AUDOTA

AME-100

Intelligent Multi-Effects

User Manual

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Important Notes

*** carefully review all instructions prior to first use***

Precautions

- Please use a power supply that is approved by the relevant authorities and complies with local regulatory requirements (e.g., UL, CSA, VDE, CCC).
- Please use a power supply that meets the manufacturer's specified specifications.
- Disconnect the power supply when not in use or during thunderstorms.
- Do not allow products containing batteries to overheat (e.g., avoid direct sunlight and keep away from fire sources).
- If the battery leaks, avoid contact with the liquid on skin or eyes. If contact occurs, seek medical attention immediately.
- The battery included with this product may pose a fire or chemical burn hazard if not handled properly.

Placement Location

To prevent deformation, discoloration, and other serious damage, please avoid the following situations:

- Direct sunlight
- Near heat sources
- Dusty or unclean environments
- Magnetic fields
- High temperature and humidity
- High humidity
- Strong vibrations or shaking

Cleaning

When cleaning the unit, please use a dry, soft cloth or a cloth slightly dampened with water. Do not use abrasive cleaning powders, alcohol, paint thinners, wax, solvents, cleaning agents, or chemicals for wiping.

Operation

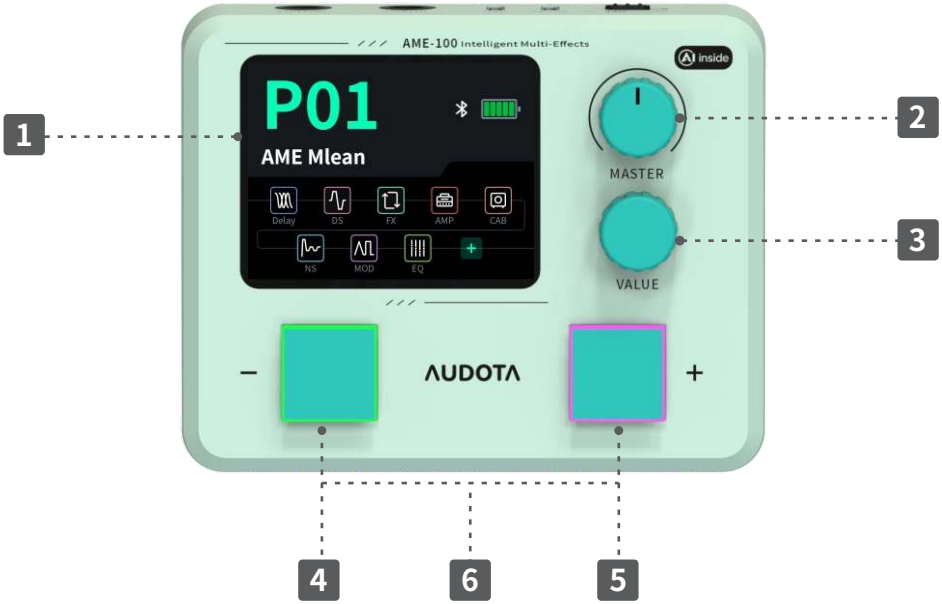
Do not use excessive force on the switches and control elements.
Do not allow paper, metal objects, or other items to fall into the unit.
Do not drop the unit or subject it to impacts or excessive pressure.
Do not modify the product without authorization.
For any repair issues, please contact customer service.

Product Features

- Ultra-portable, lightweight design
- Built-in 9 effect modules with 147 premium effect models
- Includes 80 onboard preset slots
- Supports dynamic loading of effect chain modules
- Supports third-party IRs and official ADT files, with 20 available storage slots
- Built-in tuner, 40 drum patterns, and a 20-second looper
- Equipped with dual-mode Bluetooth modules supporting Bluetooth audio playback
- Supports BLE-MIDI wireless footswitch expansion control
- Supports USB-C charging
- Built-in long-life lithium battery
- USB supports OTG recording
- Supports USB connection to PC for dedicated management software
- Supports Bluetooth connection to mobile devices via the dedicated app

Panel Overview

Main Panel



1 **2.4-inch Color Display**
Displays effect chains and various function information.

2 **MASTER Knob**
Controls the overall output volume level.

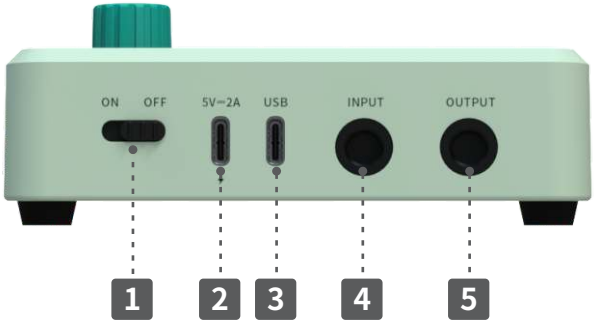
3 **EDIT Encoder**
Press or rotate to switch presets, select functions, toggle features, and edit parameters.

