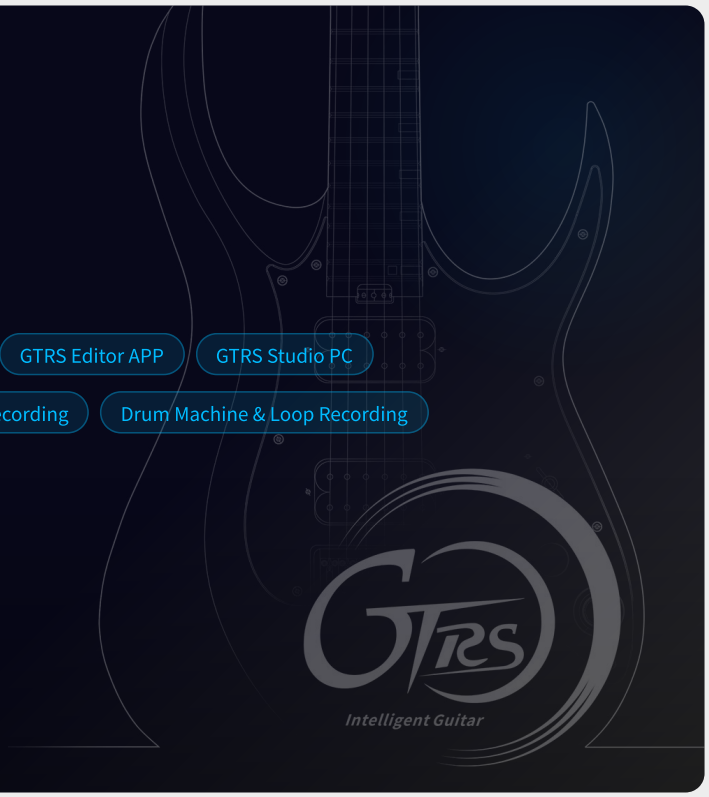
W1000

Smart Guitar System

Complete GTRS User Manual

User Manual | Ver2.0 2026.09.14

Super-Knob Control | Wireless Footswitch Expansion | GTRS Editor APP | GTRS Studio PC | Tone Cloud Management | Bluetooth Audio | OTG Recording | Drum Machine & Loop Recording



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1 Precautions

Power

- Please use a power supply that is approved by relevant authorities and complies with local regulatory requirements (such as UL, CSA, VDE, CCC).
- Please use a power supply that meets the specifications designated by the manufacturer.
- Unplug the AC power adapter when not in use or during electrical storms.
- Do not expose products with batteries to excessive heat (e.g., avoid direct sunlight and keep away from fire).
- If a battery leaks, avoid contact with skin or eyes. If contact occurs, consult a physician.
- The battery provided with this product may present a risk of fire or chemical burn if mistreated.

Placement

- To avoid deformation, discoloration, or other serious damage, do not expose this unit to the following conditions:
- Direct sunlight
- Near heat sources
- Excessively dusty or dirty locations
- Magnetic fields
- High temperature and humidity
- High humidity or moisture
- Strong vibrations or shocks

Cleaning

- When cleaning this unit, use a soft, dry or slightly damp cloth. Do not use abrasive cleaners, alcohol, paint thinner, wax, solvents, detergents, or chemical agents.

Operation

- Do not apply excessive force to the switches or controls.
- Do not let paper scraps, metal objects, or other foreign materials fall inside the unit.
- Do not drop the unit or subject it to impact or excessive pressure.

Special Precautions (Warning):

- If an unusual smell or abnormal sound occurs during charging or discharging, stop charging immediately. If any of these issues occur, contact the manufacturer for inspection and repair; do not disassemble the unit yourself.
- This product contains a wireless signal transmission module. To avoid interference with biomedical telemetry equipment, do not use this wireless product in hospitals.
- Do not modify this product without authorization. For all repair concerns, please contact the MOOER customer service center.

2 GTRS Tone Processing System Structure Diagram

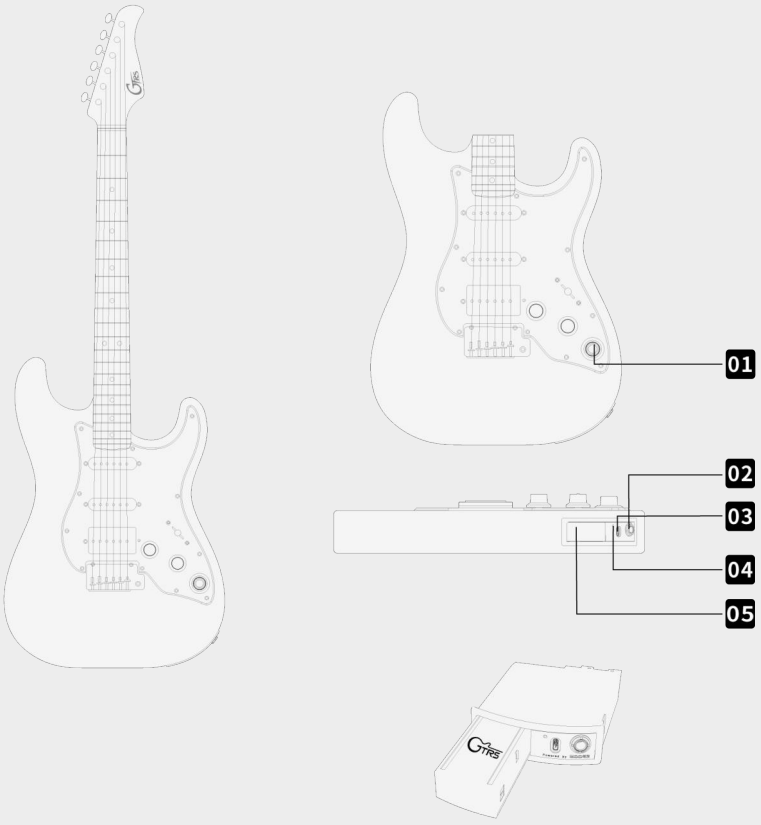
1. Super-Knob: For core control and status display.

2 6.35mm Jack: Standard guitar audio output / headphone output jack.

3 USB-C Jack: Supports 5V/2A input for charging and data transfer.

4 Battery Pin Connector: For battery installation and removal.

5 Lithium Battery Module (GLP-1): Powers the smart system.

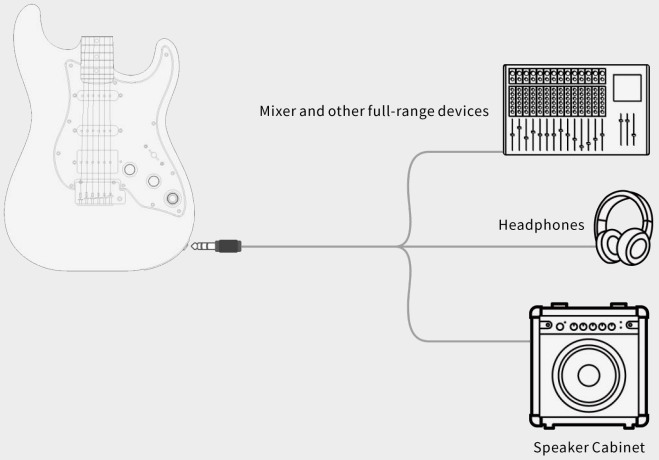


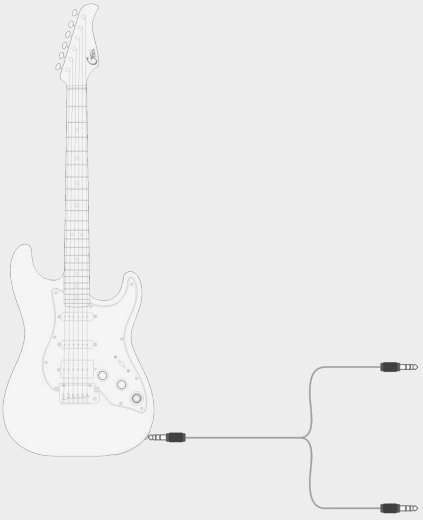
*Insert the battery with the logo facing up.

3 GTRS Basic Hardware Operations

Device Connection

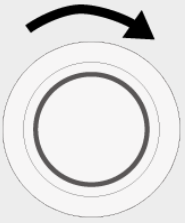
The GTRS Intelligent Guitar uses a standard 6.35mm audio output jack. Connect the guitar to an amplifier, mixer, or headphones as shown in the diagram below. Using a TRS output enables a Y-cable stereo output. When connecting for the first time, ensure the volume of the amplification equipment is set to minimum, then gradually increase it after the guitar powers on and outputs a signal. If the smart tone system is not activated, the GTRS can still be used as a traditional passive electric guitar.





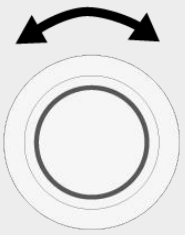
Powering On the Device

Rotate the Super-Knob clockwise past the detent point; the knob LED indicator will start blinking, indicating the system is booting. When the light stabilizes to a single color and stops blinking, the device is powered on and ready for use. To power off, rotate the knob counterclockwise past the detent point; the knob LED will turn off, indicating the device is off.



Volume adjustment

Rotate the Super-Knob smart knob to adjust the overall output volume; turn clockwise to increase the volume, turn counterclockwise to decrease the volume.



Switching presets

Briefly press the Super-Knob smart knob to switch preset tones; different knob LED colors represent the four different tones within the same preset group. When operating via the smart knob, you can only cycle through presets within the same preset group.



When GTRS is connected to the GWF4 wireless footswitch, briefly press the "A/B/C/D" footswitch to directly switch to the corresponding tone; simultaneously briefly press the "A&B" footswitch to switch up a preset group, and simultaneously briefly press the "C&D" footswitch to switch down a preset group. The current preset group number and tone position information will be displayed on the wireless footswitch's screen in the format "number + letter" (e.g., displaying "8C" indicates the third tone of the 8th preset group).

Low battery indication

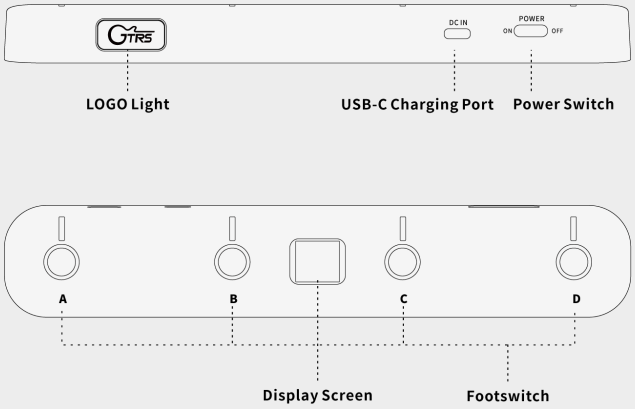
When the GTRS Intelligent Guitar system detects that the battery level is too low during use, the GTRS Super-Knob smart knob LED will flash as a reminder.

Charging indication

The GTRS Intelligent Guitar supports charging via common smartphone adapters/power banks through the guitar's USB-C jack. During charging, the GTRS Super-Knob smart knob displays red to indicate charging, and turns green when fully charged. After unplugging the charging cable, the knob LED returns to the working status indication color. Do not use a power supply that has not been approved by relevant authorities and does not comply with local regulatory requirements to avoid damaging the battery.

4 Wireless footswitch extended control

The GWF4 wireless footswitch is a dedicated wireless control footswitch for GTRS (sold separately). After connection, it can perform basic functions such as wireless tone switching and preset group switching, and can also be set up with advanced control functions including Subpatch, FST EXP, and Motion.



Power on

Toggle the power switch of the GWF-4 wireless footswitch; the panel logo LED lights up, indicating the device has powered on successfully.

Pairing

When using the GWF-4 wireless footswitch for the first time, it must be paired with the GTRS Intelligent Guitar via the GTRS Editor before use. After pairing is complete, each time the footswitch power switch is turned on, the GWF-4 will automatically connect to the paired GTRS Intelligent Guitar without needing to pair again, provided the paired device has not been changed. If you need to pair it with a different GTRS Intelligent Guitar, simply follow the pairing steps again.

The pairing steps are as follows:

1. Turn on the GWF-4 wireless footswitch, and simultaneously press and hold the "A&C" footswitch to enter pairing mode; all four footswitch LEDs flash simultaneously to indicate successful entry into pairing mode.
2. Enter the wireless footswitch interface in the GTRS Editor.



3. Tap the wireless icon in the wireless footswitch interface to search and pair.
4. After pairing is complete, the wireless icon lights up, and the footswitch LEDs stop flashing, entering the ready state.

Wireless Pedal Operation Mode

The GWF4 wireless pedal has three different operation modes to meet the needs of various common scenarios.

Preset Mode (Default)

This mode is used to quickly switch between presets and preset groups, making it easy to switch between multiple presets with different configurations in a short time.

The switching status of tones and preset groups will be displayed in real-time on the wireless pedal's digital display in a "number + letter" format, where the number represents the preset group number and the letter represents the tone position within the preset group.

- Preset Switching

Briefly press a footswitch. The four footswitches "A/B/C/D" correspond to the 4 tones in the current preset group. Briefly press the corresponding footswitch to switch to the target tone. A change in the letter displayed on the digital display indicates a successful switch.

- Preset Group Switching

Briefly press "A&B" or "C&D" footswitches simultaneously to switch up/down between preset groups. A change in the number displayed on the digital display indicates a successful switch.

Control Mode

This mode is used to expand the effects of a single preset. In this mode, you can quickly access the tuner, quickly control BPM, and control the module on/off and parameter changes of the current preset.

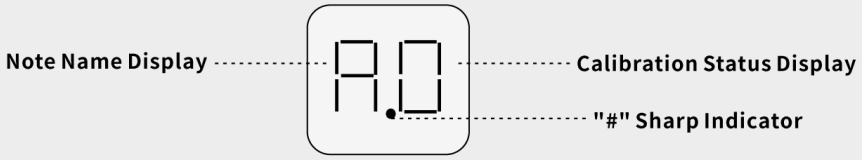
After connecting the GWF4 wireless pedal, in Preset mode, press the footswitch corresponding to the current preset position again (i.e., the only footswitch with its footswitch LED lit in Preset mode; for example, if the current tone is "8C", press footswitch "C"). The wireless pedal display will show "CL", indicating that Control mode has been entered.



In the APP's wireless pedal interface, the functions corresponding to each footswitch in Control mode will be displayed below the pedal footswitches:

- Tuner

Long press footswitch "A" to enter the tuner. The left digital display displays the note name, and the right digital display rotates to indicate tuning status: counterclockwise rotation indicates flat, clockwise rotation indicates sharp, and stopping indicates in tune. A dot light below the note name indicates a semitone. Briefly press any footswitch to exit Tuner mode.



BPM Control

Briefly press footswitch "B" 2 or more times in succession. The APP will automatically set the drum machine speed based on the time interval between the last two presses. If the tempo speed is set to global mode, the speed set here will simultaneously affect all effect modules with a "TIME" parameter.

- Control Functions

You can customize footswitches "C/D" to Subpatch, FST EXP, or Motion functions via the APP.

- Subpatch Tone

The Subpatch function uses the footswitch of the wireless pedal to control the on/off status of a specified effect module within the current preset, allowing the same preset tone to have two states.

