it by tapping **Play**. When the **Demo** button is set on **Auto**, all the 8 audio demos will be played in sequence.

Stomp Effects

You can add up to three stompboxes in front of your amp. Just tap on **FX1**, **FX2**, **FX3** to choose the slot and select the effect need by sliding your finger on the FX list and tapping on the model name.

When you insert an effect for the first time, it will be disabled. To activate it simply tap the **Bypass** button or the stompbox bypass switch.

Now you are ready for tweaking! By tapping on each knob you'll be able to read its current value in the Parameter Value display that is located right under the **Bypass** button.

To change any of the effect parameters choose one of these two different methods:

- 1) touch the parameter knob directly and drag up/down
 - 2) select the knob by tapping on it and drag on the Parameter Value bar on the right of the stomp.
- To return to the default settings just double-tap on the knobs.

Let's see all the available effects!

- **Delay**
- **Reverb**
- **Fuzz**
- **Distortion**
- **Overdrive**
- **Compressor**
- **Limiter**
- **Parametric EQ**
- **Six Band Graphic Equalizer**
- **Wah**
- **Envelope Filter**
- **Chorus**
- **Flanger**
- **Phazer**
- **Octave**
- **Noise Filter**

Delay

A model of a modern digital delay stomp box that allows up to one second of delay. Use this effect to add space and repetitions to your parts.



DELAY: changes the length of the delay between each echo, from 1 ms to 1000 ms

FEEDBACK: changes the amount of time that the echo repeats, from 0 to 1.

LEVEL: sets the level of the effected (or wet) sound, from 0 to 10.

BPM SYNC: allows the effect to synchronize to the BPM tempo set in the Tools section.

Reverb

A reverb pedal that adds space and shine to your parts with adjustable color and time.



SWELL: sets the length of the reverb, from 0 to 10.

TONE: sets the reverb coloration from dark to light, from 0 to 10.

LEVEL: adjusts the amount of wet sound with the dry sound, from 0 to 10

Fuzz

A model of a classic Fuzz box from the 60s, typically used on lead guitar, this effect has remained a popular distortion effect throughout the years.



VOLUME: sets the output volume of the stomp effect, from 0 to 10.

DRIVE: sets the fuzz sound by increasing or decreasing the amount of distortion, from 0 to 10.

Distortion

A model of a classic distortion stomp box from the 80s, with "Character" control added to make it more versatile. Use this stomp box with a Clean or Crunch amplifier to create lead sounds for solos or powerful rhythm parts.



TONE: controls the timbre of the distortion pedal

CHARACTER: sets the type of distortion

GAIN: sets the amount of signal sent to the effect, therefore the distortion. Useful when creating heavily distorted sounds, from 0 to 10.

LEVEL: sets the output level of the pedal, from 0 to 10.

Overdrive

A model of a classic overdrive Stomp box. Especially useful to add more drive and sustain to your solos or rhythm parts when using a clean or moderate gain lead amplifier.



LEVEL: controls the Overdrive pedal output level. It does not alter the timbre of the distortion, unless another distorting device follows, like another distortion pedal or an amplifier at high gain or volume.

DRIVE: controls the amount of overdrive the pedal gives.

TONE: controls the timbre of the overdrive pedal.

Compressor

A model of a classic analog compressor that can beautifully sustain your sound making it bigger and punchy.



OUTPUT: sets the output level for the effect, from $-\infty$ to 0.0 dB.

SENSITIVITY: sets the sensitivity of the compression, from 0 to 10.

Limiter

A digital limiter that will make your tone louder keeping it as clean as possible.



LIMIT: adjusts the pre-level of the limiting stage. This is the level of the signal injected into the limiter (from -15dB to 15dB) and will determine the quantity of saturation applied to the audio.

OUT: sets the output level of the limiter, form -15dB to 0dB.

Parametric EQ

A model of an analog one-band parametric EQ that you can use to adjust your tone with great precision.



GAIN: adjusts the boost or cut of the parametric EQ, from -15 dB to +15 dB.

FREQ: changes the center frequency of the bass parametric EQ, from 20 Hz to 20 kHz.

Q: sets the bandwidth of the bass parametric EQ, from 0.1 (very wide) to 8.0 (very narrow).

OUT LEVEL: sets the output level of the effect, from -15 dB to +15 dB.

Six Band Graphic Equalizer

A model of a six band graphic equalizer useful to shape your tone with nice visual feedback.



100, 300, 800, 1.6k, 3.2k, 6.4kHz: Each band has +/- 15 dB boost. Double tap on the stomp to reset all the sliders. Create the EQ curve drawing it with your finger on the sliders.

GAIN: sets the output level of the pedal, from 0 to 10.

Wah

Based on a classic Wah unit from the 60s. Move its pedal to create a funky and catchy sweep effect used on countless hits since 40 years. Very useful on rock solos to add expression to the notes and bends.



OFF/ON/AUTO: sets the mode of the Wah effect, Off, On, or Auto. The auto function allows it to be used easily without an external controller

TILT: choose Tilt to control the Wah with the accelerometer! When your device is positioned horizontally the Wah will reach its maximum value.

WAH: this directly controls the Wah effect, from 0 to 10.

Envelope Filter

This is the signature funk sound. Effective on both guitar and bass it applies a timbre filtering on your parts that automatically follows what you're playing. The filter moves higher when you play hard, to emphasize your rhythm parts.



CUTOFF: sets the cutoff frequency of the filter, from 100 Hz to 3,500 Hz.

RES: sets the resonance of the filter, from 0 to 10.

DEPTH: changes the amount of effect that the envelope has on the filter, from 0 to 10.

Chorus

Based on a typical digital chorus with great control and flexibility. Use this stomp box with clean amplifiers to add shimmer and moving modulation to arpeggios or chords. Use it on crunch amplifiers to add color to a distorted rhythm part.



RATE: sets the rate of the chorus effect, from 0 to 10.

DEPTH: sets the intensity of the chorus effect, from 0 to 10.

LEVEL: sets the input level of the stomp effect, ranges from 0 to 10.

Flanger

Based on a digital flanger stomp box. This effect generates jet-like modulation effects. Use with clean amps to reproduce a slow modulation to move your parts, increase the feedback control to get more jet-like effect. Use with lead amplifiers to get that 80s hard rock tone!



RATE: sets the rate of the Flanger effect, from 0 to 10.

DEPTH: sets the intensity of the Flanger, from 0 to 10.

FEEDBACK: sets a delay for the Flanger to take effect, from 0 to 10.

LEVEL: sets the input level of the stomp box, ranges from 0 to 10.

BPM SYNC: allows the effect to synchronize to the BPM tempo set in the Tools section.

Phazer

A model of a classic Phaser stomp box. This unit adds a shimmer to your solos and generate a smooth, watery modulation effect while playing chords and muted strumming. Use it with lead amplifiers to instantly get vintage hard rock!



SPEED: controls the phase LFO rate.

BPM SYNC: allows the effect to synchronize to the BPM tempo set in the Tools section.

Octave

Especially useful on bass, this stomp synthesizes an additional note that is one octave lower with respect of what you're playing. Add it to your bass parts to make them sound more synth-like.



OCTAVE: sets the output level of the octave effect, from 0 to 10.

DIRECT: sets the output level of the direct signal, from 0 to 10.

Noise Filter

This Stomp allows you to reduce any unwanted background noise that is coming from the input or from the instrument. Extremely useful on high gain rock and metal sounds where the input noise can become too high in certain cases. Use it by inserting it in the first position of your stompboxes chain. Avoid positioning it after distortion effects.



DEPTH: sets the amount of noise that is removed. Increase it to cut more noise, decrease it to have a gentler intervention.