4 **Footswitch “–”**
Press in the Effect Chain interface to switch presets to the left;
Long-press in any non-Looper & Drum Machine interface to enter the Tuner interface;
In the Looper & Drum Machine interface, this switch performs recording / playback / overdub / stop recording / clear recording.

5 **Footswitch “+”**
Press in the Effect Chain interface to switch presets to the right;
Long-press in any interface to enter the Looper & Drum Machine interface;
In the Looper & Drum Machine interface, this switch performs pause/play and enable the drum machine.

6 **Footswitch “–” & Footswitch “+”**
Press both simultaneously to go back.
Press and hold both simultaneously to return to the Main Interface.

Interface Panel



1 **Power Switch**
Turns the device On or Off.

2 **5V 2A USB-C Power Port**
Connect to a power source using a compliant power adapter.

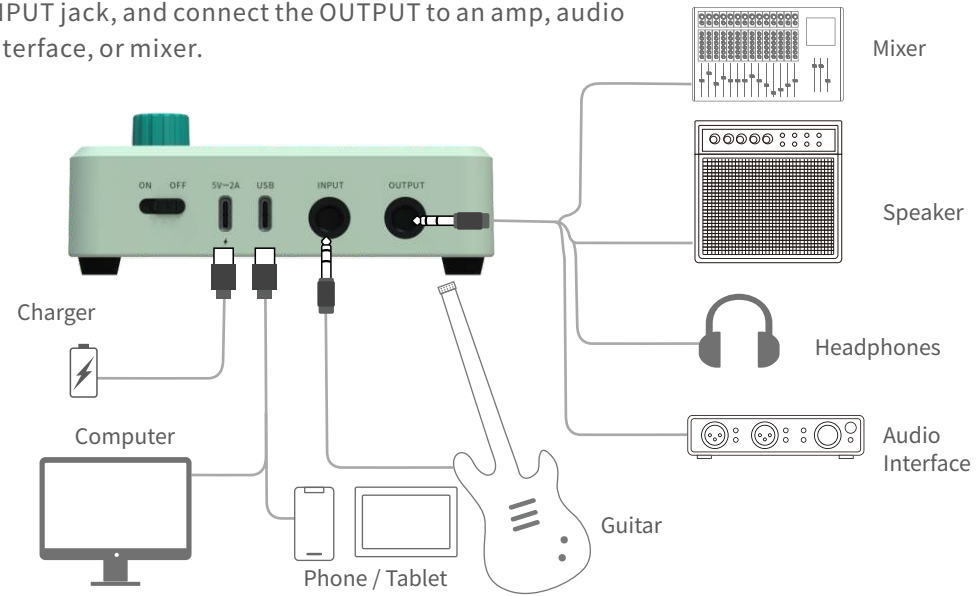
3 **USB-C Port**
Used for connecting to PC management software and for OTG digital recording functions.

4 **INPUT Jack**
1/4" instrument input jack.

5 **OUTPUT Jack**
1/4" unbalanced output jack, compatible with stereo headphones.

Device Connection

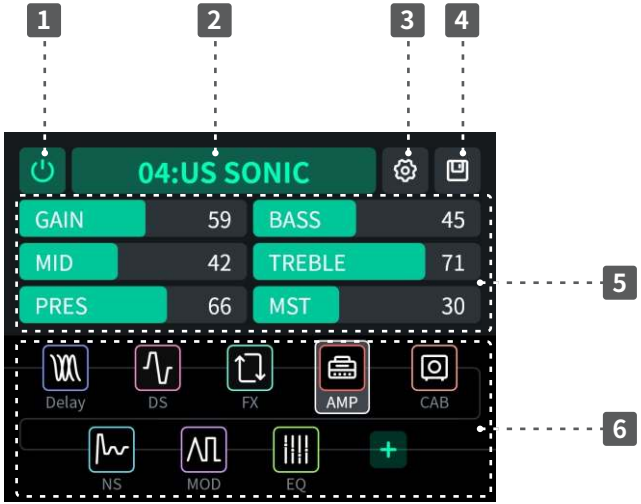
To prevent malfunction and equipment damage, we recommend turning down the volume and powering off all gear before making any connections. Connect a compliant power adapter to the power port (5V 2A), plug your instrument into the INPUT jack, and connect the OUTPUT to an amp, audio interface, or mixer.