Briefly press the footswitch with the "Subpatch" function to toggle the current preset tone between two states; when the footswitch LED is lit, it indicates entering "State 2", and when the footswitch LED is off, it indicates entering "State 1". (For detailed settings, please refer to: V. GTRS Editor Smart Mobile App Instructions - 3. Advanced Functions - 3.6 Subpatch Function Settings)

- FST EXP Footswitch Expression Control

The expression control function uses the wireless pedal footswitch to simulate the parameter changes of an expression pedal control module, achieving gradual control of effect module parameters and dynamic tone changes during performance.

Press and hold, then release the footswitch with the "FST EXP Footswitch Expression Control" function; the bound parameter will change linearly according to the set mode. When the footswitch LED is lit, the function is activated; briefly press the smart knob on the GTRS to turn off the function, and the footswitch LED will turn off. (For detailed settings, please refer to: V. GTRS Editor Smart Mobile App Instructions - 3. Advanced Functions - 3.7 FST EXP Footswitch Expression Function Settings)

- Motion Expression

The Motion expression control function is a unique expression control feature of GTRS. It allows real-time control of effect parameters by rotating the guitar body in different directions, achieving dynamic tone changes through physical movements.

Briefly press the footswitch with the "Motion Expression" function, then rotate the guitar body according to the "Action Pattern" in the function settings interface; the bound parameter will change linearly based on the amplitude and speed of the rotation. When the footswitch LED is lit, the function is activated; briefly press the smart knob on the GTRS to turn off the function, and the footswitch LED will turn off. (For detailed settings, please refer to: V. GTRS Editor Smart Mobile App Instructions - 3. Advanced Functions - 3.8 Motion Expression Function Settings)

- Exit Control Mode

Briefly press footswitch "A"

Loop Recording & Drum Machine Mode

This mode is used to control the loop recording and drum machine functions, allowing you to operate recording without affecting your performance.

When the GWF4 wireless pedal is connected, press and hold footswitches "B & C" simultaneously to enter the loop recording and drum machine control mode.

- Recording

When there is no recorded file, briefly press footswitch "A" to start recording.

- Playback

When a recorded file exists and is paused, briefly press footswitch "A" to start playback.

- Dub

When a recorded file exists and is playing, briefly press footswitch "A" to dub over the existing recording.

- Undo

When a recording file exists and a dub track is present, press and hold footswitch A to undo the latest dub track; press and hold again to restore the undone dub track.

- STOP

Press footswitch B briefly during REC, PLAYBACK, or DUB to stop the current state.

- Delete

When a recording file exists, press and hold footswitch B to delete the current recording file.

- Drum machine

Press footswitch D briefly to turn the drum machine ON/OFF.

- Drum machine speed control

Press footswitch C twice or more in quick succession; the APP will automatically set the drum machine speed based on the interval between the last two presses. If the tempo is set to global mode, this speed setting will affect all effect modules with a TIME parameter.

- Select recording file slot

Press and hold footswitch C to enter selection mode; the digital display will start flashing. Briefly press footswitch A or B to switch recording file slots. The mode will exit automatically after 3 seconds of inactivity.

Indicates the third recording file slot

- Switch drum machine type

Press and hold footswitch C to enter selection mode; the digital display will start flashing. Briefly press footswitch C or D to switch drum machine types. The mode will exit automatically after 3 seconds of inactivity.

Indicates the sixth drum machine type

Battery Level Indication

The GTRS Logo LED indicates the built-in lithium battery level through a transition of green, yellow, and red. Green indicates sufficient power, while red indicates low battery and the need for charging.

Charging

The GWF-4 wireless footswitch supports charging via a mobile device charger using a USB-A to USB-C cable; the original USB charging cable is recommended. During charging, the GTRS Logo LED will flash to indicate charging is in progress. When charging is complete, the GTRS Logo LED will turn solid green and stop flashing.

5 GTRS Editor Smart Mobile APP Instructions

Acquisition and Connection

GTRS Editor is the dedicated mobile app for the GTRS Intelligent Guitar, allowing quick and easy access to a vast library of tones, deep parameter editing, and a wealth of practice tools. With continuous official updates, the user experience is constantly enhanced. To access this service, follow these steps:

Acquiring GTRS Editor:

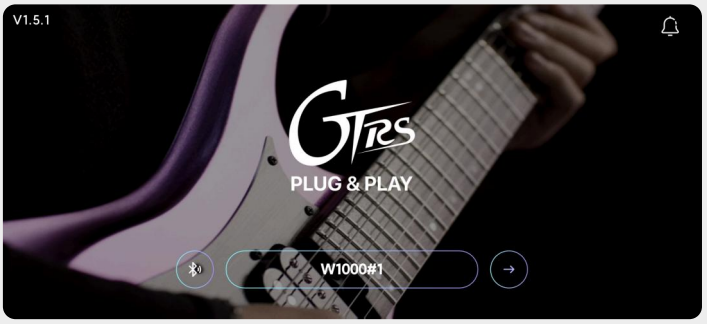
You can download GTRS Editor from the Apple Store (iOS), App Bao (Android), Google Play (Android), and the GTRS official website (https://cn.gtrs.tech/download.html).

Activating and Connecting the GTRS Intelligent Guitar:

After opening the app, tap the button on the page to start searching for connectable GTRS devices.



Enable Bluetooth on your phone, keep the GTRS guitar powered on, open GTRS Editor, tap the icon to search, select the device name from the list, and tap to connect to the GTRS guitar.



After a successful Bluetooth connection, GTRS Editor will display a QR code scanning pop-up. Follow the prompts to scan the QR code on the back of the GTRS headstock or the product packaging to complete activation. Once activated, you will gain full software functionality and after-sales service, and the app will automatically recognize the guitar's configuration and generate a unique serial number.

> This operation is only applicable to unactivated GTRS Intelligent Guitars; this step will be skipped after successful activation. During activation, ensure the GTRS Intelligent Guitar's tone system is on and your phone has a stable internet connection.

Basic Functions

Preset Selection

Once the GTRS Intelligent Guitar is activated and connected to GTRS Editor, there are two ways to browse and switch presets via the app.



After the app connects, it will jump to the effects chain interface.

- First method: Tap the arrow buttons on either side of the preset name in the top control bar to cycle through presets in sequential order.



Tap the left arrow to switch in descending alphanumeric order; tap the right arrow to switch in ascending alphanumeric order. Using this method will cycle through all tones in the device (from "0A" to "9D").

- Second method: Tap the preset name in the top control bar to expand the preset list for quick browsing and switching.



Swipe up or down to view all preset tones, tap to select and complete the preset switch, and the preset list will automatically collapse.

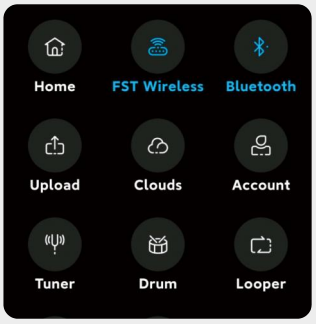


- Third method: Use the wireless footswitch to switch presets and preset groups. For details, refer to: IV. Wireless Footswitch Expansion Control - 3. Wireless Footswitch Operation Modes - 3.1 Preset Mode.

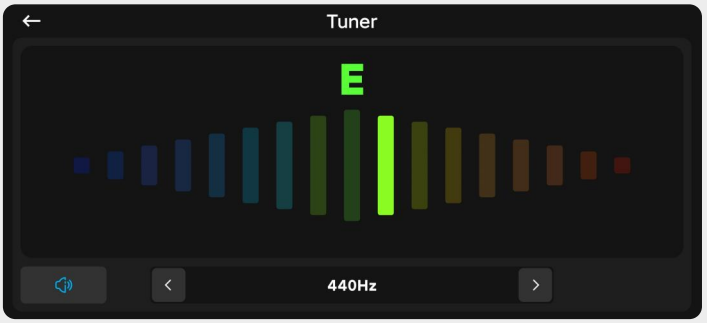
Tuner

The GTRS features a built-in high-precision tuner, accessible in two ways.

- Method 1: In the effect chain view, tap to expand the left function menu, scroll down to find "Tuner".

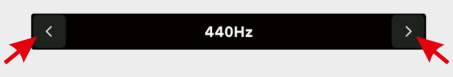


Tap to enter the tuner interface. After plucking a single string, the inner light bar will illuminate to indicate the current pitch: blue-green means the pitch is flat, orange-red means the pitch is sharp, and when the center green light bar illuminates, it indicates the string is tuned to standard pitch.



Tap the button on the left to control whether the tuner is muted; indicates unmuted, indicates muted.

Tap the arrows on either side of the Hertz value below to adjust the standard pitch, defaulting at 440Hz, with an adjustment range of 435Hz-445Hz.



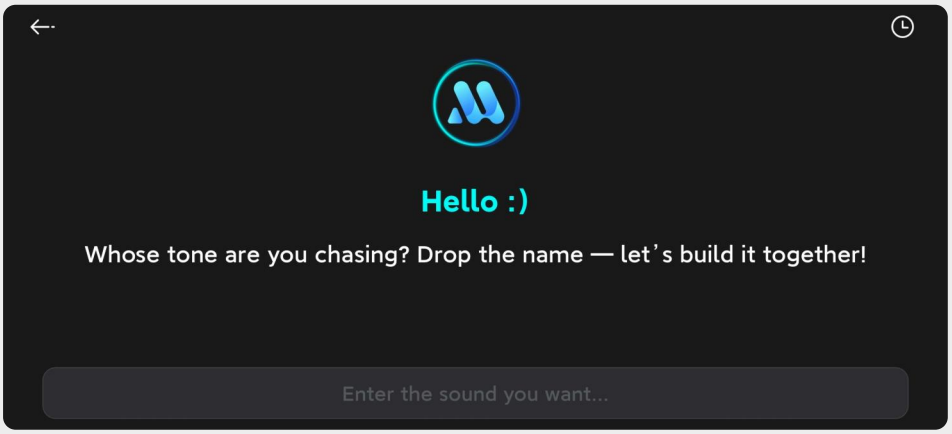
- Method 2: Enter the tuner via the wireless footswitch. For details, refer to: IV. Wireless Footswitch Extended Control - 3. Wireless Footswitch Operation Mode - 3.2 Control Mode.

MOOER AI

In addition to the preset tones built into the GTRS intelligent tone system, you can also obtain tones through the MOOER AI intelligent tone assistant.

This feature requires logging into your MOOER account to use. If you use it without logging in, a login prompt will appear. Please follow the prompts and instructions to log in or register an account.

Tap the button on the function bar at the bottom of the effect chain view to open the MOOER AI intelligent tone assistant.

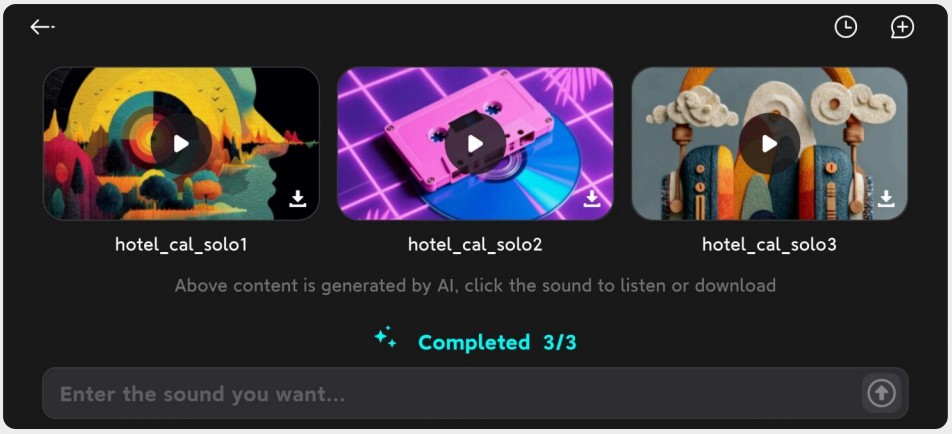


Tone Generation:

In the dialog box at the bottom, describe the tone you want. You can enter a style (e.g., metal distortion tone), an artist (e.g., Steve Vai guitar tone), or a song name (e.g., Hotel California guitar tone). *Tips: For a tone that better suits you, add a description of your current guitar type before the tone description, such as "I am using active humbuckers" or "I am using single-coil pickups." MOOER AI will fine-tune the parameters accordingly based on your description.

After entering, tap the send button on the right to start generating the tone.

Once generation is complete, tap to select the target tone, then you can play and preview it in real time; tap the download button to save the tone to the guitar's local device.



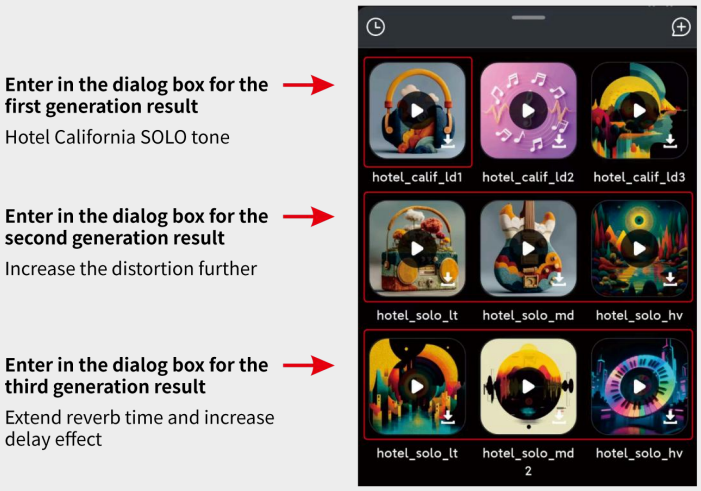
Tone Re-creation:

After MOOER AI completes tone generation based on your needs, you can also:

Select a tone you like, then enter modification requirements for effect parameters in the dialog box, such as adjusting the distortion level or reverb amount. MOOER AI will generate a new tone based on the modification requirements. *Tips: You can describe specific parameter or module changes, like "Increase the amp gain a bit more" or "Switch to a different reverb model"; you can also use abstract descriptions, like "Make the sound more powerful and punchy" or "Make the sound wider and more three-dimensional."

Based on the modified tone, continue to propose adjustment requirements to complete multiple rounds of tone optimization. *Tips: There is no limit to the number of times you can regenerate a tone, but after regeneration, the previous tone will not be retained in

the session; MOOER AI retains up to three groups of nine tones per session.



Schematic Diagram of Generated Tone Relationships

Generate tone relationship diagram

Other Functions:

Tap the new button to create a new generation task window, and you can continue to repeat the above steps for tone generation.

Tap the history button to view and enter previous tone creation tasks.

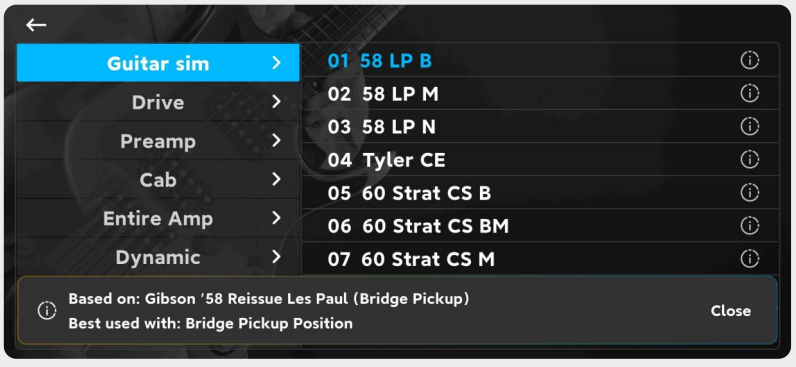
Advanced Functions

Editing Presets

Whether it's the tones built into the GTRS intelligent tone system, tones generated by MOOER AI, or tones downloaded from the Tone Cloud, as long as they are saved in the device, they can be freely edited.