Amp

To access the Amp module, tap the AMP button located in the top selection bar. Here, as with the FXs, you can go through all the available amps and cabinets by sliding the list and then tapping on the name of the amp or cabinet.

The scroll selection bar of the amplifiers is on the top and the one for the cabinets at the bottom. You can insert the Cabinets also by tapping on the cab picture icon. Tapping on the microphone picture will change the mic model.

When you first open an amp you just see a part of all its controls. To see the others slide with your finger on the knobs from one side of the amp to the other. When sliding the amp knobs a little scroll bar will appear, to show you your position in the Amp Control Selection panel.

Also in the amp section you can modify the value of the amp parameters in two different ways:

- 1) touching the parameter knob and dragging up/down
- 2) selecting the knob by tapping on it and dragging on the Parameter Value bar on the right of the amp.

To return to the default settings just double-tap on the knobs.

And now let's have a quick tour of all the models in the AMP section.

- **Clean**
- **Crunch**
- **Lead**
- **Metal**
- **Bass**
- **Mics**

Clean

Amp: Clean

Based on Fender® blackface Deluxe Reverb®

This classic American amp has been used on countless recordings due to its pure tone, great Reverb and Tremolo, and amazing versatility.



VOLUME: adjusts the output level of the power amp, from 1 to 10.

BASS: adjusts the bass frequencies of the amp's EQ stage, from 1 to 10.

MID: adjusts the mid frequencies of the amp's EQ stage, from 1 to 10.

TREBLE: adjusts the high frequencies of the amp's EQ stage, from 1 to 10.

PRESENCE: boosts the high frequencies of the EQ stage, from 1 to 10.

REVERB: controls the amount of Reverb, from 1 to 10.

RATE: controls the speed of the Tremolo effect, from 1 to 10.

DEPTH: adjusts the depth of the Tremolo effect, from 1 to 10.

Cab: 1x12"

Based on Fender® blackface Deluxe Reverb® Cabinet

Crunch

Amp: Crunch

Based on Vox® AC30™

This legendary British amp from the 60's can go from clean to crunchy, and has been at the foundation of modern rock.



VOLUME: adjusts the output level of the power amp stage, from 1 to 10.

BASS: boosts and cuts the bass frequencies of the amp's EQ stage, from 1 to 10.

TREBLE: boosts and cuts the high frequencies of the amp's EQ stage, from 1 to 10.

tone: sets the overall brightness of the amp. When set to Max the amp is bright, when set to Min the amp is mellower.

REVERB: sets the level of reverb added to the guitar amp sound, from 1 to 10.

Cab: 2x12"

Based on Vox® AC30™ Cabinet

Lead

Amp: Lead

Based on Marshall® JCM800

This classic British guitar amp is the go to amp for a variety of rock and heavy rock guitar sounds.



GAIN: adjusts the input gain of the preamp stage. Use this setting to drive the preamp stage, from 1 to 10.

BASS: boosts and cuts the bass frequencies of the amp's EQ stage, from 1 to 10.

MID: boosts and cuts the mid frequencies of the amp's EQ stage, from 1 to 10.

TREBLE: boosts and cuts the high frequencies of the amp's EQ stage, from 1 to 10.

PRESENCE: boosts the high frequencies of the EQ stage, from 1 to 10.

REVERB: sets the level of reverb added to the guitar amp sound, from 1 to 10.

VOLUME: adjusts the output level of the power amp stage, from 1 to 10.

Cab: 4x12"A

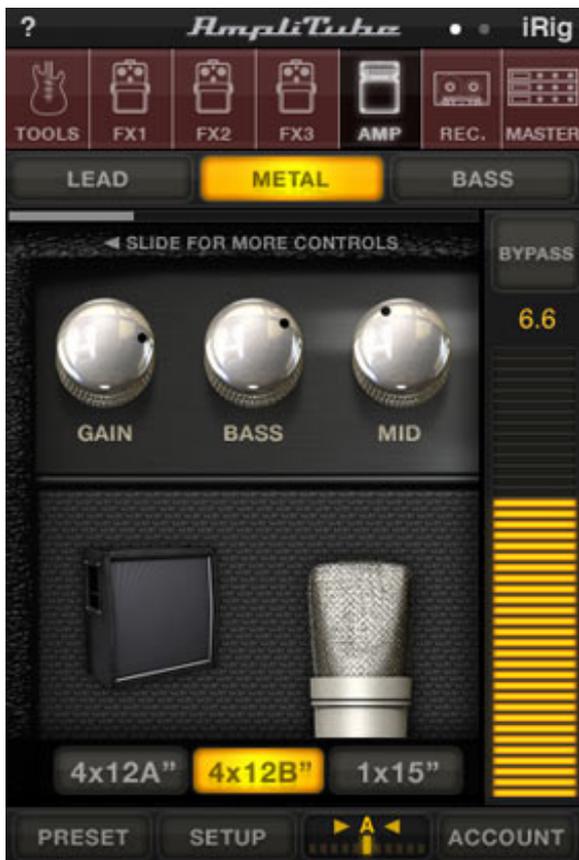
Based on Marshall® 4x12" Cabinet with "Greenback" speakers

Metal

Amp: Metal

Based on Mesa/Boogie® Triple Rectifier® (Lead Channel)

An amp that can deliver from hard, driven rock tones to high-gain thrash, and aggressive metal styles. This is the signature tone for modern nu metal and crossover styles.



GAIN: adjusts the input gain of the preamp stage. Use this setting to drive the preamp stage, from 1 to 10.

BASS: boosts and cuts the bass frequencies of the amp's EQ stage, from 1 to 10.

MID: boosts and cuts the mid frequencies of the amp's EQ stage, from 1 to 10.

TREBLE: boosts and cuts the high frequencies of the amp's EQ stage, from 1 to 10.

PRESENCE: boost the high frequencies of the EQ stage, from 1 to 10.

REVERB: sets the level of reverb added to the guitar amp sound, from 1 to 10.

VOLUME: adjusts the output level of the power amp stage, from 1 to 10.

Cab: 4x12"B

Based on Mesa/Boogie® 4x12" Rectifier® Cabinet

Bass

Amp: Bass

Based on Ampeg® SVT classic bass head

This is the bass head that is a trademark for the rock bass sound.



GAIN: controls the gain of the head preamp, from 0 to 10.

BASS: boosts and cuts the low frequencies of the amp's EQ stage, from 0 to 10.

MID: boosts and cuts middle frequencies of the amp's EQ stage, from 0 to 10.

FREQUENCY: selects the center frequency for the Midrange control.

TREBLE: boosts and cuts high frequencies of the amp's EQ stage, from 0 to 10.

VOLUME: controls the volume of the power amp stage, from 0 to 10.

Cab: 1x15"

Based on Ampeg B15R™ 1x15" Cabinet

Mics

Dynamic Mic

Based on Shure® SM57™ dynamic microphone



Condenser Mic

Based on Neumann® U-87™ condenser microphone



Recording and Mastering



The 4-track recorder gives you the chance to lay down your musical ideas into 4-tracks recordings. Recording sessions can be organized and saved into Projects that can be recalled at will. You can record instruments through the iRig interface or vocals through the built-in mic or combined headset, then mix it all and master the final result.