Note: If connecting OUTPUT to a guitar amp's INPUT, it is recommended to turn OFF the AMP and CAB modules. If connecting to a guitar amp's RETURN or power amp section, it is recommended to turn ON the AMP module and turn OFF the CAB module. If connecting to FRFR (Full Range Flat Response) speakers, it is recommended to turn ON both AMP and CAB modules.

Function Interface

Effect Parameter Interface



1 **Effect Module Switch**
Use the EDIT encoder to toggle the effect module On or Off.

2 **Effect Module Name**
Displays the current module name. Use the EDIT encoder to enter the module selection menu.

3 **System Settings**
Use the EDIT encoder to access System Settings.

4 **Save Button**
Use the EDIT encoder to enter the Preset Save interface.

5 **Parameter Area**
Displays the parameters of the current effect. Use the EDIT encoder to edit values.

6 **Effect Chain Area**
Displays the current preset's signal chain. Use the EDIT encoder to add modules or adjust the order.

Main Interface

Long press Footswitch “-” and Footswitch “+” simultaneously to return to the Main Interface. The screen will display the Preset Group, Tone Name, Battery Level, and Bluetooth Connection status.



Function Operations

Selecting Presets

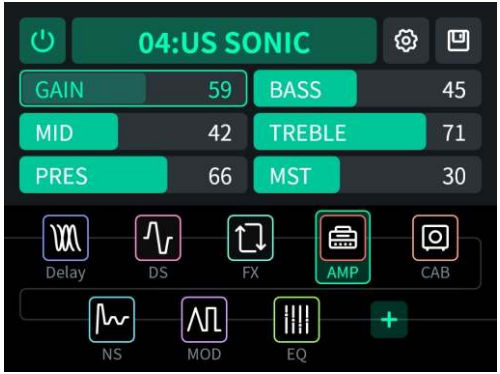
Using the EDIT Encoder:

In the Main Interface, rotate the EDIT encoder to switch presets left or right.



Using Footswitches:

In the Main Interface or Effect Parameter Interface, press Footswitch - or + to scroll through presets.



Editing Presets

Add/Delete Modules in the Chain:
In the Effect Parameter Interface, use the EDIT encoder to select and press the “+” icon in the chain to enter the module selection menu. Select the module you wish to add. Once added, the chain will display the new module. To delete, select the module and long-press until the delete prompt appears, then select “Yes”.

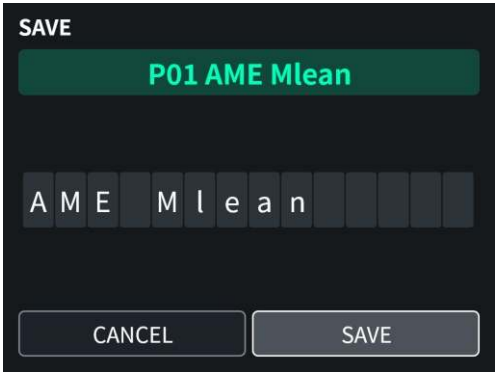
Move Modules in the Chain:
Select an effect module with the EDIT encoder, then press and rotate the encoder to move the module's position within the signal chain.

Effect Module On/Off:
In the effect parameter screen, select a module, then use the EDIT encoder to move the cursor to the module on/off switch in the upper-left corner. Press to toggle the module—color or dimmed status indicates ON/OFF.

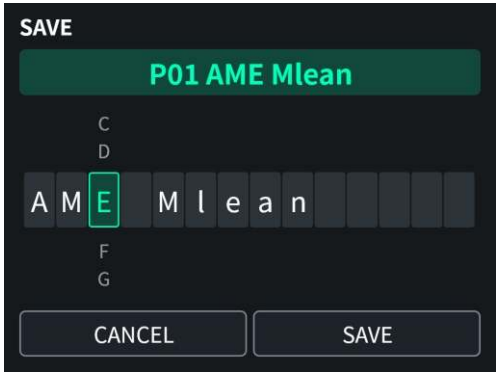
Editing Parameters:
Select a module and press the EDIT encoder to enter the parameter editing area. Rotate to select the parameter you wish to adjust, press to confirm, then rotate to change the value. Press again to exit selection mode. Press Footswitch “-” and “+” simultaneously to return to the chain view.

Saving Presets

In the effect parameter screen, move the cursor to the Save button in the upper-right corner to enter the preset storage menu. Use the EDIT encoder to move the cursor to the preset bank name field, press to select it, and choose the preset bank location where you want to save your settings.