- Adding a Module

Tap the icon at the end of the effect chain to enter the effect module/model selection menu; the left column allows you to select the module type, the right column allows you to select a specific model, tap the exclamation mark to the right of the model to view its prototype introduction, and tap the model name to complete the module addition.



- Moving a Module

Press and hold the effect module you want to move, drag it horizontally to the target position, then release to complete the module order adjustment.

- Deleting a Module

Swipe up on the effect module you want to remove to quickly delete it.

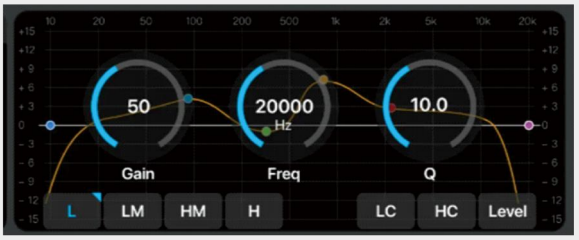
- Module On/Off

Tap to select the target effect module, then tap the module icon again to turn it ON/OFF; the icon of a turned-off module will become semi-transparent.

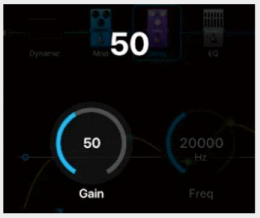


- Adjusting Effect Parameters

Tap to select the target module in the effect chain, and all adjustable parameters for that module will be displayed at the bottom of the interface; swipe up or down on the parameter knob to quickly adjust the value, and press and hold the parameter knob to enter fine-tuning mode.



Press and hold the "Gain" parameter for 1 second



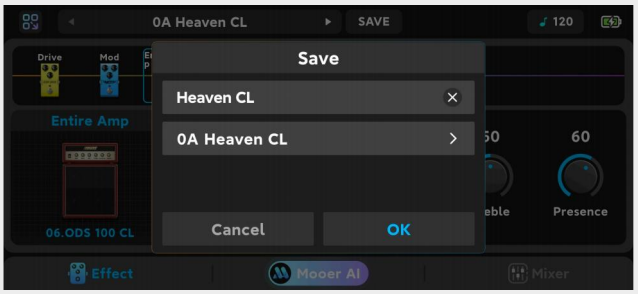
Entering fine-tuning mode will display an enlarged parameter value at the top of the interface, increasing the precision of parameter changes for high-accuracy adjustments.

- Switching Models

Tap the model name or icon on the left side of the module to directly enter the effect module/model selection menu; after selecting the target model, you can replace the current module's model with one tap.

- Saving a Preset

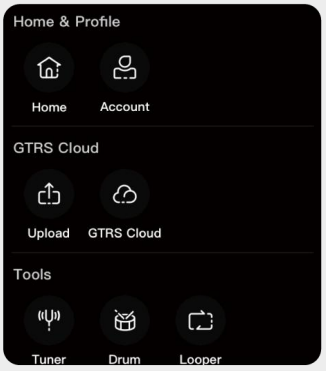
After completing effect chain editing and parameter adjustments, tap the button at the top of the interface to open the preset save pop-up; you can customize the preset name and select the save location, then confirm to save the current preset.

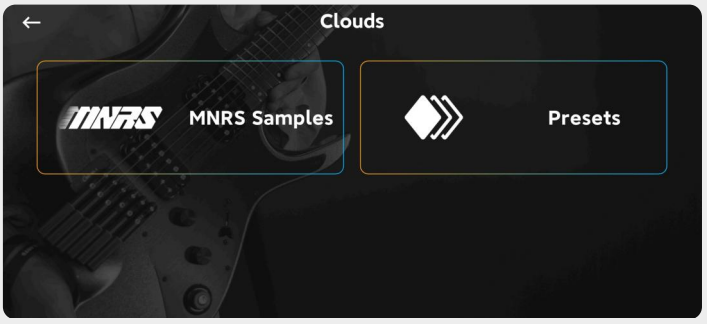


Tone Cloud

In addition to the methods mentioned above for obtaining tones, you can also browse and download tones created by other users directly from the Tone Cloud, and download sample files to enrich the device's tone library. This feature requires logging into your MOOER account. If you use this feature without logging in, a login prompt will appear. Please follow the prompts and instructions to log in or register an account.

Tap the button to open the left function bar, scroll down to find "GTRS Cloud Tone Cloud", and tap to enter the Tone Cloud interface.



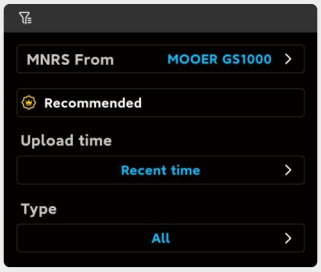


- Browse Presets

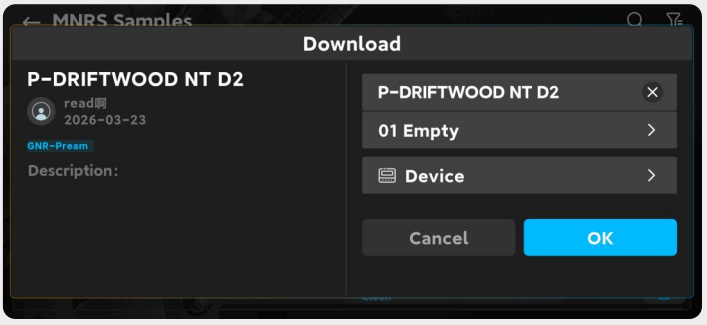
After entering the Tone Cloud interface, tap on the right to enter the preset categories. You can browse target presets by style in the left category bar: "Clean", "Low Gain", and "High Gain".



- Filter: Tap the filter button in the upper right corner to expand the filter menu. You can filter in detail by criteria such as "Recommended", "Artist Works", and "Upload Time".



- Search: Tap the search button in the upper right corner to search for presets by keyword.
- Preview: Tap the preview icon corresponding to a preset to listen to its tone effect online.
- Bookmark: Tap the star icon to bookmark the preset (you need to create a folder first; if not created, a creation window will pop up). The star of bookmarked presets will turn yellow.
- Download and Save: Tap the download icon to open a download pop-up. The left side displays preset information and uploader details; on the right, you can edit the preset name and select a save location. After confirming, the preset will be saved to the local device.

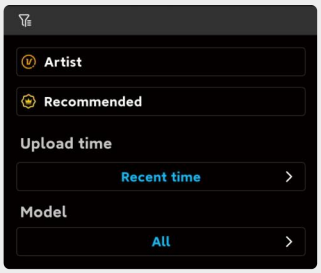


- Browse Samples

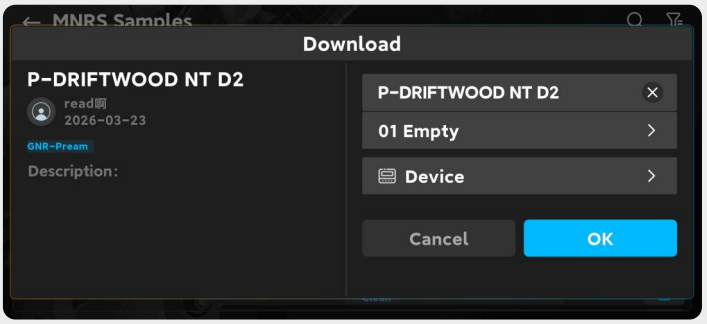
After entering the Tone Cloud interface, tap the sample module categories on the left. You can view official and user-shared sample resources by four categories: "Distortion Module", "Amp Head Module", "Complete Speaker Module", and "Cabinet Module".



- Filter: Tap the filter button in the upper right corner to filter in detail by criteria such as "Sample Source", "Recommended", and "Upload Time".

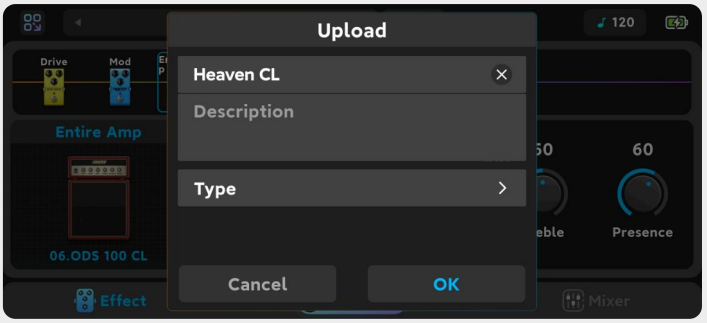


- Search: Tap the search button in the upper right corner to search for samples by keyword.
- Download and Save: Tap the download icon to open a download pop-up. You can edit the sample name and select a save location. After confirming, the sample will be saved to the local device or phone. Each module has ten empty slots on the local device for saving.



Upload Tone

In the left function bar, tap "Upload" to open the upload pop-up. Select the corresponding tone type, add tone description information, and tap confirm to complete the upload of the tone to the Tone Cloud.



BPM Setting

In the effect chain interface, tap the BPM digital icon in the upper right corner to open the tempo speed setting panel.



The tempo speed can be set to Global (applies to all presets) or Per Preset (applies only to the current preset) to meet the need for independent speeds across different preset configurations. The adjustment range is 40 BPM to 260 BPM.

Speed Control

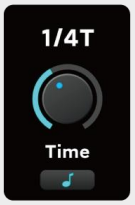
Rotate the BPM wheel to quickly adjust the speed of the drum machine;

Tap the left and right arrows next to the wheel to precisely fine-tune the BPM value;

Tap 'TAP' repeatedly, and the app will automatically match the BPM based on the tapping interval.

The BPM value set here will directly determine the default speed of the drum machine, and will also simultaneously affect all effect blocks with a 'TIME' parameter.

When the button below the 'TIME' parameter is lit, it indicates that the 'TIME' parameter has entered BPM follow mode. In this mode, the 'TIME' parameter will be displayed as a fraction, representing the note duration; the letter following the parameter indicates a special note type, T for triplet, D for dotted note (e.g., when the 'TIME' parameter is 1/4T and the current BPM is 120, it means the current 'TIME' parameter effect is a quarter-note triplet at 120BPM).

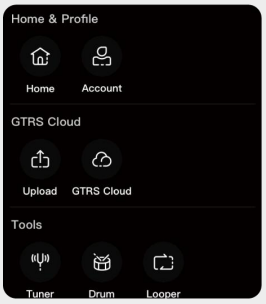


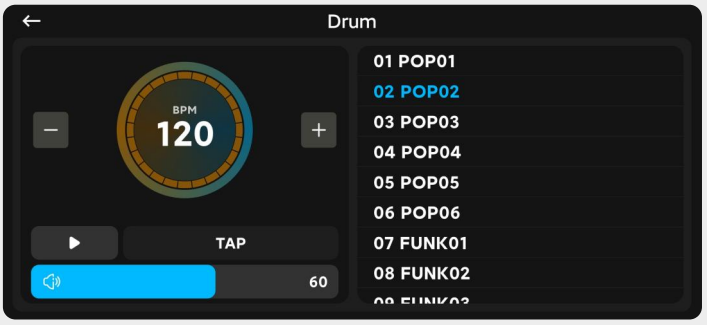
Drum Machine

Enter the Drum Machine

You can enter the drum machine in two ways

- First method: Enter via the GTRS Editor APP, tap to expand the left function bar, scroll down to find 'Drum', and tap to enter the drum machine interface.





Tap the playback button to start the drum machine, tap the stop button to stop it.

- Rhythm Groove Selection

After entering the drum machine interface, you can select the desired metronome type or drum machine style in the right panel, and tap to switch.

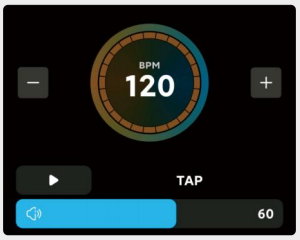


- Speed Control

Rotate the BPM wheel to quickly adjust the speed of the drum machine;

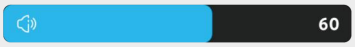
Tap the plus/minus signs next to the wheel to precisely fine-tune the BPM value;

Tap 'TAP' repeatedly, and the app will automatically match the BPM based on the tapping interval.



- Volume Control

Drag the volume slider to independently control the playback volume of the drum machine without affecting the main output volume of the instrument.



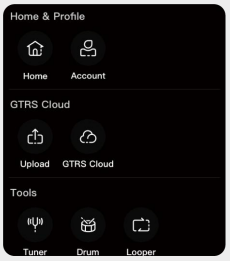
- Second method: Enter the drum machine via the wireless footswitch. For details, refer to: IV. Wireless Footswitch Extended Control - 3, Wireless Footswitch Operation Mode - 3.3 Loop Recording & Drum Machine Mode.

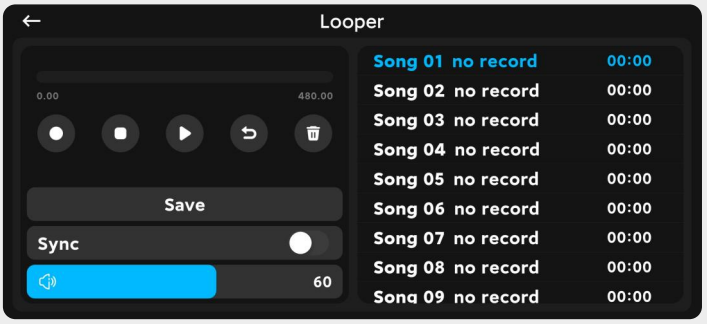
Loop Recording

Enter Loop Recording

There are two ways to enter loop recording

- First method: Enter via the GTRS Editor APP. Tap to expand the left function bar, scroll down to find "Looper Loop Recording", and tap to enter the loop recording interface.





- Record

Tap the circular record icon to start recording. When the recording time is full, it will automatically enter loop playback. Tap the record icon again to enter dub mode.

- Stop

Tap the square stop icon to terminate the current recording or playback state.

- Playback

In record, dub, or stop state, tap the playback icon to directly enter loop playback. The loop will continue until you tap stop or delete the recording.

- Undo

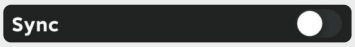
Tap the undo icon to undo the most recent dub track.

- Delete

Tap the delete icon to clear all current recorded content.

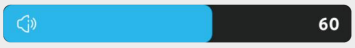
- Drum Machine Sync

When drum machine sync is enabled, entering record or playback state will cause the drum machine to automatically sync playback according to the preset settings until the recording is stopped or deleted. After enabling drum machine sync, to ensure the integrity of the drum beat, the recorded audio duration may have a slight deviation from the actual recording duration; this is normal.



