EasyStart

ToneLab



ToneLab Main Features

- Amp, Cabinet and Effect modeling sounds from the popular Valvetronix-series
- VOX Valve Reactor tube power amp circuit using a 12AX7 in push-pull configuration
- > 16 classic amp models
- > 10 accurate cabinet models
 - 10 accurate pedal models
- > 11 modulation, delay and reverb models
- Up to 4 kinds of effects can be used simultaneously in addition to the Amp and Cabinet models
- Knob interface for quick and easy operation
- 96 Program locations
- Digital out (S/P DIF)
- Sounds can be stored and/or edited into a PC through MIDI IN/OUT
- Editor & librarian provided
- VOX BUS for connecting the VC-4 or VC-12 foot controllers
- Built-in Auto tuner with calibration
- Reverse LCD with backlight
- Rugged surface parts and metal body





Audio Connections and Tuning:

- 1. If connecting headphones or powered monitors, select "LINE" with the LINE/AMP switch on the rear panel. Select "AMP" if connecting to a guitar amplifier.
- 2. After making audio and AC connections, connect your guitar to the INPUT jack on the front panel. If using headphones, connect to the headphone jack on the front panel. On the rear panel, lower the MASTER level and turn on the power by pressing the power switch. Raise the levels to adjust the volume.
- 3. Tune up! Press the TUNER button and the auto chromatic tuner will be active play a note and watch the meter to tune your guitar. To Exit, press the TUNER button again and you'll return to the previous mode.

Restoring the Factory Preset Programs:

 Simultaneously hold down the UP/DOWN BANK buttons and the TUNER/CANCEL button. Press the STANDBY button to turn on the power. The display will blink and indicate "RELOAD" - release the three buttons you were holding.

- 2. This will overwrite ALL factory and user programs if you decide you don't want to execute this operation, simply press the TUNER/CANCEL button.
- 3. If you want to restore factory data, press the WRITE/ENTER button the display will indicate "LOADING", and will indicate "COMPLETE" when restoring is finished. The ToneLab will automatically be switched to Program Select Mode.

Selecting and listening to ToneLab's 48 Preset Programs:

ToneLab has 96 program locations in 24 banks, with 4 programs in each bank (24x4=96). Programs in banks 1-12 are identical to programs in banks 13-24.

- 1. Use the BANK UP/ VALUE DOWN buttons to select a bank.
- 2. Use the Channel Select buttons 1-4 to select a channel in that bank.
- 3. Once you find a sound that you like, you can use the knobs and selectors of the amp and effects section to easily tweak the sound.
- 4. To turn ON an effect that is OFF in the program, simply press the TYPE button for the effect you wish to add. When the LED is lit next to your effect of choice, the effect will be on. Then use the VALUE knobs 1-3 and follow the top panel chart to edit the sound.
- 5. To turn OFF an effect, press the Type button until no LED's are lit.
- 6. Use the TAP button to set the Delay time by simply tapping your finger at the desired tempo (speed).

 Pressing the TAP button two or more times will set the delay time. The button will blink at the time interval you specify.
- 7. To BYPASS the Modulation/Delay/Reverb effects all at once, hold down the TAP button for 2 seconds.
- 8. If you decide you don't want to save the program with your changes, just select another program.

Saving a Program:

You've tweaked and turned some knobs, and you like the changes that you've made – now to save your program:

- 1. Press the WRITE button, and the display will blink WRITE. Use the UP/DOWN buttons to choose the bank location and the Channel 1-4 Select buttons for the Program location.
- 2. Press the WRITE button again and your program will be saved to its new location.

Renaming a Program:

- 1. Press the UTILITY button it will light.
- 2. Press the 1/PREV or 2/NEXT button to make the display indicate the program name. The display will change each time you press a button.
- 3. Use buttons 3 & 4 to move the cursor to the character you want to change (the selected character will blink), and use VALUE knob 3 or the UP/DOWN buttons to change the character.
- Repeat step 3 to finish inputting a name for your program, and then press the ENTER/WRITE button to store the new program name, and return to the previous mode.