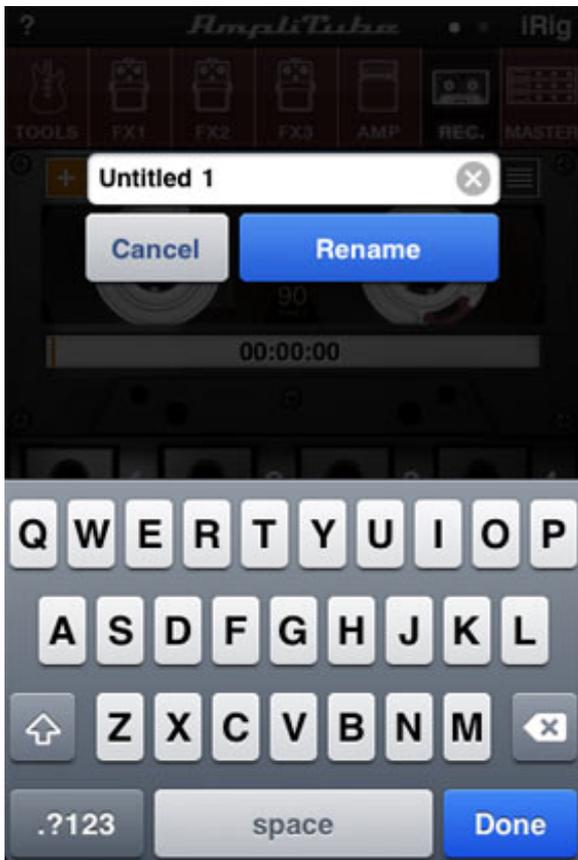
The punch-in recording function will let you make corrections to part of your recordings. With bouncing you will be able to free tracks and record more parts. But let's see every feature in detail.

Note: AmpliTube by default allows you to record on one track and does not include the mastering section. All the features included in this chapter will be available after purchasing the Recorder from the ADD GEAR section.

- **Creating a new project**
- **Punch-in Recording**
- **Mixing and Bouncing**
- **The Project List**
- **Exporting your Recordings**
- **Mastering your Recordings**

Creating a new project

Tap on the orange "+" button to create a new project. A window will appear to let you choose a name for your project.



The chosen project name will be shown on the label of the tape cassette in the recorder window. If you want to change the name of the project tap on the cassette label and the rename window will appear.

Recording a track in AmpliTube is very easy.

1. Arm the track by clicking on the arm button near the track number (a red light will start blinking)
2. Click on the record button at the bottom of the interface. You will notice that the recording process has begun as the tape cassette will start running and the Arm button will turn its light status from blinking to static.
3. Stop the recorder by clicking on the green play button.

Repeat the process for every track that you want to record. Just tap and hold for at least 3 seconds the arm button to delete a single track.

All new audio material added to the project will be automatically saved by AmpliTube, in order to avoid accidental loss of recording material.

Tap on the Play button to listen your recorded material. You can also scroll within your recording by sliding on the cassette tape. Scroll less by sliding on the cassette wheels, more by sliding on the cassette label. The current position will always be visible on the white label.

Tap the Back button once to move the cassette back to the last point where you started playing

from, tap it twice to start from the beginning of the recording. This function is very useful anytime you want to relisten to a specific section of your recording or replace a part using punch-in.

Punch-in Recording

Make a small correction to your tracks with a punch-in recording. Slide on the white bar that includes the time indication to choose where you will begin to listen to your recorded material. Tap on play to listen your recording and when you reach the point that you want to record again tap the rec button; from now on the recorder will write everything coming from the input; by tapping on the rec button again the recording process will stop and you will hear the previously recorded material.

Mixing and Bouncing

When all the tracks are full and you need to record more instruments you can free some space by using the Bounce function. Tap on the Bounce button (bottom-right of the window), choose "Bounce" and all the 4 tracks will be merged and put on the first track. You now have three more empty tracks to record instruments in.

Important: remember that the bounce will apply to the merged track all the effects and mixer settings, but not the Eq and Compressor settings in the MASTER section.



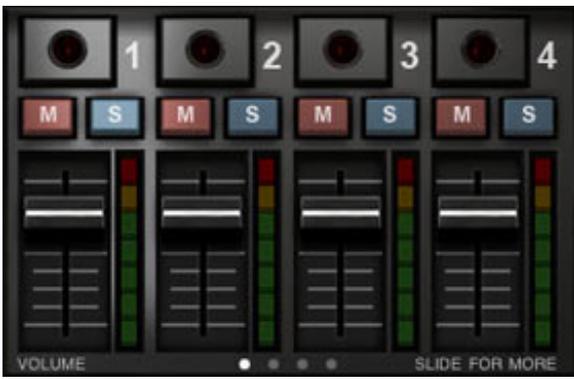
As we just mentioned the mixer settings, let's see how the mixer controls work.

The lower part of the interface is dedicated to the mixer controls. On the top of the mixer you have the arm, mute and solo buttons. The Mute button mutes the track, while Solo allows you to listen just to that single track. Tap the Arm button to activate the track input monitoring (the button will start blinking). While recording the red light of the Arm button will change its status from blinking to static. Keep the Arm button pressed for more than 3 seconds to delete the audio content of the track.

The mixer has different sections that can be accessed by sliding through the different pages:

Page 1 – VOLUME

The first page is called VOLUME and shows the Volume slider controls of the tracks. On the side of each fader a VU-Meter shows the track volume level. Double-tapping on the faders will restore the default position.



Page 2 – PAN

The second page is named PAN and allows to control the stereo positioning of the tracks.



Page 3 – INSERT FX

The Insert FX switches enable the stomp and amp rig audio processing on the recorder track and allow to re-amp your tracks (so you can change the effects on your track without the need to re-record it).

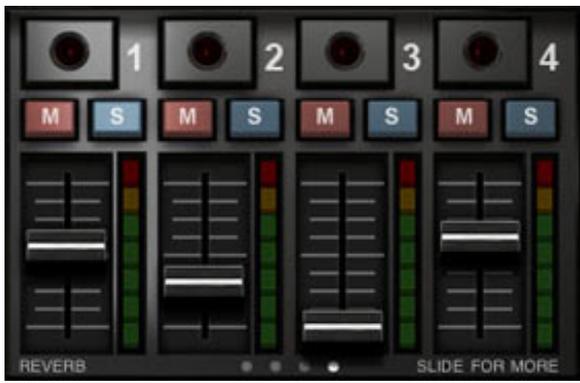
Remember to bypass the AMP section to exclude undesired amp modeling when you need to add just some FX to your sound (e.g.: when recording voices).



Tap the APPLY button to 'print' the effects settings on the track when you need to use the effects on a second track. Be careful, as you can't undo this operation: once the effects are applied to the track you won't be able to return to the unprocessed version anymore.

Page 4 – REVERB

The Reverb page shows the levels of the reverb effect sends. The sliders allow to select the amount of the track signal that will be processed by the reverb effect included in the Master section.



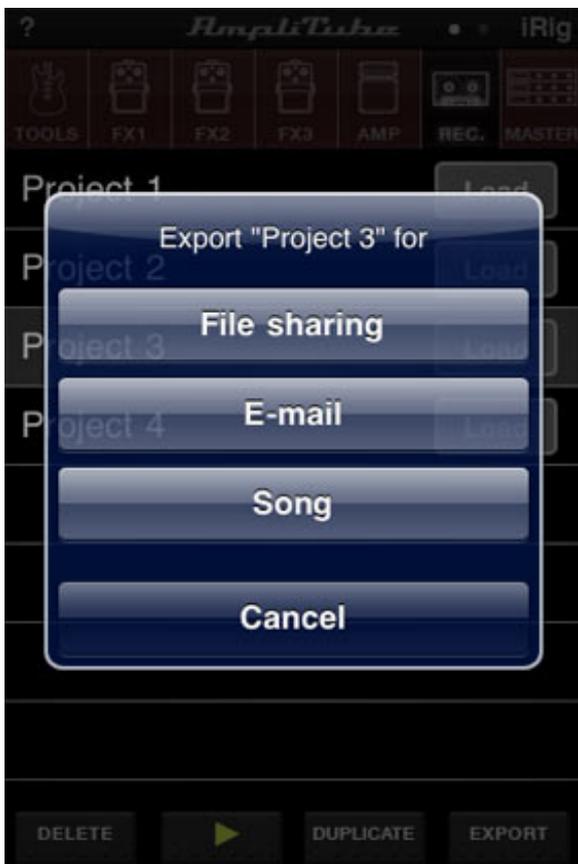
The Project List

Tap the Show Projects List button on the right side of the tape cassette label to show the complete list of your recording sessions.