- Volume Control

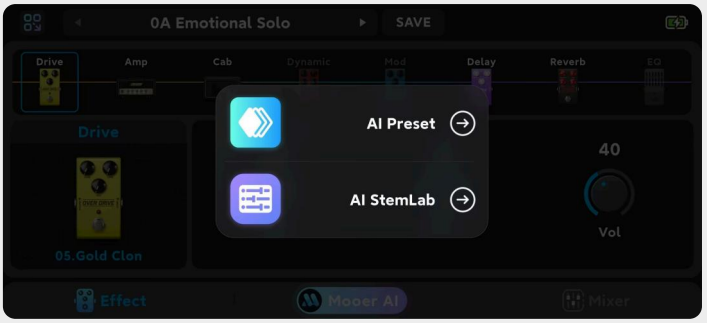
Drag the volume slider to independently control the playback volume of the drum machine without affecting the main instrument output volume.



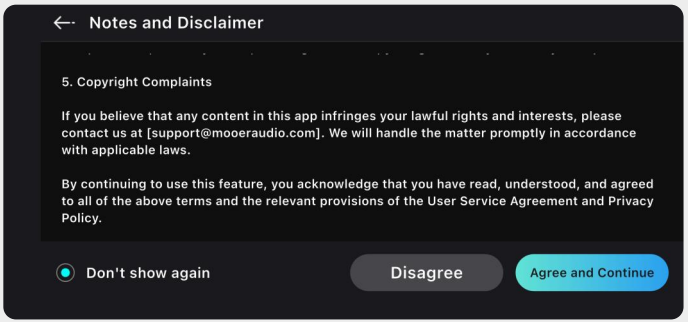
- Second method: Enter loop recording via the wireless footswitch. For details, refer to: IV. Wireless Footswitch Expansion Control - 3. Wireless Footswitch Operation Mode - 3.1 Loop Recording & Drum Machine Mode.

AI Track Separation

Tap the button in the function bar below the effect chain interface, then tap to select "AI StemLAB AI Track Separation".



Please read and agree to the terms of use and disclaimer before using the track separation function.



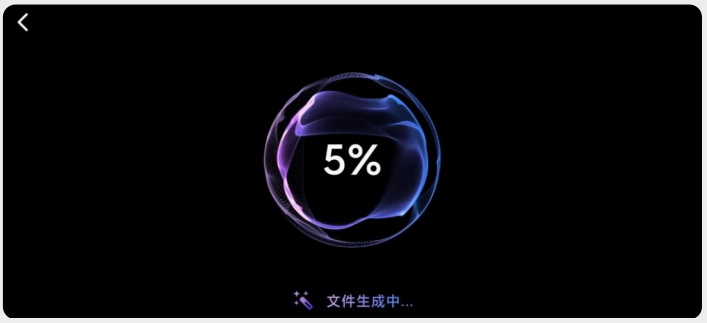
Select File

You can select files for track separation from your phone's file manager or album. Supported audio import formats: .MP3/.WAV/.AAC/.FLAC/.OGG/.WMA. Supported video import formats: .MP4/.MOV/.M4V.



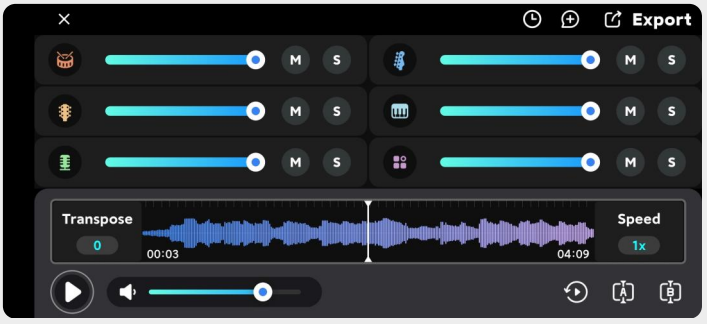
Once selected, MOOER AI will automatically start processing the file. Processing time depends on the file format and size; larger files take longer.

Tap the back button in the upper left corner to terminate the file processing at any time.



Track Adjustment

After MOOER AI finishes processing the file, it will jump to the track control interface. Currently, the MOOER AI track separation function supports separating the following six independent tracks: drums, bass, guitar, keyboard, vocals, and other instruments.



- Playback

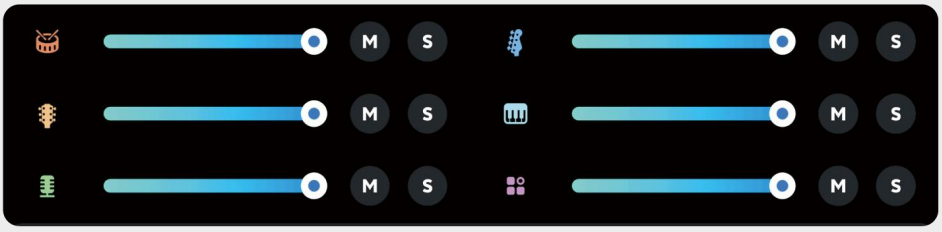
Tap the playback button to start audio playback, tap the pause button to stop audio playback.

Drag the volume bar to control the master volume output.



- Volume Adjustment

Drag the volume bar corresponding to each track to individually control the volume of each track during playback.



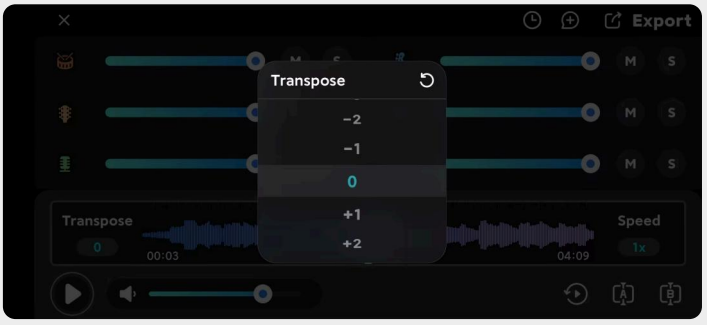
Tap the 'MUTE' button to directly mute the corresponding track.

Tap the 'SOLO' button to keep only the sound of the corresponding track during playback.

- Pitch Shift

Tap the pitch shift button to open the pitch shift pop-up window, where you can raise or lower the pitch of the processed audio as needed.

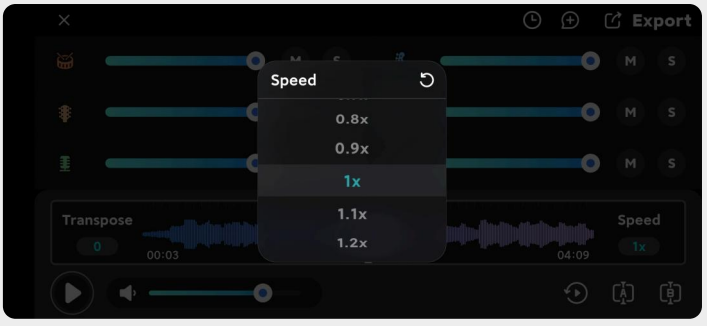
Each pitch shift unit in the pop-up window is a semitone, with a maximum range of one octave (±12 semitones).



- Speed Change

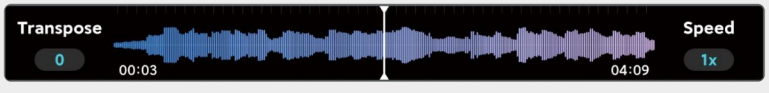
Tap the speed button to open the speed change pop-up window, where you can speed up or slow down the processed audio as needed.

Each speed change unit in the pop-up window is 0.1x speed, supporting adjustment from 0.5x to 2.0x speed.



- Control playback progress

Drag the audio progress bar left or right to jump to any playback position.



Tap the Replay button to start playback from the beginning.

Tap the AB Loop button to enable loop playback: tap the A button at the start position and the B button at the end position to create a loop, then play; the audio will loop between positions A and B.

- Export file

Tap the Export button to export the current processed audio project as an audio file and save it locally.

Other functions:

Tap the New button to create a new generation task window, then repeat the steps above for track separation.

Tap the History button to view and access previous audio track separation projects.

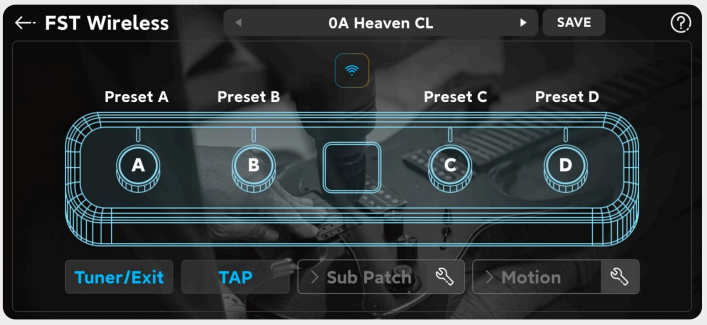
Subpatch tone function settings

The "Subpatch tone" control function uses the wireless pedal's footswitch to control the on/off status of specified effect modules within the current preset, allowing the same preset tone to have two states, i.e., sub-tones.

Activate function

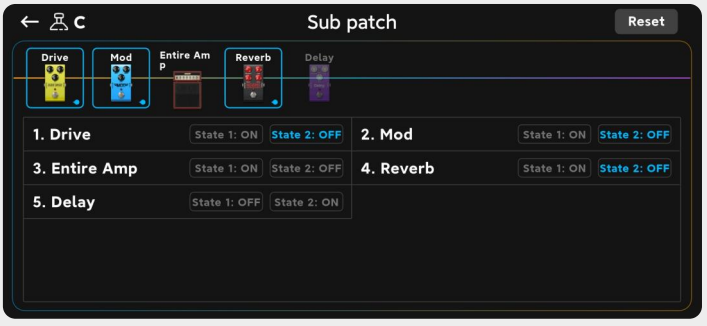
After connecting the GWF4 wireless pedal, in preset mode, press the footswitch corresponding to the current preset position again (the only footswitch with its footswitch LED lit in preset mode; for example, if the current tone is "8C", press footswitch "C"), the wireless pedal display shows "CL", indicating entry into control mode.

Tap to expand the left function bar, find "FST Wireless Pedal", and tap to enter the wireless pedal control interface.



Function settings

In the wireless pedal settings interface, set the function under footswitch "C" or "D" to "Subpatch tone", then tap the settings icon to enter the "Subpatch tone" settings interface.



In this interface, you can select the effect modules whose on/off status the sub-tone needs to control. The interface displays the on/off configuration of each module in "State 1" and "State 2". Tap the corresponding text to change the configuration. Briefly press the footswitch set to the "Subpatch tone" function to cycle between the two states; the text for the currently active state will be highlighted in blue.

In the diagram, the text "State 1" is highlighted in blue, indicating the current state is "State 1". "ON" means the module remains on in "State 1", while "OFF" means the module remains off in "State 1".

After setup, a small blue dot will appear at the bottom right of the controlled module as an identifier.



After completing the above settings, briefly press the footswitch with the set function to activate the effect.

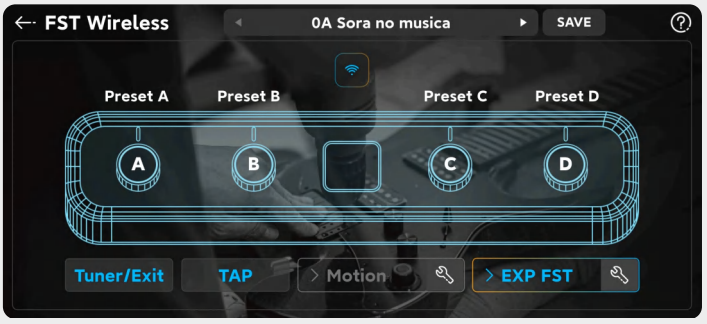
FST EXP footswitch expression function settings

The "FST EXP footswitch expression control" function uses the wireless pedal footswitch to simulate an expression pedal controlling module parameter changes, enabling gradual control of effect module parameters for dynamic tone changes during performance.

Activate function

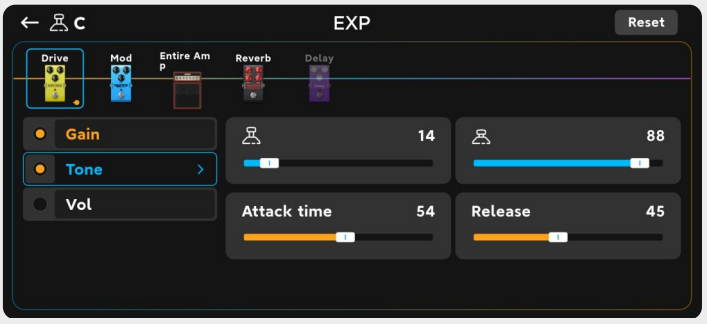
After connecting the GWF4 wireless pedal, in preset mode, press the footswitch corresponding to the current preset position again, i.e., the only footswitch with its footswitch LED lit in preset mode (for example, if the current tone is "8C", press the "C" footswitch). The wireless pedal display shows "CL", indicating entry into control mode;

Click to expand the left function bar, scroll down to find "FST Wireless Pedal", and tap to enter the wireless pedal control interface



Function settings

In the wireless pedal settings interface, set the function below the "C" or "D" footswitch to "FST EXP footswitch expression control", then tap the settings icon to enter the "FST EXP footswitch expression control" settings interface;



Select the module whose parameters you want to control, and in the left parameter bar, select the parameters to be controlled. The "FST EXP footswitch expression control" function can control multiple parameters of multiple modules at once;

After selecting the parameters, you can choose the specific change mode for controlling that parameter on the right:

The initial value of the parameter when the footswitch is released

The target value of the parameter when the footswitch is pressed

The start speed of parameter change when the footswitch is pressed

The release speed of parameter recovery when the footswitch is released

After setup, an orange dot will appear at the bottom right of the controlled module as an indicator.



After completing the above settings, briefly press the footswitch with the set function to activate the effect. Once the "FST EXP footswitch expression control" function is activated, you can quickly turn it off by briefly pressing the smart knob; the knob light flashing rapidly indicates the function is off.

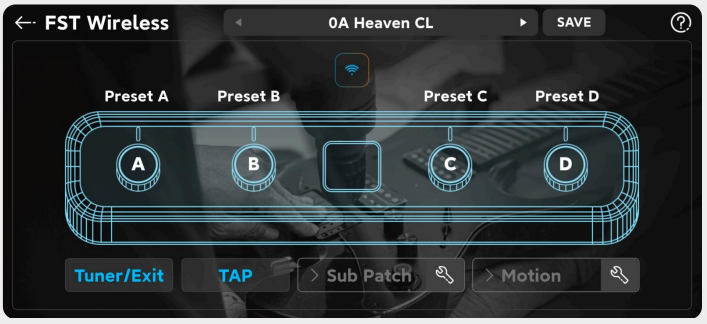
Motion expression function settings

The "Motion Expression" function is a unique expression control feature of GTRS, allowing real-time control of effect parameters through rotational movements of the guitar body in different directions, achieving dynamic tone changes through physical gestures.