After selecting the desired preset save location,
use the EDIT encoder to customize the preset name.



After completing all your settings, move the cursor to SAVE to store the preset. The screen will automatically return to the previous page, confirming that the preset has been saved successfully.
If you want to cancel the operation, move the cursor to CANCEL to exit the save screen.

Tuner

Long-press Footswitch “–” to enter the Tuner interface. In the Tuner interface, you can use the EDIT encoder to set whether the instrument is muted and adjust the reference pitch. The default reference pitch is 440Hz, and the adjustable range is 435Hz–445Hz. After tuning, press any footswitch to exit the Tuner interface, or long-press both footswitches at the same time to return to the main interface.

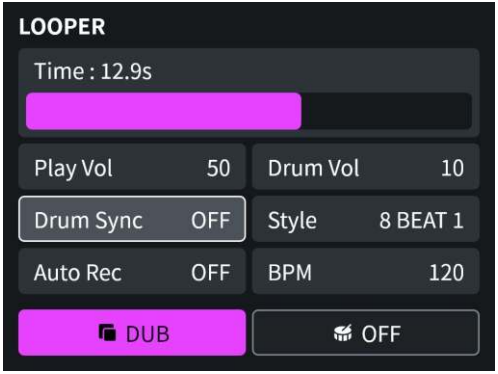


Looper & Drum Machine

Long press Footswitch “+” for 1 second in any interface to enter the Looper & Drum Machine interface.

Drum Machine:

The AME-100 features 40 different drum styles and 10 metronome types. Use the EDIT encoder and select Style to choose your drum pattern; select BPM to adjust the drum machine tempo; select Drum Vol to set the drum machine volume; press the drum machine button in the lower-right corner or long-press Footswitch “+” to turn the drum machine on or off.



Looper:

The AME-100 features a 20-second recordable looper with unlimited overdubbing. Press and hold Footswitch + to access the Looper & Drum Machine control interface. In this mode, the two onboard footswitches perform the following dedicated functions:

Footswitch “-": Press to initiate Record / Play / Overdub. Press and hold to clear the loop recording.

Footswitch "+": Press to Pause playback. Press and hold to toggle the Drum Machine On or Off.

Drum Sync:

When enabled, the Drum Machine and Looper are linked. Pressing record will start the recording in sync with the drum beat. Stopping recording triggers loop playback with the drums. Pausing playback stops the drums.

Auto Rec:

When enabled, the unit enters "Record Ready" mode and automatically starts recording upon detecting an input signal. If Drum Sync is on, both will start simultaneously upon signal detection.

Bluetooth Audio

The AME-100 supports Bluetooth audio streaming.

1. Enable the Bluetooth module in Global Settings.
2. Find “AME-100 Audio” in your mobile device's Bluetooth list.
3. Connect to begin streaming audio through the AME-100.

OTG Recording

The USB port on the AME-100 supports direct connection to smart devices for high-quality OTG recording and audio playback.

Operation Guide

Note: Please ensure that your mobile device supports OTG audio functionality.

1. Connect the unit to your smart device using a USB cable. (An OTG adapter cable may be required and is sold separately).
2. Launch a video or audio recording app on your device to begin OTG recording instantly. You can adjust the OTG output level in the Global Settings menu.

Wireless Footswitch Control

The AME-100 supports expansion via a wireless footswitch.

Pairing:

Enable the wireless footswitch, then press and hold Footswitch A + C until all footswitch LEDs start flashing simultaneously.

In the AME-100 Global Settings, turn on the Wireless Footswitch option to begin searching and pairing.

Once paired, the AME-100 will automatically reconnect to the wireless footswitch the next time you use it—no need to pair again.

On the main screen, the footswitch icon will light up when connected; a grayed-out icon indicates the footswitch is not connected.

(You can disconnect at any time by turning off the Wireless Footswitch option in the AME-100 Global Settings.)

Preset Tone Control:

In both the main interface and the tone editing interface, the wireless foot controller operates in Preset Tone Control mode.

Switching Within Banks: Step on Footswitch A, B, C, or D to instantly select the corresponding preset within the current bank.

Preset Bank Scrolling: Simultaneously press Footswitch A + B to scroll to the previous bank (e.g., Bank 05 down to 01). Simultaneously press Footswitch C + D to scroll to the next bank (e.g., Bank 01 up to 05).

Note: When using the wireless foot controller to expand preset tone control, you can enable Footswitch Settings in the global settings of the AME-100. This function allows you to assign the two onboard footswitches of the AME-100 to switch between preset banks.