Tap on the LOAD button to recall the project and reload all its tracks.

The Play button will allow you to pre-listen to the content of the project. You can also export your recording as Wav file via File Sharing, e-mail or add it to the AmpliTube SONG section.



The DELETE and DUPLICATE buttons let you erase and copy your projects.

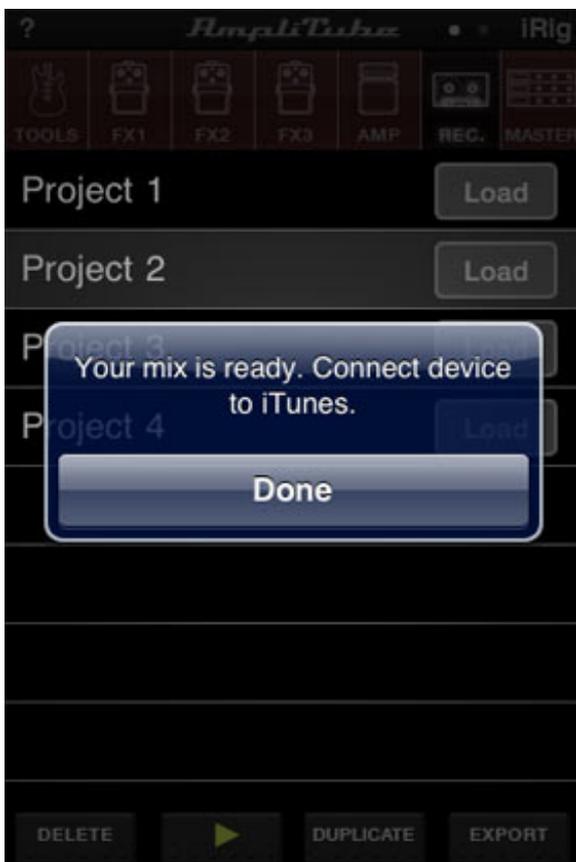
Exporting your Recordings

Once your project is ready, you can export your recording in 3 different ways:

- Using File Sharing as a WAV file
- Via E-mail as M4A file
- Add it to Song section of AmpliTube

a) File Sharing

File Sharing allows you to transfer your recording directly to iTunes in your computer. After tapping on File Sharing your recording will be put in a file sharing folder on your mobile device and you will be asked to connect to iTunes.



Wait until your device is detected, then click on its icon. Now go to the top of iTunes window and click on Apps; you will see two main tables: Sync Apps and File Sharing. Choose the AmpliTube App under File Sharing; the exported recording will appear in the right window called 'AmpliTube Documents', see below.

File Sharing

The applications listed below can transfer documents between your iPhone and this computer.

Apps



Amplitude Documents



From here you can select your recording and click "Save to..." to put anywhere on your computer, or drag wherever you prefer.

b) E-mail

You can also send your recording via email. Just tap on E-mail in the export method selection pop-up menu and a new email message will be created, like the one below.

Cancel My AmpliTube Mix Send

To:

Cc/Bcc:

Subject: My AmpliTube Mix

This is my [AmpliTube](#) mix. Enjoy!

Sent from my AmpliTube



Untitled 1 mix.m4a

Sent from my iPhone

Insert the recipient in the "To:" field and tap the "Send" button to complete the email recording transfer.

c) Song

Tap on Song to transfer your recording to the SONG section of AmpliTube (see chapter 'Songs' in this manual), and use it as backing track with the Speedtrainer.

Your recording will be processed and the message below will appear, informing that your SONG section now includes your mix.



If you now tap on SONG in the top stripe of the AmpliTube interface, you will see your mix added to your current songs list.



Mastering your Projects



Tap on the MASTER button to reach the brand new Master section of AmpliTube, the final stage where all your recordings will be processed before exporting.

Here you will be able to give the final shape to your multitrack recording making small corrections to the ambience, the global tone and the dynamic range.

Tap on the big rectangular buttons to enable and disable any of the three processors and modify the parameters by sliding your finger on the knobs.

Songs

Songs importing is now available via File Transfer, Wi-Fi or from the iPod music library. You can hear the sound of your guitar or bass processed with FXs and amps together with the songs, allowing you to practice, learn or just have fun!

You can play and pause your song and also loop the entire song or just a section of it.

AmpliTube now also has a handy “Voice Cancel” feature that eliminates the vocal from existing songs. This allows you to remove the existing vocal and sing along with the track yourself instead! Just tap the **NO VOICE** button to activate the Voice Cancel function.



[fig. 6.1]

- **How to import your song**
- **Playing your songs**
- **Wireless Connection**

How to import your song

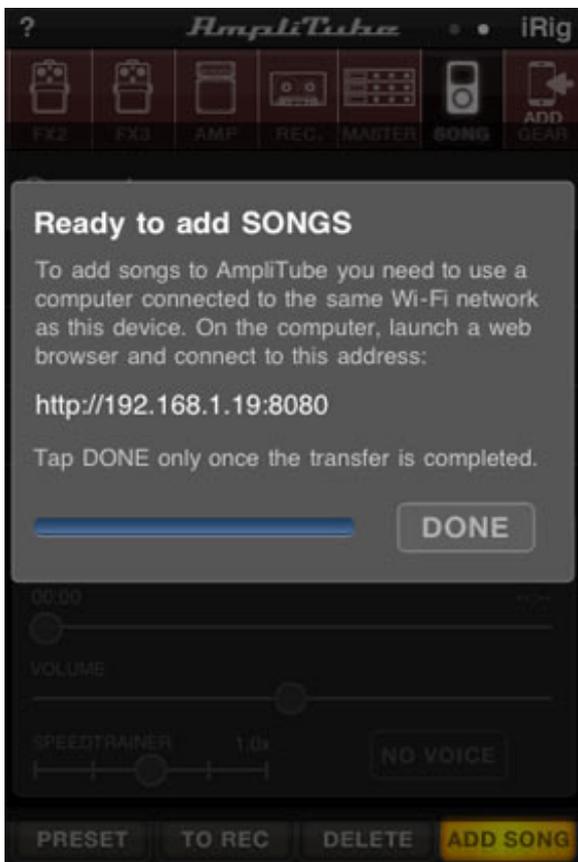
Check first that the audio file that you are importing is in one of the following formats: **wav**, **aiff**, **m4a**, **mp3** (44.1 kHz, 16 bit). Then import your song tapping on the ADD SONG button and choosing one of the available options:



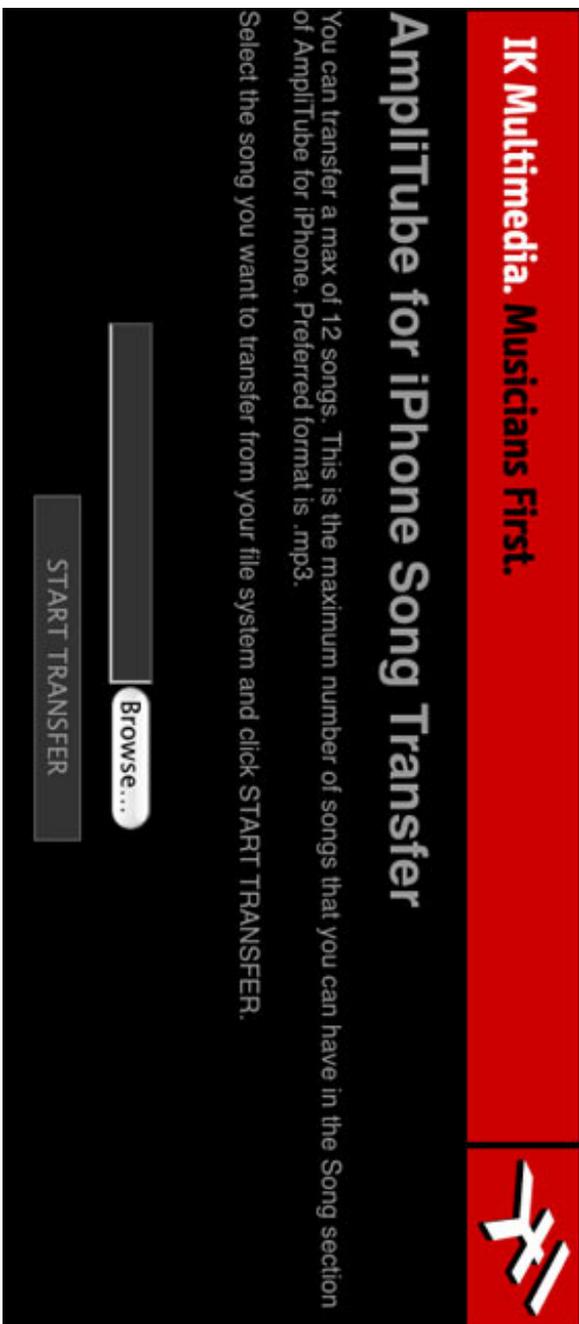
Follow the instructions below to import using one of the three different methods at your disposal:

Wi-Fi import

1. After tapping on Wi-Fi follow the instructions on the screen (fig 6.2) to create a connection between your iPhone and your computer. You'll see on your browser the **Song Transfer** page (fig. 6.3)

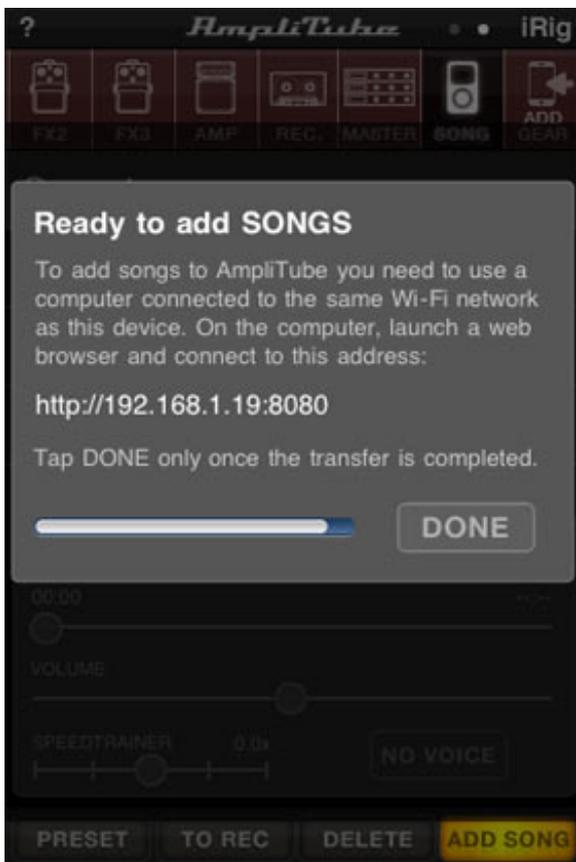


[fig 6.2]



[fig 6.3]

2. Browse your computer to choose the song to add, then tap on **START TRANSFER**. A progress bar will appear in the "Ready to add SONGS" window to show you the state of the song transfer process (fig. 6.4)



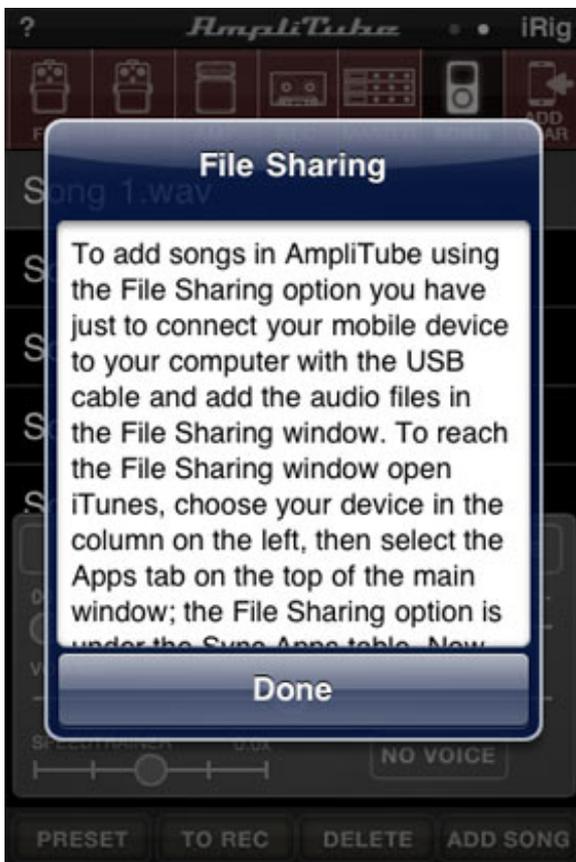
[fig 6.4]

3. Tap on **DONE**, back in the **Songs List** page (fig. 6.1).

IMPORTANT: Tap on "Done" only after the transfer process has been completed.

File Sharing import

1. Tap on **File Sharing** in the import method selection pop-up menu.
2. The instructions included in the panel will help you connecting your device to iTunes. Tap on Done when the device is connected and you have finished reading all the instructions.



3. Now go to the App section of iTunes (the same we described in the Recorder chapter) and drag the file you want to import in the AmpliTube Documents window. After some seconds your device will start syncing and your song will appear in the songs list.

File Sharing

The applications listed below can transfer documents between your iPhone and this computer.

Apps



AmpliTube Documents



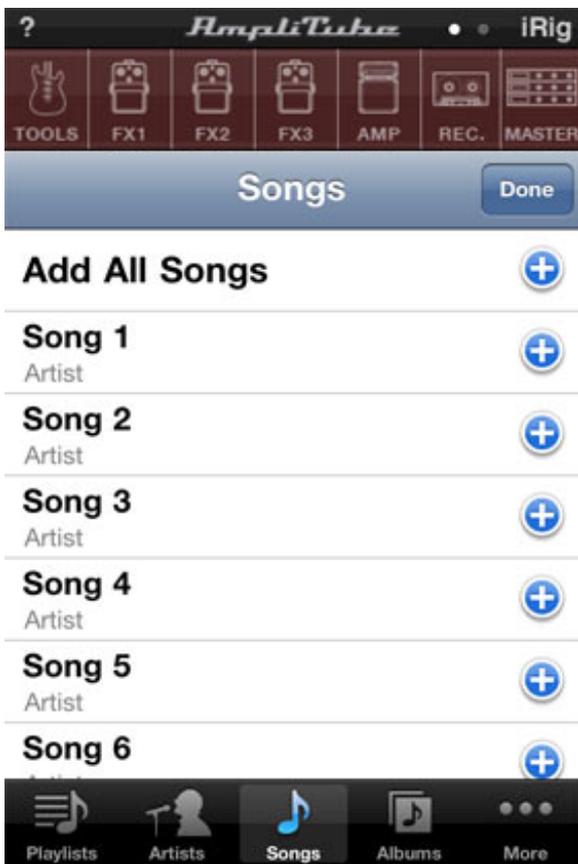
<input type="checkbox"/>	Song 1	19/10/09 6:10 PM	4.1 MB
<input type="checkbox"/>	Song 2	19/10/09 6:10 PM	4.1 MB
<input type="checkbox"/>	Song 3	19/10/09 6:10 PM	4.1 MB
<input type="checkbox"/>	Song 4	19/10/09 6:10 PM	4.1 MB
<input type="checkbox"/>	Song 5	19/10/09 6:10 PM	4.1 MB
<input type="checkbox"/>	Song 6	19/10/09 6:10 PM	4.1 MB

At the bottom of the window, there are two buttons: 'Add...' and 'Save to...'