Activate function

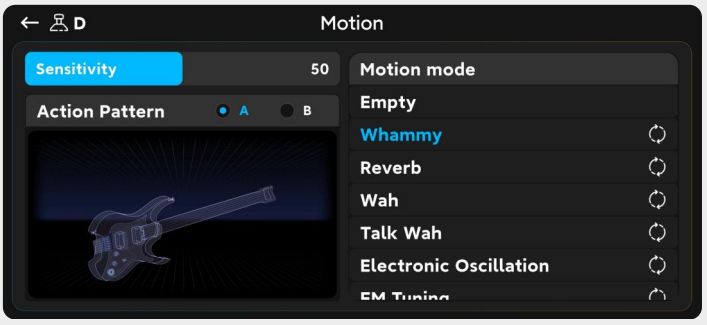
After connecting the GWF4 wireless pedal, in preset mode, press the footswitch corresponding to the current preset position again, i.e., the only footswitch with its footswitch LED lit in preset mode (for example, if the current tone is "8C", press the "C" footswitch). The wireless pedal display shows "CL", indicating entry into control mode;

Click to expand the left function bar, scroll down to find "FST Wireless Pedal", and tap to enter the wireless pedal control interface



Function Settings

In the wireless pedal settings screen, set the function of footswitch "C" or "D" to "Motion", then tap the settings icon to enter the Motion settings screen.



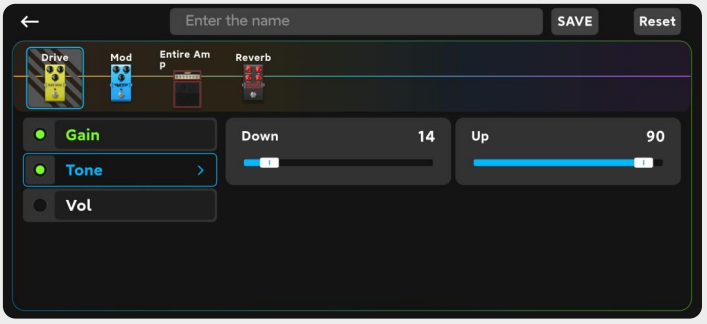
On the left side of the screen, you can adjust the motion sensitivity and select different action patterns.

"Sensitivity" determines the range of motion required to trigger the effect. The higher the sensitivity, the smaller the motion required.

"Action Pattern" determines which direction of guitar movement triggers the effect. Refer to the example video on the screen for setup.

The left side of the screen features many built-in official presets for Motion. You can select one directly to enable it, or choose Custom mode and tap to configure.





Select the module whose parameters you want to control, then select the parameters in the left parameter panel. The Motion function can control multiple parameters of multiple modules at once.

After selecting a parameter, you can set its range of variation on the right.

The upper limit of the parameter when the motion range is at its maximum.

The lower limit of the parameter when the motion range is at its minimum.

Once set, a semi-transparent box will appear on the background of the controlled module as an indicator.

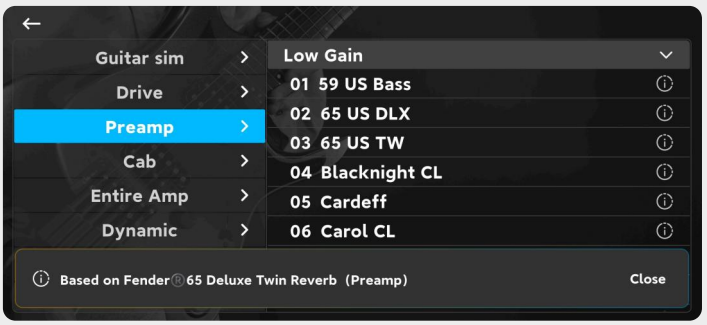


After completing the above settings, briefly press the footswitch with the assigned function to activate the effect. Once the Motion function is activated, you can quickly turn it off by briefly pressing the smart knob; the knob light will flash rapidly to indicate the function is off.

Guitar Sim

GTRS can use the Guitar Sim function to change the guitar's tone, making it closer to historically famous guitar models. Guitar Sim is saved as an effect module in each preset and can be added directly by inserting a module.

Tap the icon at the end of the effect chain to enter the effect module/model selection menu.



Select a Simulation Model:

Select "Guitar Sim" from the module types on the left, then choose the desired guitar model and pickup position on the right: suffix "N" indicates neck pickup, "B" indicates bridge pickup, and "M" indicates middle pickup or middle position. Set the pickup selector on your GTRS guitar to match the position selected in the simulation model for the best simulation effect.

After selection, the "Guitar Sim" icon will appear in the effect chain, indicating the function has been added successfully.



Parameter Adjustment:

Select the added "Guitar Sim" module in the effect chain to display its adjustable parameters, which can be customized according to your playing needs.



Mixer

Tap the "Mixer" icon at the bottom right of the effect chain screen to enter the mixer interface.



- Independent volume control:

The mixer interface is the global volume control center, allowing independent adjustment of the volume for Bluetooth, USB, and Guitar outputs, as well as the master output volume for the left and right channels.



- Sound control:

The "Pan" parameter at the top of the screen adjusts the left/right pan position of the audio track.

Tap the button above the fader to mute the audio track; the muted status is displayed as

Tap the button above the master output to mute the master output directly.

Tap the button to link the left and right channels; adjusting one channel will automatically apply the same change to the other.

Tap the button to activate spatial audio.

Tap the button to select mono or stereo output.

OTG

The GTRS USB-C jack supports connection to smart devices for OTG recording and playback.

Note: Please ensure your smart device supports OTG recording.

1. Connect to the smart device using a USB cable; this may require an OTG adapter (sold separately).
2. Open a recording or video app on the smart device to start recording, and OTG recording will begin. The output signal gain for OTG can be adjusted in the mixer.

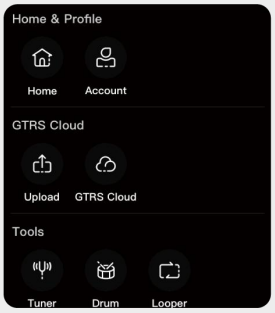
Bluetooth Audio

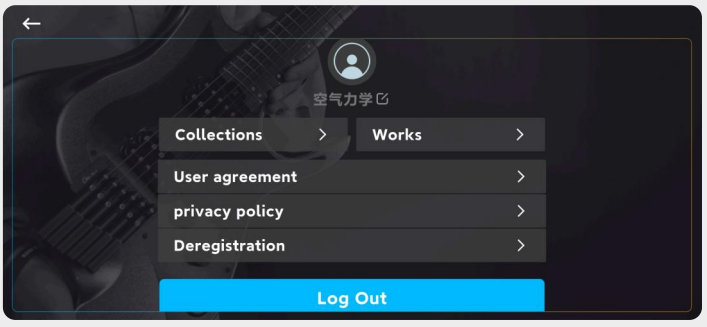
GTRS supports Bluetooth audio input, allowing connection to smart devices for backing track playback.

1. Find "GTRS XXXX (corresponding device model) Audio" in the Bluetooth list of your smartphone or tablet.
2. Tap to connect, and audio can be played through the GTRS Bluetooth input for playback.

Account Settings

Tap the button to open the left function bar, scroll down to find "Account", and tap it to enter the user account screen.





- Login/Logout

When not logged in, tap the blank avatar on the account page and follow the prompts to log in. When logged in, tap the button at the bottom of the page to log out of the current account.

- Edit Username

Tap the edit button next to the username, modify the username in the pop-up input box, and confirm to apply the change.

- Change Avatar

Tap the account avatar to enter the avatar editing screen, where you can update the avatar by selecting a local image or taking a photo with the camera.

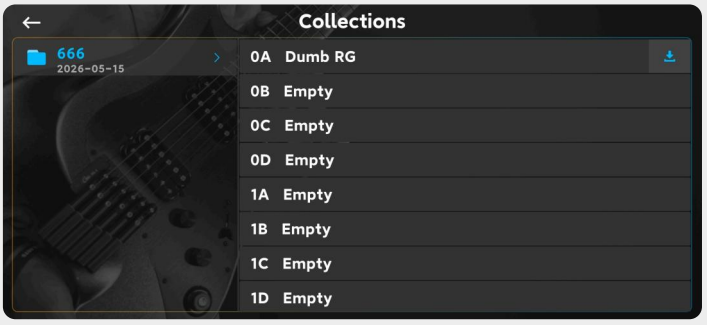
- Delete Account

Tap "Delete Account" to clear all information, upload/download/bookmark history, and identity verification data of the current account. After deletion, the account can no longer be used.

Tap to enter the list screens for "My Bookmarks" and "My Uploads".

- My Bookmarks

Displays all tone presets bookmarked in the Tone Cloud, supporting operations such as creating new bookmark categories, deleting bookmarks, and downloading bookmarked presets.



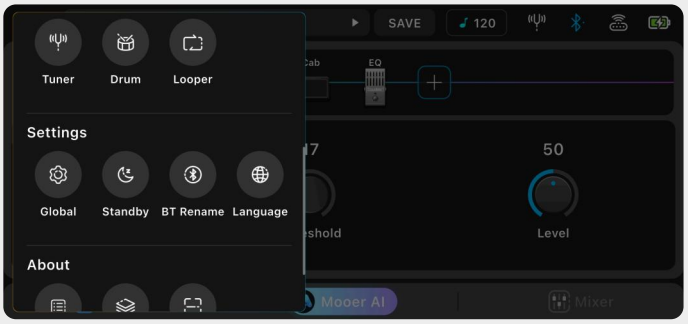
- Uploaded

Displays all tone presets uploaded to the Tone Cloud, supporting deletion and re-downloading.



System Settings

Tap the button to open the left function bar, scroll down to find "System Settings", and tap it to enter the system settings screen.



- Standby Settings

Set the auto-standby time for the device when idle to extend battery life.

- Rename Bluetooth

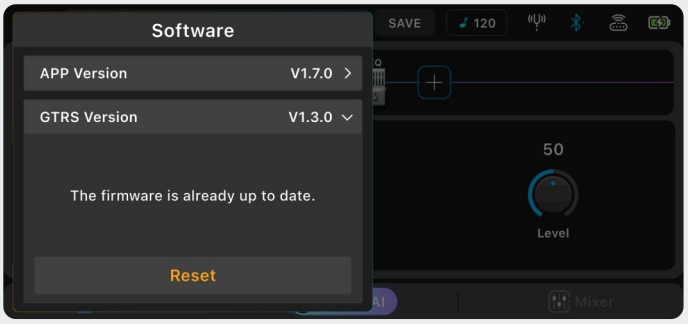
Enter a custom Bluetooth name in the pop-up window and confirm to rename the device. After the change, the device will reconnect to the app. Do not exit the app or turn off the device during this process.

- Language Settings

You can set the app's display language as needed, supporting Chinese and English.

- Software Version

Tap the Software Version option to view the current device firmware version, app software version, and update information.



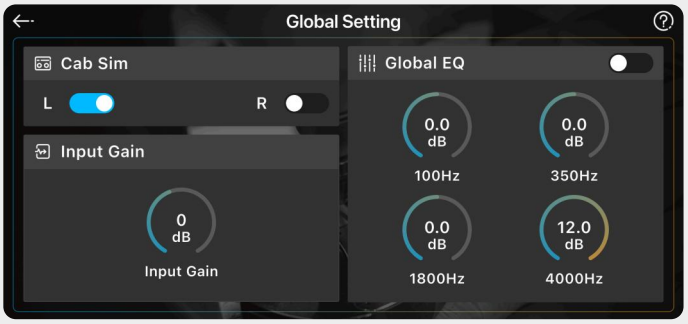
Tap the Factory Reset button at the bottom of the Software Version window to restore the device to its factory default settings.

Risk Warning: This operation will delete all sample files on the device and reset all custom presets and system settings. Do not exit the app or turn off the device during the process to avoid device malfunction.

- Product Description

Tap to view the product image and hardware information of the currently connected device.

Global Settings



- Cabinet Simulation Switch

You can globally enable or disable cabinet simulation based on the actual audio equipment connected to the device, to adapt to different playback scenarios such as direct headphone connection, guitar amplifier, audio interface, and mixer.

- Global EQ

Supports a 4-band global EQ. When enabled, it will affect all presets, achieving unified global tone calibration.

- Input Gain

You can adjust the input signal level of the guitar based on the actual output volume, to suit different pickups and playing scenarios.

6 GTRS Studio PC Software Instructions

Acquisition and Connection

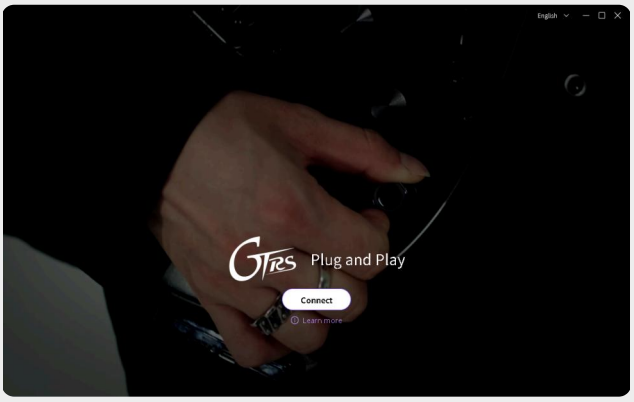
GTRS Studio is the dedicated PC software for GTRS Intelligent Guitar, allowing you to quickly and easily manage presets, samples, and perform firmware upgrades and backups. The PC software is continuously updated by the official team to enhance the user experience. To access this service, follow these steps:

Acquiring GTRS Studio:

You can download the GTRS Studio installation package for your system version from the GTRS official website (https://cn.gtrs.tech/download.html).

Connecting the GTRS Intelligent Guitar:

After downloading and installing, use a USB-C cable to connect the GTRS to the computer, then tap the Connect button in the center of the screen to complete the connection and enter the host software interface.

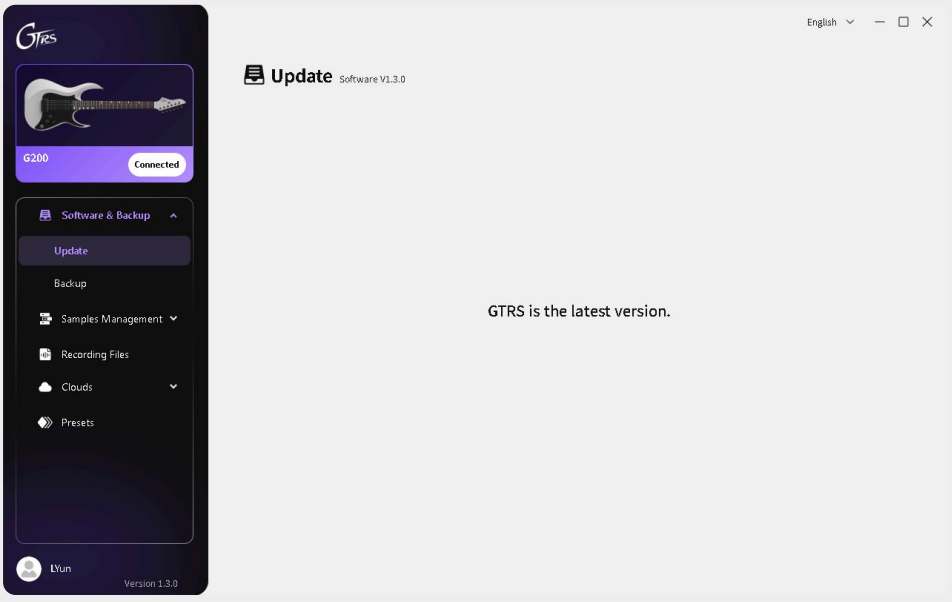


Software and Backup Management

- Software Update

You can check if there is an available firmware update for the GTRS and choose whether to update;

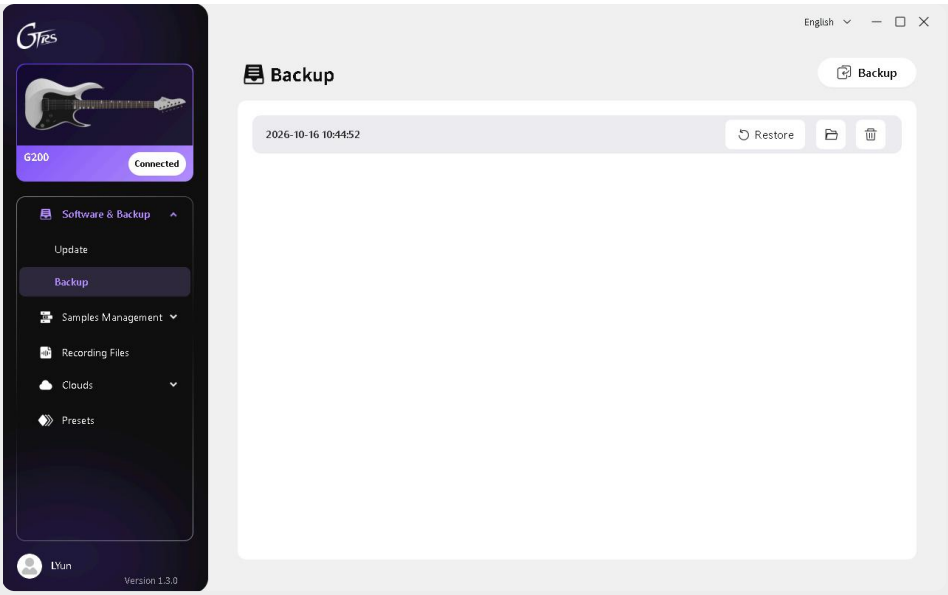
When selecting to update, ensure the PC's network connection and the data cable connection between the GTRS and PC are stable. Do not close the application, turn off the device, or disconnect the cable during the process to avoid irreversible damage to the device.



- Backup Management

Tap the Backup button to back up data such as presets and samples from the current device to the local PC;

After the backup is complete, you can use the Restore function at any time to restore the device data to the state at the time of backup. The restore operation will overwrite all current data on the device. During backup and restore, keep the data cable connection between the device and PC stable. Do not close the application, turn off the device, or disconnect the cable during the process to avoid data loss or device malfunction.



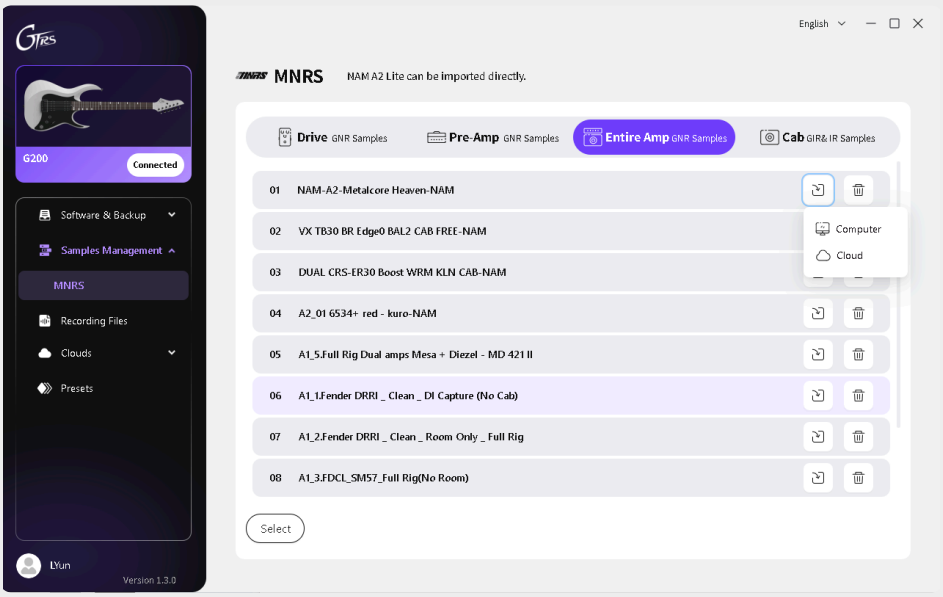
Sample File Management

- Local Import

Click to open the file import window. You can select multiple slots using the selection button to import files in batches.

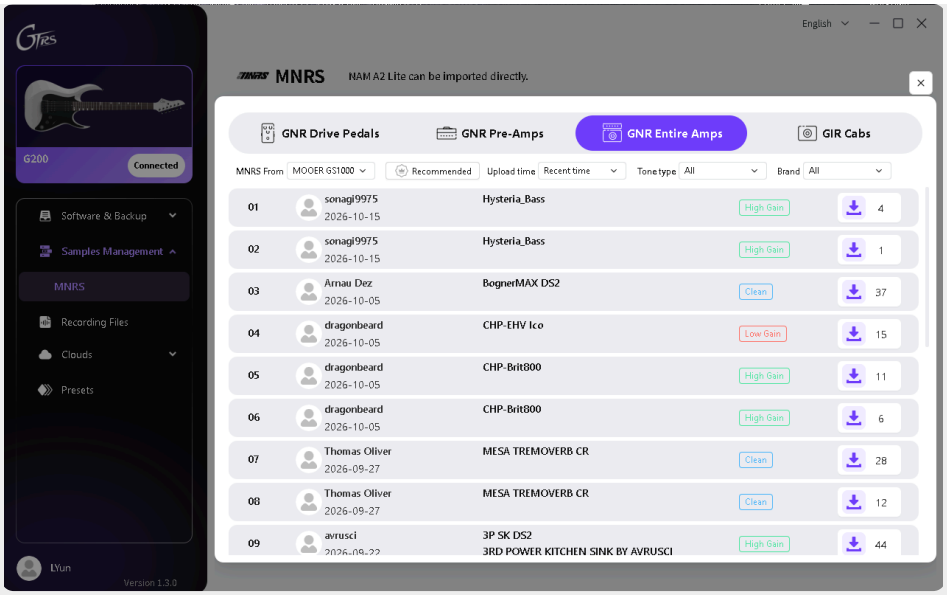
Supported file formats for import: .NAM (A1 A2) / .GNR / .GIR / .WAV (IR files).

Rotate clockwise past the detent point



- Cloud Import

The system will pop up a Tone Cloud window, where you can directly browse the Tone Cloud to download and import.



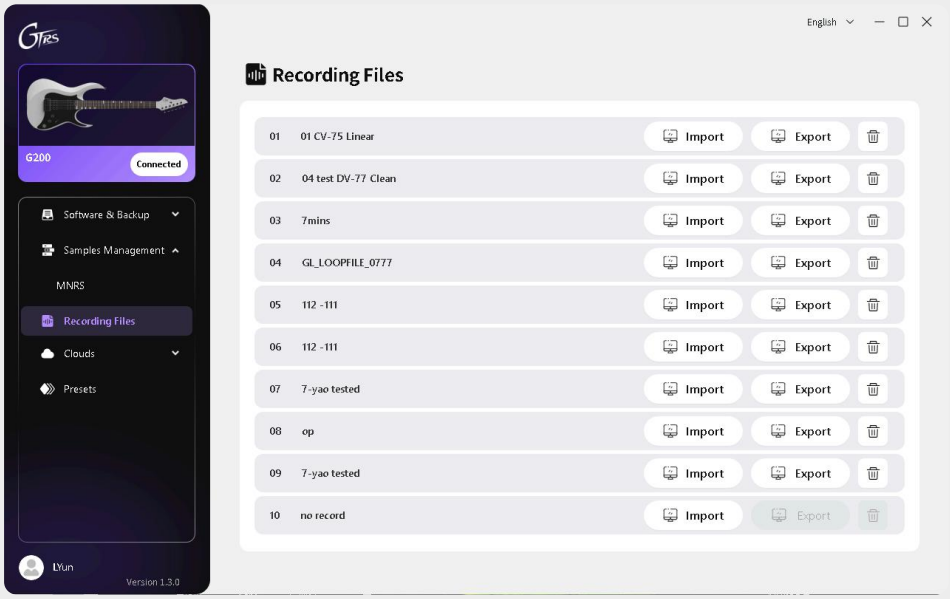
- Delete

Delete the selected sample files. You can also select multiple files using the selection button to delete them in batches.

Recording File Management

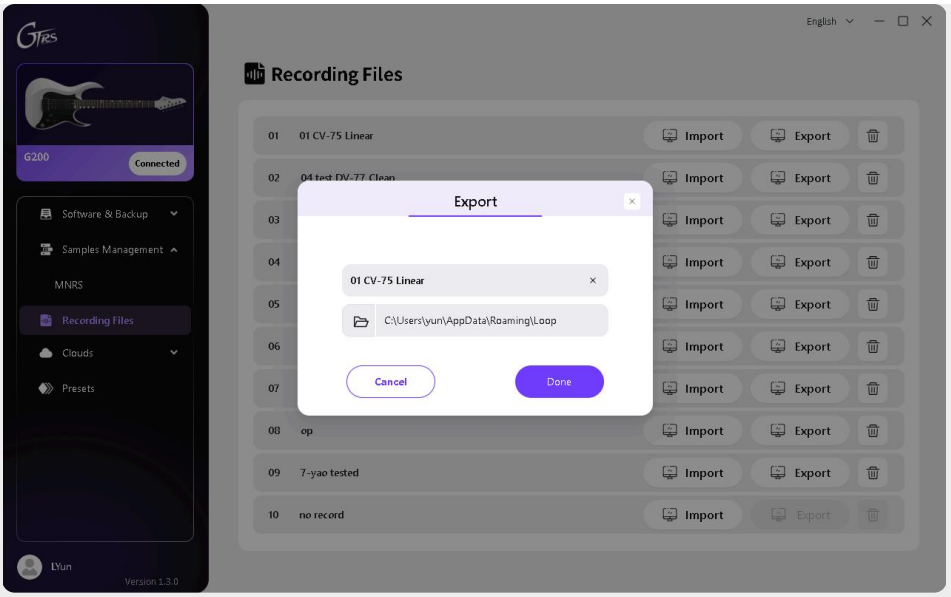
- Import

Click to open a local folder on the computer to import recording files.

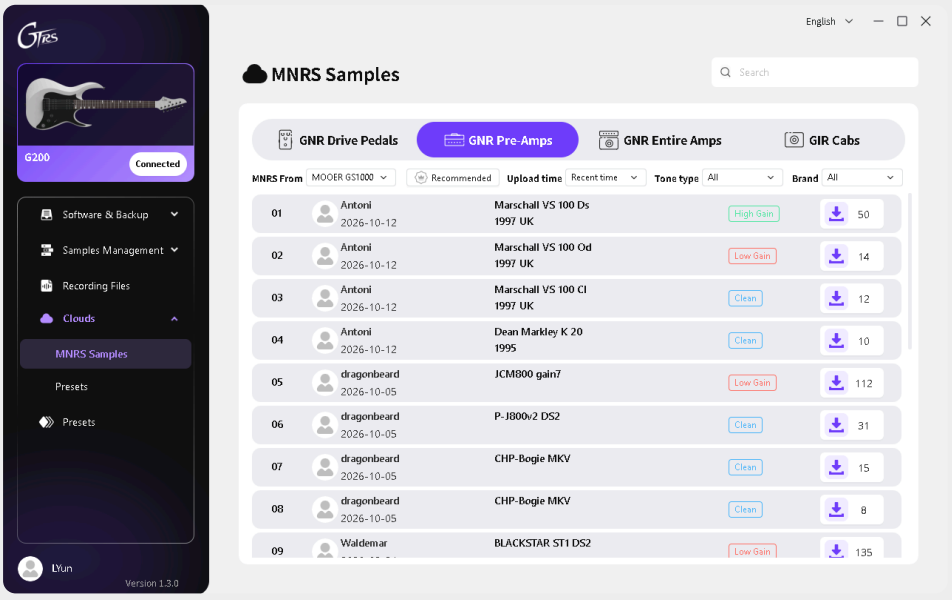


- Export

Click to open the local computer folder to export recording files. During export, you can edit the file name and export location.



Tone Cloud



Sample

- Category

After entering the Tone Cloud interface, click the sample module category at the top to view official and user-shared sample resources by different module categories.

- Filter

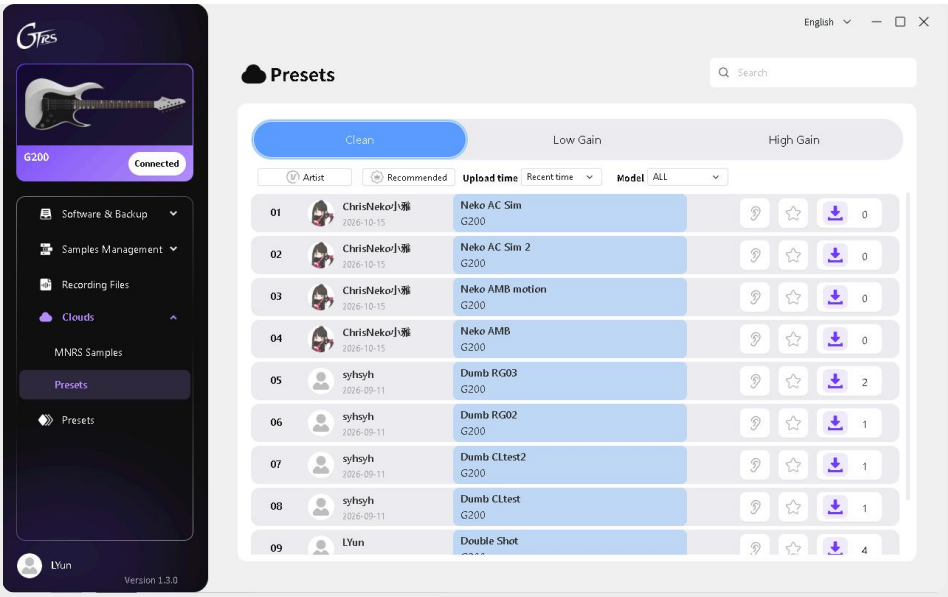
The function bar at the top allows detailed filtering by various conditions.

- Search

Click the search button in the upper right corner to perform a precise keyword search for samples.

- Download

Click the download icon to open a download pop-up window, where you can edit the sample name and select the save location. After confirmation, the sample can be saved to the device or local computer.



Preset

- Category

After entering the Tone Cloud interface, you can view target presets by style category.

- Filter

Click the function bar at the top to perform detailed filtering by various conditions.

- Search

Click the search button in the upper right corner to perform a precise keyword search for presets.

- Preview

Click the preview icon corresponding to the preset to listen to the tone effect of that preset online.

- Bookmark

Tap the star icon to bookmark this preset (a favorites folder must be created first); the star will turn yellow for bookmarked presets.