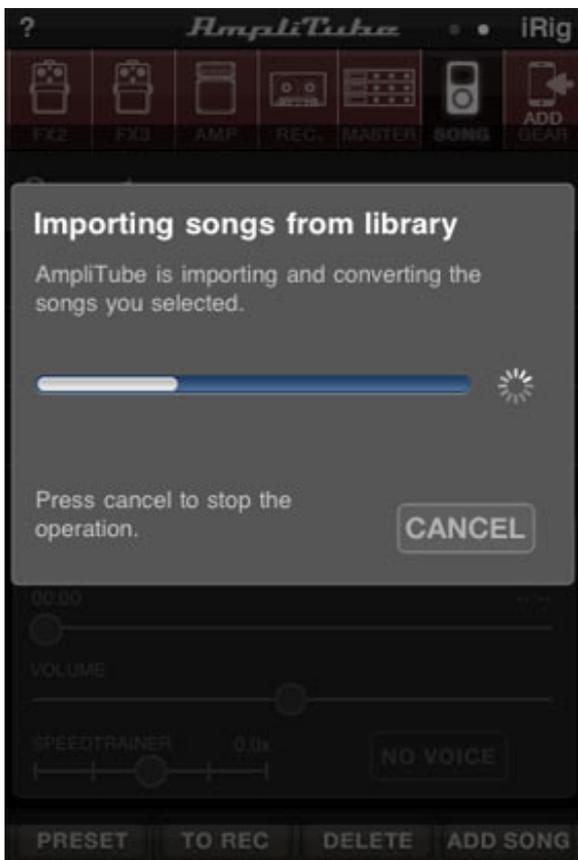
Connect your device directly to iTunes and drag your audio files in the AmpliTube Documents window to avoid tapping on ADD SONG.

iPod library import (iOS 4.1 required)

1. Tap on iPod Library to access your song collection within your iPhone/iPod/iPad.
2. A window like the one below will appear. Browse the library using the buttons on the bottom and tap on "+" to add the songs to AmpliTube's song list.



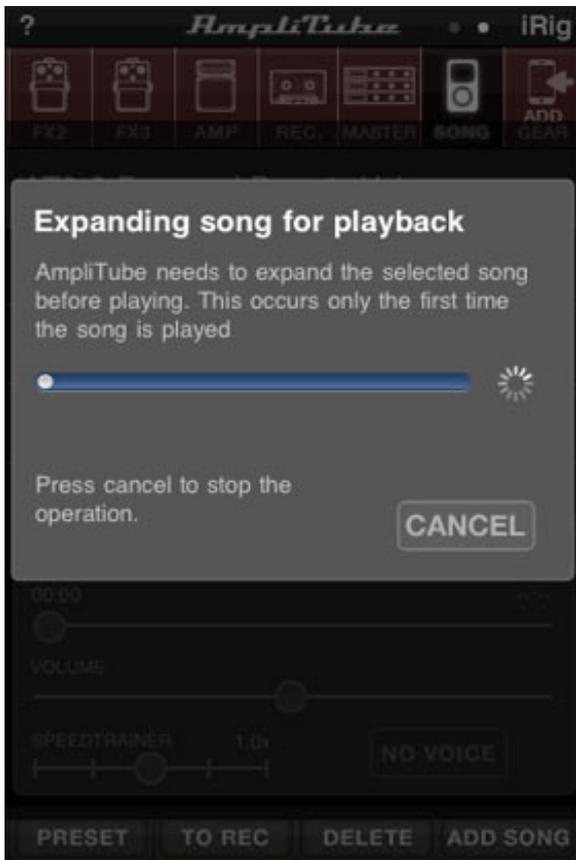
3. Tap on Done when you have finished selecting all the songs you want to import. The extracting process will start.



All the songs you have selected will appear in the AmpliTube songs list.

Playing your songs

Tap on **PLAY** to **play/pause** your song (note that AmpliTube will need to expand your songs the first time you play them; see fig. 6.5).



[fig. 6.5]

You can also loop the entire song by tapping on **LOOP** or just a section of it by choosing the start and end of the loop with the **A** and **B** buttons. The slider under the **PLAY** button allows you to choose the starting point, while the **VOLUME** one is the **volume control** of your imported songs. A display on the right of the play button will always show you your position in the song. There is no limit on the number of songs that you can import. If you want to erase a song, just select it on the list and tap on the **DELETE** button at the bottom of the interface

AmpliTube includes also a **SPEED TRAINER**. Move the **SPEED** slider to change the speed of a song without affecting its pitch. Slow down or speed up your songs for learning purposes or just for fun.

The **TO REC** button at the bottom of the interface lets you copy the currently selected song to one track of the recorder, so you can record new parts to it. The figure below shows the track selection menu that lets you choose where to put your song. A message will appear to inform you that AmpliTube has finished copying the song to the recorder.



Creating a direct wireless connection between your iPhone and your computer

If you experience problems creating the network between your iPhone/iPod/iPad and your computer, this can be due to a firewall that is stopping the connection request to your iPhone/iPod/iPad from the computer. If your computer has a net adapter you can overcome this problem by establishing a direct connection.

To connect your iPhone/iPod/iPad directly to your computer follow these steps:

MAC:

1. Turn your AirPort On
2. Choose "Create Network" from the "Network Preferences" drop down menu and give a name to the network you've just created
3. Tap the Settings button on your iPhone/iPod/iPad, then on "Wi-Fi" and choose your new Network

PC:

1. Check that you have a Wi-Fi adapter and that it is enabled
2. Create a new "ad-hoc" Network and give it a name (the "ad-hoc" connection can also be called "computer-to-computer")
3. Tap the Settings button on your iPhone/iPod/iPad, then on "Wi-Fi" and choose your new Network

Add Gear

Tapping on the **ADD GEAR** button takes you to the AmpliTube Custom Shop.



Scroll through the list to read the name, description and price of the available models.

When you find a model that you like just tap on it and a panel will appear to confirm the purchase. Insert here your iTunes Store password, confirm, and the selected model will be immediately part of your rig!

After your purchase the new model will disappear from the **ADD GEAR** section and appear into the FX or Amp section.

Preset

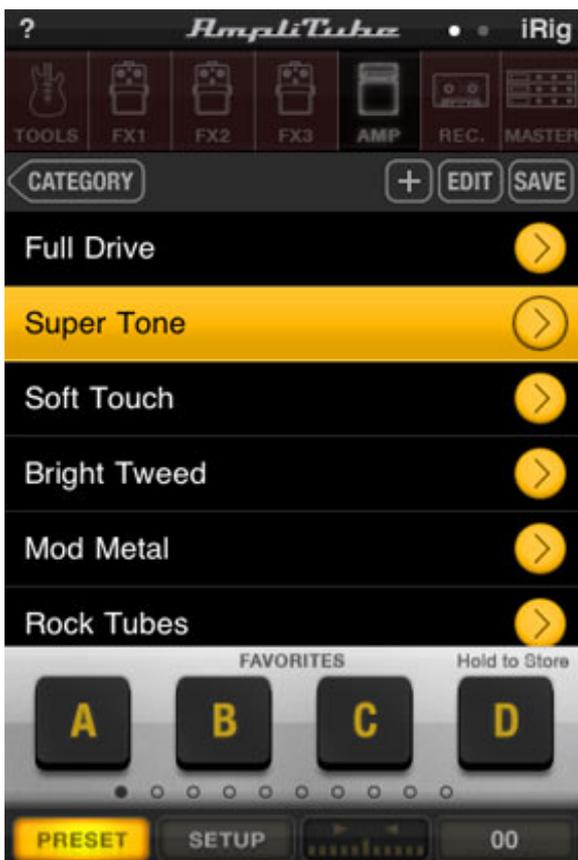
AmpliTube has a powerful memory system that enables you to store your chain settings in two ways: as a **FAVORITE** or as a **PRESET**. Both the Favorites and the Presets store the entire chain.