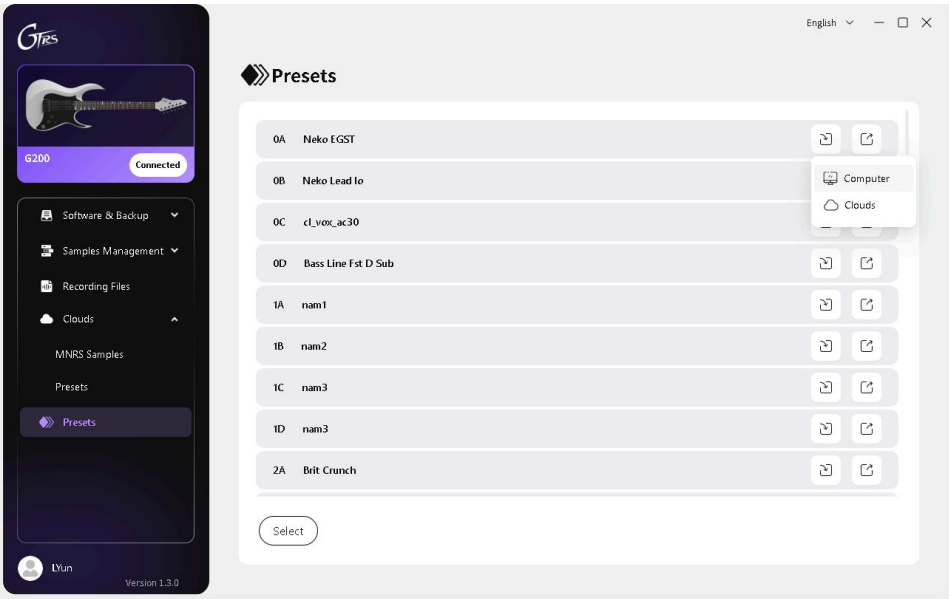
- Download

Tap the download icon to open the download pop-up, where you can edit the preset name and select a save location. After confirming, the preset will be saved to the device or local computer.

Preset Tone Management

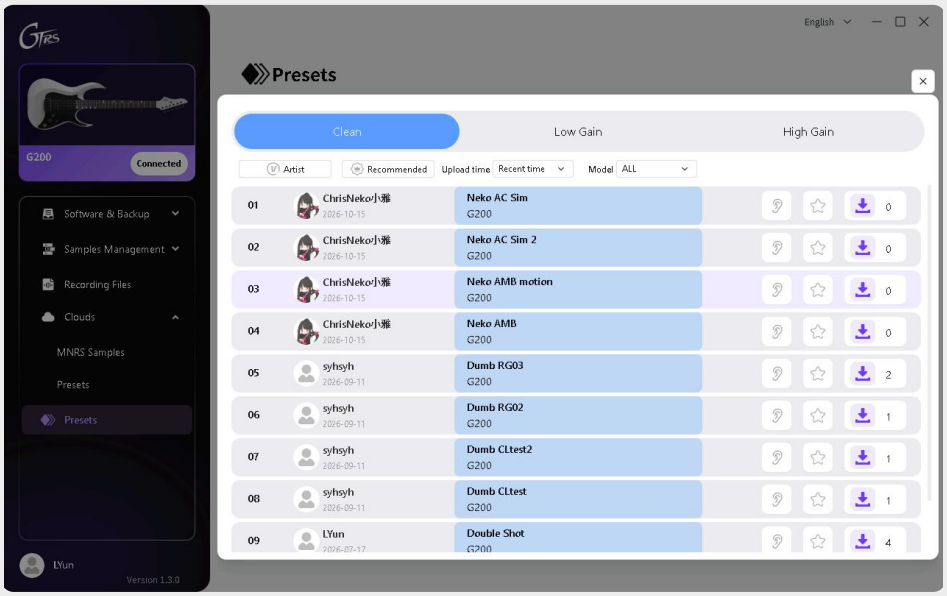
- Local Import

Open a local folder on your computer to add preset tone files.



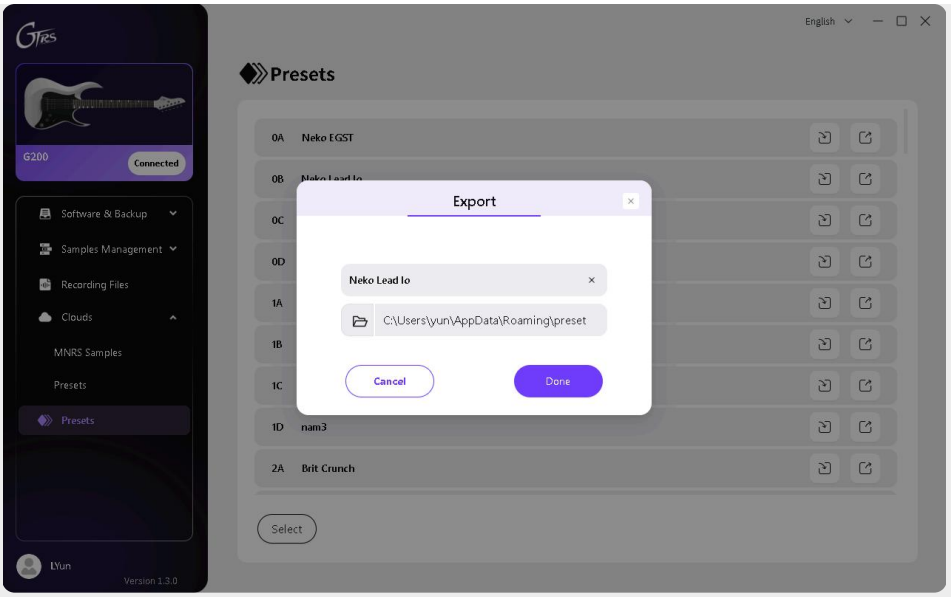
- Cloud Import

The system will display a Tone Cloud pop-up, allowing you to browse and download tones directly from the Tone Cloud.



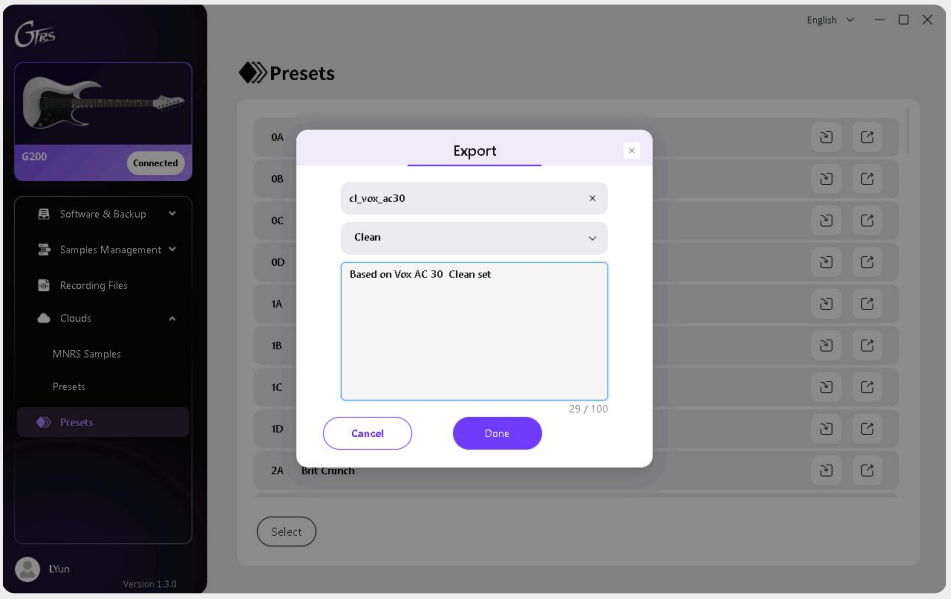
- Export to Local

Edit the file name, select the save path, and complete the save. You can select multiple slots by choosing the button to import in batches.

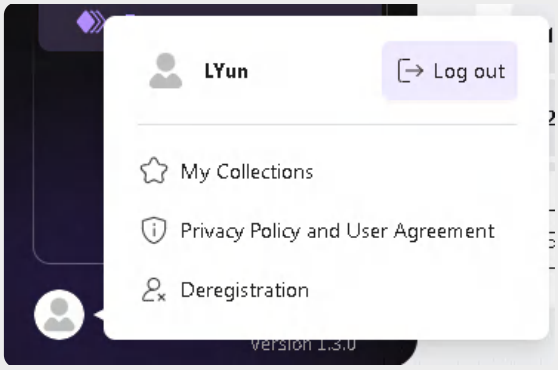


- Export to Cloud (Upload)

Edit the file name, complete the tone type selection and description, and finish the upload. You can select multiple slots by choosing the button to export in batches.



Account Settings



- Login/Logout

When not logged in, tap the blank avatar on the account page and follow the prompts to log in. When logged in, tap the 'Logout' button on the right side of the window to exit the current account.

- My Bookmarks

Displays all tone presets bookmarked in the Tone Cloud, supporting operations such as creating new bookmark categories, deleting bookmarks, and downloading bookmarked presets.

- Delete Account

Tap 'Delete Account' to clear all information, upload/download/bookmark records, and identity verification data of the current account. After deletion, the account will no longer be usable.

7 Warranty Terms

Warranty Period

GTRS warrants the entire guitar and battery for a period of 1 year (strings, data cables, and other accessories are not covered). The free warranty period begins on the date of the purchase receipt or invoice. If the last day of the warranty period falls on a legal holiday, the warranty period will be extended to the next day. This warranty applies only to Mainland China (excluding Hong Kong, Macau, and Taiwan).

If the consumer loses the purchase receipt and product warranty card and cannot provide valid proof such as the invoice stub, the warranty period will start 90 days after the manufacturing date indicated by the serial number. During the free warranty period, if a product defect is confirmed, GTRS will cover repair and related costs (including return shipping after repair, labor, and material costs).

After the free warranty period, GTRS will still provide repair services, but labor and material fees will apply, and the consumer is responsible for all shipping costs.

Repair Quality Commitment

Within the scope of the free warranty, similar issues arising after repair or replacement will still be covered by a limited 180-day warranty.

The following situations are not covered by the free warranty:

1. Damage caused during transportation or handling while being sent for repair.
2. Any modification, disassembly, or repair not authorized by GTRS.
3. Product damage caused by accidents or human actions.

> For example: liquid ingress, drop damage, improper voltage input, excessive squeezing, body deformation, etc. If the power or USB port shows obvious hard object damage, cracks, severe deformation, etc., it will be considered product damage caused by human actions and is not covered by the free warranty.

4. Product failure or damage caused by failure to use, maintain, or store the product as instructed in the user manual.
5. The warranty card does not match the product model, or the warranty certificate has been altered.
6. The product QR code is torn, damaged, or illegible.
7. The product QR code does not match the barcode on the warranty card.
8. The free warranty period has expired.
9. Failure or damage caused by force majeure events (such as fire, earthquake, flood, etc.).

Return, Exchange, and Repair Service Guidelines:

1. If you encounter a product defect requiring repair, please first confirm with GTRS official after-sales service. After confirming the product issue, send the product for repair (the consumer is responsible for shipping costs to the repair center). If the product is returned directly to the manufacturer without contacting GTRS official after-sales service and no issue is found after inspection, GTRS will return the product, and the consumer is responsible for all shipping costs.

2. Before returning or sending for repair, please ensure the following items are ready. If the required documentation is incomplete, GTRS reserves the right to refuse free repair or exchange:
   a. Whether the warranty card is filled in with user information and product serial number information that is clear and identifiable;
   b. For returns or exchanges, ensure that the product and all original accessories are returned to GTRS;
   c. Provide valid proof of purchase or payment showing the purchase date to GTRS official after-sales service;

3. Please back up your data before sending the unit for repair. The repair process may result in loss of user-stored data. Our company shall not be liable for any loss caused by data loss due to repair.

8 Tone Description

OD

No.	Model Name	Effect Description
1	Flex Boost	Based on Xotic® AC Booster
2	Pure Boost	Based on Xotic® RC Booster
3	808	Based on IBANEZ® TS808 Overdrive
4	Beebee +	Based on Xotic® BB Plus Overdrive
5	Beebee Pre	Based on Xotic® BB Preamp Overdrive/Boost
6	Blues Crab	Based on MOOER® Blues Crab Overdrive
7	Blues Mood	Based on MOOER® Blues Mood Overdrive
8	D-Drive	Based on Barber® Direct Drive Overdrive
9	Full DR	Based on Fulltone® Fulldrive 2 Overdrive
10	Gold Clon	Based on Klon® Centaur Gold Overdrive
11	Jimmy OD	Based on Paul Cochrane® Timmy Overdrive
12	Natural OD	Based on Nobles® ODR-1 Overdrive
13	ROD881	Based on Maxon® ROD881 Real OD Overdrive/Distortion
14	Rumble Drive	Based on MOOER Rumble Drive Overdrive
15	TS9	Based on IBANEZ® TS9 Overdrive
16	Tube DR	Based on BK.Butler® Tube Driver Tube Overdrive

No.	Model Name	Effect Description
17	BE Drive	Based on FRIEDMAN® BE-OD Distortion
18	Black Rat	Based on the Proco® Rat Distortion Effect
19	Blade	Based on the MOOER® Blade Distortion Effect
20	Full DS	Based on the Fulltone® GT500 Distortion Effect
21	Grey Faze	Based on the Dunlop® Fuzz Face Fuzz Effect
22	MTL Master	Based on the Digital® Metal Master Distortion Effect
23	MTL Zone	Based on the Boss® Metal Zone Distortion Effect
24	Muffy	Based on the Electro Harmonix® Big Muff Fuzz Effect
25	Obsessive Dist	Based on the Fulltone® OCD Distortion Effect
26	Red AT	Based on the JHS® AT Distortion Effect
27	Riet	Based on the Suhr® Riot Distortion Effect
28	Shred	Based on the Marshall® Shred Master Distortion Effect
29	Solo	Based on the MOOER® Solo Distortion Effect

PREAMP

No.	Model Name	Effect Description
1	59 US Bass	Based on the Fender® 59 Bassman Amp Preamp
2	65 US DLX	Based on the Fender® 65 Deluxe Reverb Amp Preamp
3	65 US TW	Based on the Fender® 65 Twin Reverb Amp Preamp
4	Blacknight CL	Based on the Clean Channel of the ENGL® E650 Blackmore Signature Amp Preamp
5	Cardeff	Based on the Two Rock® Cardiff Amp Preamp
6	Carol CL	Based on the Clean Tone of the Two Rock® Coral Amp Preamp
7	Dr Zee 18 JR	Based on the Dr.Z® Maz 18 Jr Amp Preamp
8	Dr Zee Reck	Based on the Dr.Z® Z-Wreck amplifier preamp
9	E650 CL	Based on the clean channel of the ENGL® E650 amplifier preamp
10	EV 5050 CL	Based on the clean tone of the EVH® 5150 amplifier preamp
11	HT Club CL	Based on the clean channel of the Blackstar® HT Stage100 amplifier preamp
12	HWT 103	Based on the Hiwatt® DR-103 amplifier preamp
13	Hugen CL	Based on the clean tone of the Diezel® Hagen amplifier preamp
14	Jazz 120	Based on the Roland® JC120 amplifier preamp
15	Jet 100H CL	Based on the clean tone of the Jet City® JCA100H amplifier preamp