Favorites and Presets store the identical information; The only difference is how you access them.

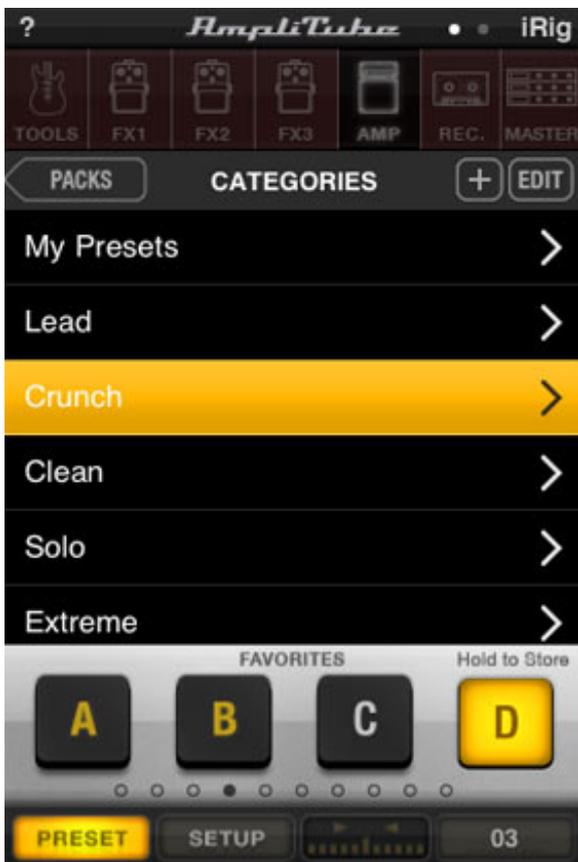
FAVORITES are accessed by the four Favorite buttons at the bottom of the app, A, B, C and D. To load a Favorite, simply press the A, B, C or D button. To save a Favorite, simply hold the Favorite location of your choice (A, B, C or D) for a few seconds until the location flashes to indicate that your Favorite has been saved. There are 36 Favorites splits in 9 scrollable banks.

You can even save your Presets as Favorites for faster access. Simply load the Preset of your choice, then hold your desired Favorite button to save it to that location.

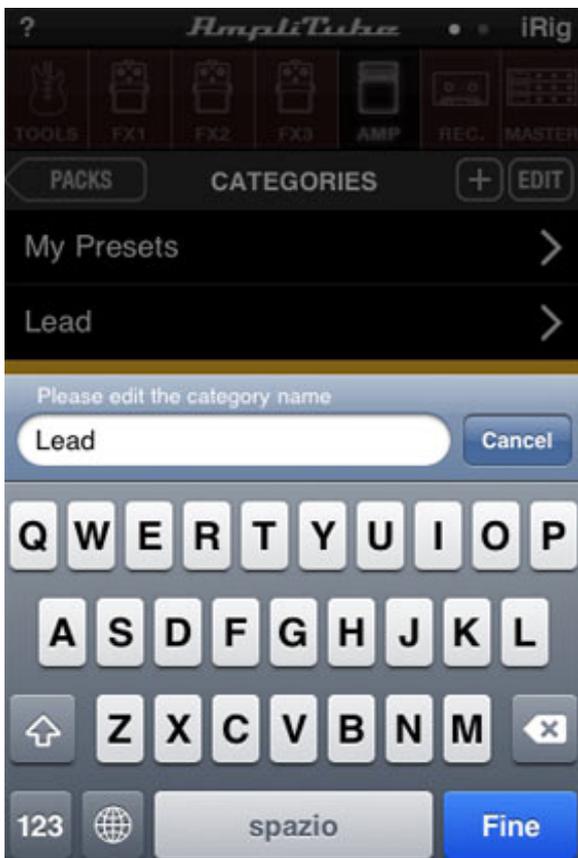
Note that the Favorite locations (A, B, C and D) will appear in yellow if data is stored there. They will appear in white if the location is empty.



PRESETS are accessed by tapping the **PRESET** button at the bottom left of the app. Presets are organized into **CATEGORIES**. Think of Categories as folders that contain collections of Presets. Tap the **PRESET** button to display the Categories window containing the list of Categories. If there are more than 6 Categories, you can scroll through the list by simply dragging the window up and down.



To add a new Category, tap the + button in the upper right part of the app, and a dialog box will appear where you can name your new Category. Let's say you want to create a new Category for to contain several Lead Amp Presets set to different lead tone sounds. Tap the + button, then enter the name of the Category. In this case, let's call the Category "Lead".

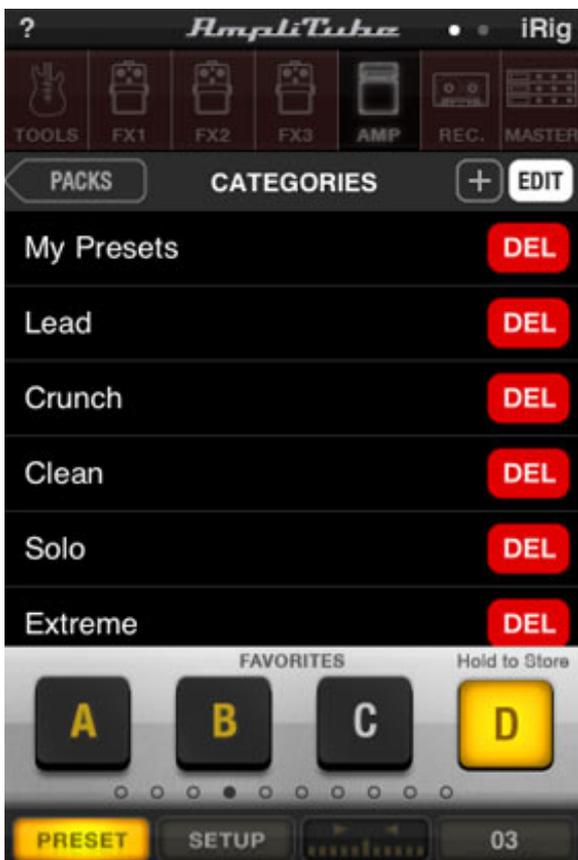


Press Done once you have typed in the name, and the new Category will then appear in the

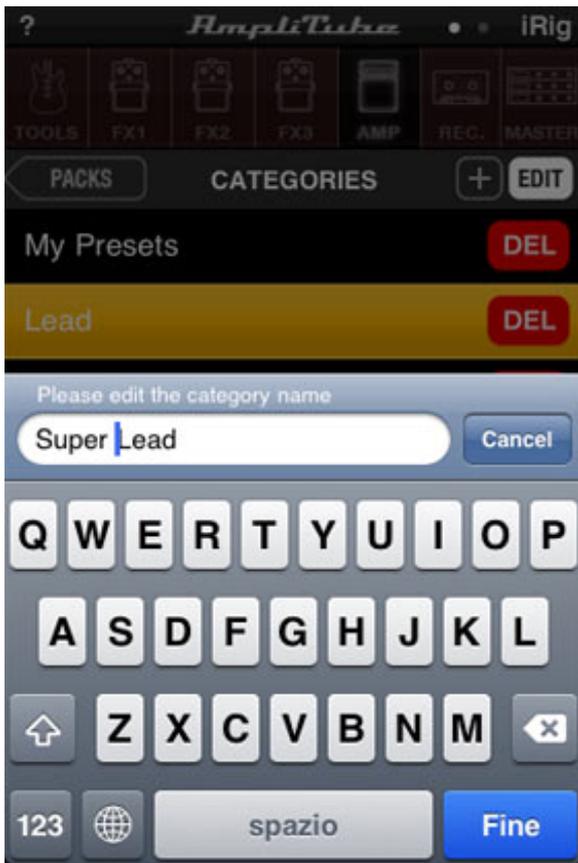
Category list.