No.	Model Name	Effect Description
16	Koche OD	Based on the overdrive tone of the Koch® Powertone amplifier preamp
17	Mark III CL	Based on the clean tone of the Mesa Boogie® Mark III amplifier preamp
18	Mark V CL	Based on the clean tone of the Mesa Boogie® Mark V amplifier preamp
19	PV5050 CL	Based on the clean tone of the Peavey® 5150 amplifier preamp
20	Powerbell CL	Based on the clean channel of the ENGL® E645 amplifier preamp
21	Regal Tone CL	Based on the Rhythm setting of the Tone King® Falcon amplifier preamp
22	Regal Tone OD1	Based on the Tweed setting of the Tone King® Falcon amplifier preamp
23	Rockvrb CL	Based on the clean channel of the Orange® Rockverb amplifier preamp
24	Tri Rec CL	Based on the clean tone of the Mesa Boogie® Triple Rectifier amplifier preamp
25	UK 30 CL	Based on the clean tone of the VOX® AC30 amplifier preamp
26	UK 30 OD	Based on the overdrive tone of the VOX® AC30 amplifier preamp
27	US Blues CL	Based on the clean tone of the Fender® Blues Deluxe amplifier preamp
28	US Blues OD	Overdrive tone based on the Fender® Blues Deluxe amplifier preamp
29	US Sonic	Based on the Fender® Super Sonic amplifier preamp
30	Blacknight DS	Distortion channel based on the ENGL® 650 Blackmore signature amplifier preamp
31	Carol OD	Overdrive tone based on the Two Rock® Coral amplifier preamp
32	Citrus 30	Based on the Orange® AD30 amplifier preamp
33	Citrus 50	Based on the Orange® AD50 amplifier preamp
34	E650 DS	Distortion channel based on the ENGL® E650 amplifier preamp
35	EV 5050 DS	Distortion tone based on the EVH® 5150 amplifier preamp
36	HT Club DS	Distortion channel based on the Blackstar® HT Stage 100 amplifier preamp
37	Hugen DS	Distortion tone based on the Diezel® Hagen amplifier preamp
38	Hugen OD	Overdrive tone based on the Diezel® Hagen amplifier preamp
39	J800	Based on the Marshall® JCM800 amplifier preamp
40	J900	Based on the Marshall® JCM900 amplifier preamp
41	Jet 100H OD	Overdrive tone based on the Jet City® JCA100H amplifier preamp
42	Koche DS	Distortion tone based on the Koch® Powertone amplifier preamp
43	Mark III DS	Distortion tone based on the Mesa Boogie® Mark III amplifier preamp
44	Mark V DS	Distortion tone based on the Mesa Boogie® Mark V amplifier preamp
45	PLX 100	Based on the Marshall® Plexi 100 amplifier preamp

No.	Model Name	Effect Description
46	PV 5050 DS	Distortion tone based on the Peavey® 5150 amplifier preamp
47	Powerbell DS	Distortion channel based on the ENGL® E645 amplifier preamp
48	Regal Tone OD2	Lead setting based on the Tone King® Falcon amplifier preamp
49	Rockvrb DS	Distortion channel based on the Orange® Rockverb amplifier preamp
50	Slow 100 CR	Crunch tone based on the Soldano® SLO 100 amplifier preamp
51	Slow 100 DS	Distortion tone based on the Soldano® SLO100 amplifier preamp
52	Tri Rec DS	Distortion tone based on the Mesa Boogie® Triple Rectifier amplifier preamp

CAB

No.	Model Name	Effect Description
1	Regal Tone 110	Based on the Tone King® Falcon 110 cabinet
2	US DLX 112	Based on the Fender® 65 Deluxe Reverb 112 cabinet
3	Sonic 112	Based on the Fender® Super Sonic 112 cabinet
4	Blues 112	Based on the Fender® Blues Deluxe 112 cabinet
5	Mark 112	Based on the Mesa Boogie® Mark 112 cabinet
6	Dr Zee 112	Based on the DR.Z® MAZ 112 cabinet
7	Cardeff 112	Based on the Two Rock® 112 cabinet
8	US TW 212	Based on the Fender® 65 Twin Reverb 212 cabinet
9	Citrus 212	Based on the Orange® PPC 212 cabinet
10	Dr Zee 212	Based on the DR.Z® Z-Wreck 212 cabinet
11	Jazz 212	Based on the Roland® JC120 212 cabinet
12	UK 212	Based on the VOX® AC30 212 cabinet
13	Tow Stones 212	Based on the Two Rock® 212 cabinet
14	US Bass 410	Based on the Fender® 59 Bassman 410 cabinet
15	1960 412	Based on the Marshall® 1960A 412 cabinet
16	Eagle P412	Based on the ENGL® Pro XXL 412 cabinet
17	Eagle S412	Based on the ENGL® Vintage XXL 412 cabinet
18	Rec 412	Based on the Mesa Boogie® Rectifier Standard 412 cabinet
19	Citrus 412	Based on the Orange® PPC 412 cabinet
20	Slow 412	Based on the Soldano® Slo 412 cabinet
21	HWT 412	Based on the Hiwatt® AP412 cabinet

No.	Model Name	Effect Description
22	PV 5050 412	Based on the Peavey® 5150 412 cabinet
23	EV 5050 412	Based on the EVH® 5150 412 cabinet
24	HT 412	Based on the Blackstar® HTV 412 cabinet
25	Diesel 412	Based on the Diezel® Hagen 412 cabinet
26	CT-SupBMK112	Based on the Supro® Black Magick 1x12 cabinet (by Choptones)
27	CT-FendS212	Based on the Fender® Super Sonic 2x12 cabinet (by Choptones)
28	CT-FendTW212	Based on the Fender® Twin Reverb 65 Reissue 2x12 cabinet (by Choptones)
29	CT-Fend67212	Based on the Fender® 1967 Bassman 2x12 cabinet (by Choptones)
30	CT-BritJV212	Based on the Marshall® JVM 2x12 cabinet (by Choptones)
31	CT-Brit412	Based on the Marshall® 1960 4x12 cabinet (by Choptones)
32	CT-BritJ412	Based on the Marshall® 1982 4x12 cabinet (by Choptones)
33	CT-Bogie212	Based on the Mesa Boogie® 2x12 Cabinet (by Choptones)
34	CT-BogieLS212	Based on the Mesa Boogie® Lonestar 2x12 cabinet (by Choptones)
35	CT-BogOS412	Based on Mesa Boogie® OS 4x12 cabinet (by Choptones)
36	CT-Vocs212	Based on VOX® BNX 2x12 cabinet (by Choptones)
37	CT-Barb212	Based on Mezzabarba® 2x12 cabinet (by Choptones)
38	CT-Fram212	Based on Framus® CB 2x12 cabinet (by Choptones)
39	CT-Kox212	Based on Koch® Multitone 2x12 cabinet (by Choptones)
40	CT-Mgan212	Based on Morgan® Vertical 2x12 cabinet (by Choptones)
41	CT-Edd412	Based on EVH® 5150III 4x12 cabinet (by Choptones)
42	CT-Fried412	Based on Friedman® 4x12 cabinet (by Choptones)
43	CT-Gas412	Based on Diezel® 4x12 cabinet (by Choptones)
44	CT-Hess212	Based on Hesu® Modern 2x12 cabinet (by Choptones)
45	CT-Hess412	Based on Hesu® 4x12 cabinet (by Choptones)
46	CT-HW412	Based on Hiwatt® 4x12 cabinet (by Choptones)
47	CT-HK412	Based on Hughes&Kettner® Triamp 4x12 cabinet (by Choptones)
48	CT-OR412	Based on Orange® PPC412 4x12 cabinet (by Choptones)
49	CT-PvyIn212	Based on Peavey® Invective 2x12 cabinet (by Choptones)
50	CT-Pvy50412	Based on Peavey® 5150 4x12 cabinet (by Choptones)
51	CT-Revo412	Based on Revv® 4x12 cabinet (by Choptones)

No.	Model Name	Effect Description
52	CT-River412	Based on Rivera® 4x12 cabinet (by Choptones)
53	CT-Sold412	Based on Soldano® 4x12 cabinet (by Choptones)
54	CT-VTH412	Based on VHT® 4x12 cabinet (by Choptones)
55	CT-Win412	Based on the Victory® 4x12 cabinet (by Choptones)

Entire AMP

No.	Model Name	Effect Description
1	55 US TD	Based on the complete Fender® Tweed Deluxe 1955 amplifier (including cabinet)
2	59 US Bass	Based on the complete Fender® 1959 Bassman amplifier (including cabinet)
3	UK30 CL	Based on the clean tone of the complete VOX® AC30 amplifier (including cabinet)
4	UK30 CR	Based on the overdrive tone of the complete VOX® AC30 amplifier (including cabinet)
5	UK30 DS	Based on the distortion tone of the complete VOX® AC30 amplifier (including cabinet)
6	ODS 100 CL	Based on the clean tone of the complete Dumble® ODS amplifier (including cabinet)
7	ODS 100 CR	Based on the overdrive tone of the complete Dumble® ODS amplifier (including cabinet)
8	ODS 100 DS	Based on the distortion tone of the complete Dumble® ODS amplifier (including cabinet)
9	Dividers CL	Based on the clean tone of the complete Divided By 13® amplifier (including cabinet)
10	Dividers DS	Based on the distortion tone of the complete Divided By 13® amplifier (including cabinet)
11	CAA OD100 CH1	Based on the clean tone of the complete Custom Audio® OD100 amplifier (including cabinet)
12	CAA OD100 CH2	Based on the overdrive tone of the complete Custom Audio® OD100 amplifier (including cabinet)
13	CAA OD100 CH3	Based on the distortion tone of the complete Custom Audio® OD100 amplifier (including cabinet)
14	Rock Vrb CL	Based on the clean tone of the complete Orange® Rockerverb amplifier (including cabinet)
15	Rock Vrb DS	Based on the distortion tone of the complete Orange® Rockerverb amplifier (including cabinet)
16	J800 CL	Based on the clean tone of the complete Marshall® JCM800 amplifier (including cabinet)
17	J800 CR	Based on the overdrive tone of the complete Marshall® JCM800 amplifier (including cabinet)
18	J800 DS	Based on the distortion tone of the complete Marshall® JCM800 amplifier (including cabinet)
19	PLX 100 CL	Clean tone based on the complete Marshall® Plexi 100 amplifier (including cabinet)
20	PLX 100 DS	Distortion tone based on the complete Marshall® Plexi 100 amplifier (including cabinet)
21	EV 5050 CH1	Green channel based on the complete EVH® 5150 III amplifier (including cabinet)
22	EV 5050 CH2	Blue channel based on the complete EVH® 5150 III amplifier (including cabinet)
23	EV 5050 CH3	Red channel based on the complete EVH® 5150 III amplifier (including cabinet)
24	Cali BLD CL	Clean tone based on the complete Mesa Boogie® Rectifier Badlander amplifier (including cabinet)

No.	Model Name	Effect Description
25	Cali BLD CR	Overdrive tone based on the complete Mesa Boogie® Rectifier Badlander amplifier (including cabinet)
26	Cali BLD DS	Distortion tone based on the complete Mesa Boogie® Rectifier Badlander amplifier (including cabinet)

DYNA

No.	Model Name	Effect Description
1	Red Comp	Based on the MOOER® RED COMP compressor
2	Yellow Comp	Based on the MOOER® YELLOW COMP compressor
3	Noise Gate	Based on the MOOER Noise Killer noise gate effect
4	Smart Noise Gate	Unlike conventional noise gates, it separates the regular signal from white noise and applies the white noise effect to reduce noise while maintaining natural decay.

FILTER

No.	Model Name	Effect Description
1	Touch Wah	Dynamic auto-wah with envelope filter
2	Auto Wah	Simulated wah with auto-sweep function
3	Filter	Modulation Filter Effect
4	CRY WAH	Based on GCB95 Wah Effect
5	Vocal Wah	Based on MOOER REDKid Talk Wah Effect

EQ

No.	Model Name	Description
1	5-Band EQ	5-Band Guitar EQ
2	Custom EQ	Provides a 3-band EQ with customizable frequency points

MOD

No.	Model Name	Description
1	Classic Phaser	Based on MOOER Ninety Orange Standard Sine Wave Phaser Effect
2	Square Wave Phaser	Square Wave-Based Phaser Effect
3	Classic Flanger	Based on MOOER E-Lady Flanger Effect
4	Jet Flanger	Based on MOOER Jet Flanger Effect
5	Tremolo	Based on MOOER Trelicopter Volume Tremolo Effect
6	Square Wave Tremolo	Square Wave-Based Volume Tremolo Effect
7	Pitch Vibrato	Standard Pitch Vibrato Effect

No.	Model Name	Description
8	Rotary Speaker	Simulates the sound of a classic rotary speaker
9	Ring Modulator	Ring Modulation Effect
10	Polyphonic Pitch Shift	Pitch shift effect supporting polyphonic playing
11	Analog Chorus	Classic analog chorus effect
12	Triple Chorus	Triple Chorus Effect
13	Lo-Fi	Achieves a lo-fi tone by lowering the sample rate
14	Slow Attack	Slow attack effect that can soften or remove the pick attack

DELAY

No.	Model Name	Effect Description
1	Digital Delay	Basic digital delay effect that clearly repeats the played signal each time
2	Analog Delay	Uses digital technology to recreate the warm, soft character of analog circuitry
3	Echo delay	Recreates the echo tone of real spaces
4	Tape delay	Simulates the tone of classic tape delay
5	Modulated delay	Adds modulation to the delay effect
6	Reverse delay	Reverse playback delay tone
7	Ping-pong delay	Spatial left-right ping-pong delay
8	Crystal modulated delay	Raises the delay feedback by five octaves progressively, creating a crystal-clear special effect
9	Rainbow modulated delay	Raises the delay effect of each feedback by a certain interval, creating a dreamy rainbow-like effect

REVERB

No.	Model Name	Description
1	Room reverb	Recreates the reverb tone of a small room
2	Hall reverb	Recreates the reverb of a large hall with rich diffusion and long decay time
3	Plate reverb	Bright plate reverb effect
4	Spring reverb	Vintage spring reverb effect
5	Modulated reverb	Chorus is added to the reverb for a detailed reverb effect
6	Gorgeous starlight reverb	Gorgeous tone reverb with Shimmer effect

SYNTH

No.	Model Name	Effect Description
1	Mode 1	Sawtooth arpeggio synth tone
2	Mode 2	Bass and treble dual-layer arpeggio synth tone
3	Mode 3	Cross-interval square wave lead synth tone
4	Mode 4	Slightly detuned solo synth tone
5	Mode 5	Touch-sensitive lead synth tone
6	Mode 6	Sci-fi FX transition synth tone
7	Mode 7	Auto-Wah synth tone

9 Product Specifications

Product Model	S/P/M/W/SL1000 Series
Battery	GLP-1 Rechargeable Lithium Battery 4000 mAh
Battery Life	10 hours
Standby Time	15 hours
Charging	DC 5V 2A, use the original charging cable (recommended)
USB	USB-C (only supports USB-C to USB-A cable)
Bluetooth	5.0
Wireless Control	2.4G

Battery Usage Notes:

- The GTRS GLP-1 rechargeable lithium battery features overcharge, over-discharge, short-circuit, and overcurrent protection.
- If the battery is stored for more than 3 months after charging, schedule a charging maintenance session.
- If a fully discharged battery is stored for more than 1 month, schedule a charging maintenance session.
- After 300 charge cycles, the battery capacity will be approximately 75% of the initial capacity.
- Suitable battery charging temperature range: 0-45°C, storage temperature: 25°C±5°C.