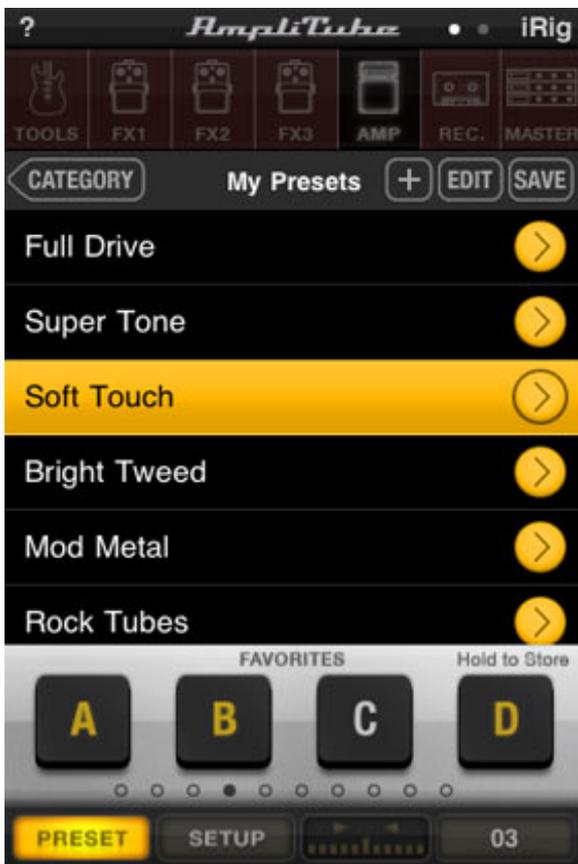
To delete a Category, tap the EDIT button in the upper right part of the app, and a red DEL button will appear to the right of each Category. Press the DEL button next to the Category you want to delete to remove the Category.



To rename a Category, tap the EDIT button in the upper right of the app, then tap the name of the Category you want to rename. A window will appear allowing you to rename the Category. Type the new name, then press Done when you are finished, and your new name will be saved.



To open a Category to get to the Presets inside, simply tap the Category name, and the Presets will appear. Think of this as opening a folder. As with Categories, if there are more than 6 Presets in a Category, you can scroll up and down through list by dragging the window.

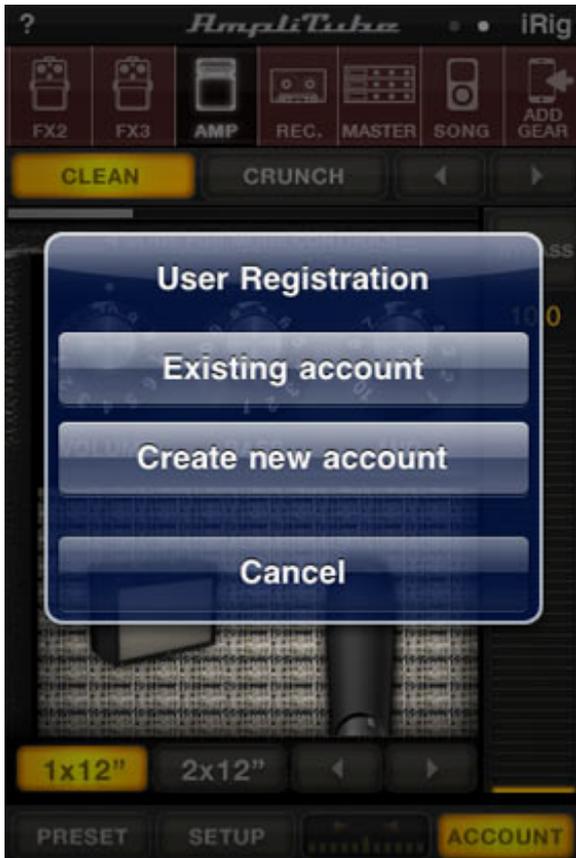


You can rename and delete Presets by pressing the EDIT button in the upper right part of the app in the same way that you edit Categories. Similarly, you can add new Presets in the same way by pressing the + button in the upper right part of the app.

Account

Tap on the **ACCOUNT** button to register AmpliTube and unlock the free FX. A **User Registration** pop-up message will appear. Choose "**Existing account**" if you have already an IK Multimedia Account; choose "**Create new account**" if you have never registered an IK Multimedia product.

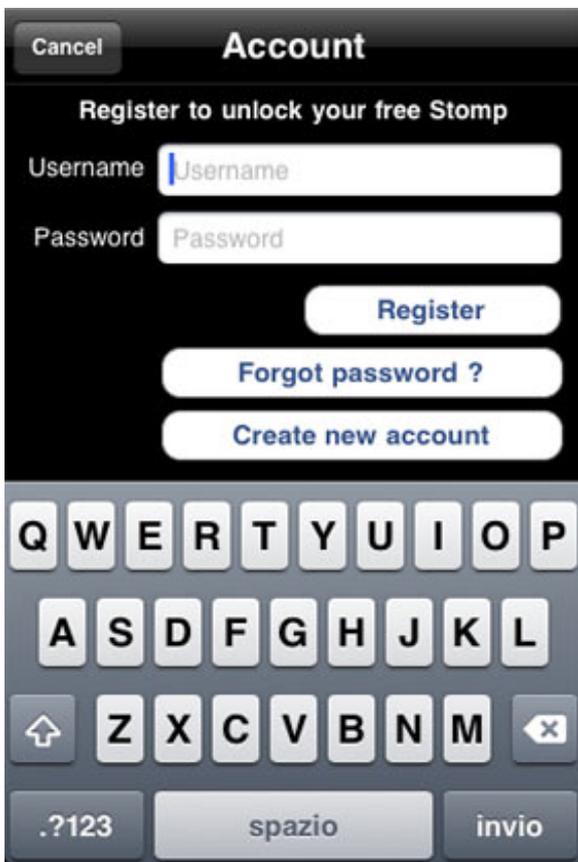
Note: This does not refer to your iTunes account.



Existing account

Insert your Username and Password of your User Area account on IK Multimedia's site, and tap on **Register**. This will unlock the free FX included in your AmpliTube app.

If you have lost your password tap on "**Forgot password?**", submit your email address, and a new password will be sent to your email account.



Create new account

If you don't have a User Area account tap on **Create new account** to create a new one.

You can access the **New Account** page from the initial **User Registration** pop-up message or from the **Existing account** page.

After entering the **New Account** page, fill in your details (First name, Last name, Email, Country and Phone) and tap on **Register** to create your IK Multimedia account. If you need further explanations about the registration process just tap on the "?" button.

New User

Exit

First name

Last name

Email

Country

Phone
(Optional)

Register

?

IK Multimedia. Musicians First.