Tuner Control:

In any interface (except the Looper & Drum Machine interface), press and hold any footswitch to enter Tuner Mode.

The left block on the pedal screen displays the note name closest to the pitch of your plucked string, while the right block shows the relative pitch difference from that note. Semitone offsets are shown using sharps and represented on the pedal screen with a center dot (for example, #A = “A.0”).



If your current string pitch is in tune with the note shown on the left block, the right block remains steady.

If your pitch is flat, the right block will rotate counterclockwise.

If your pitch is sharp, the right block will rotate clockwise.

Lightly press any footswitch to exit Tuner Mode and return to Preset Switching Mode.

Recording Looper & Drum Machine Control:
In any interface (except the Recording Looper & Drum Machine interface), press and hold footswitches B and C simultaneously to enter the Recording Looper & Drum Machine control mode.
Recording: Short-press footswitch A to start recording.
Overdub: While in playback or recording, short-press footswitch A again to begin overdubbing.
Playback: During recording, short-press footswitch B to stop recording and start loop playback.
Stop: While in playback, short-press footswitch B to stop playback.
Clear: In any state, if a loop file exists, press and hold footswitch B to clear the recorded loop.

Drum Tempo Setting: Short-press footswitch C three times or more consecutively to quickly set the drum tempo based on the tap interval. The footswitch LED will blink in sync with the tempo.

Drum Machine On/Off: Short-press footswitch D to turn on the drum machine. The footswitch D LED lights up, and the footswitch C LED begins flashing according to the current tempo. Short-press footswitch D again to turn off the drum machine.

Drum Kit Selection: Press and hold footswitch C to enter drum kit selection mode. Short-press footswitches C or D to scroll left or right through drum kits. The pedal display will show corresponding numbers (01–40) representing the 40 built-in drum kits of the AME-100. Short-press footswitches B and C simultaneously to exit drum kit selection and return to the Recording Looper & Drum Machine control mode.

Global Settings

Use the EDIT encoder in the effect chain screen to move the cursor to the Settings icon located next to the Save button in the upper right corner. Press to enter the Global Settings menu.

Global Cab Simulation:
The AME-100 supports a global cabinet simulation switch to accommodate different connection scenarios. This switch is enabled by default.
When the global cabinet switch is turned off, all preset cabinet simulations will be disabled. After turning the global cabinet switch back on, switch presets once—presets saved with cab simulation enabled will automatically reactivate their cabinet models, while presets saved with cab simulation disabled will remain unchanged.

Bluetooth:
The AME-100 is equipped with a Bluetooth module that supports Bluetooth audio playback and connection to smart devices using the dedicated APP. Use the EDIT encoder to turn Bluetooth on or off.

Wireless Footswitch:
The AME-100 supports wireless footswitch connectivity. Use the EDIT encoder to enable or disable pairing mode.

Footswitch Settings:
After connecting a wireless footswitch, you can choose whether to change the function of the AME-100’ s built-in footswitches. Use the EDIT encoder to turn this option on or off.

Language:
The AME-100 supports both Chinese and English display. Use the EDIT encoder to switch languages.
Note: Certain effect model names and specialized terms will be shown in English only.

Bluetooth Gain:
Adjust the gain of Bluetooth audio playback using the EDIT encoder.

Input Gain:
Use the EDIT encoder to adjust the gain of the device’ s input signal.

OTG Gain:
Use the EDIT encoder to adjust the gain of the OTG recording output signal.

Brightness:
Adjust the display brightness to suit various usage environments.

Factory Reset:
Select to restore the AME-100 to factory settings. This will reset all presets and clear all IR and ADT files. Please use with caution.

Version:
Displays the current firmware version of the AME-100.

BLE-MIDI Control

No.	Value Range	Control Parameter
PC	1-80	Preset 1-80
CC11	0-127	Preset -1
CC12	0-127	Preset +1
CC13	0-127	Group-1 (Preset -4)
CC14	0-127	Group+1 (Preset +4)
CC1	0-127	Module 1 On/Off
CC2	0-127	Module 2 On/Off
CC3	0-127	Module 3 On/Off
CC4	0-127	Module 4 On/Off
CC5	0-127	Module 5 On/Off
CC6	0-127	Module 6 On/Off

No.	Value Range	Control Parameter
CC7	0-127	Module 7 On/Off
CC8	0-127	Module 8 On/Off
CC9	0-127	Module 9 On/Off
CC10	0-127	Tuner On/Off
CC15	0-127	Looper Module On/Off
CC16	0-127	Looper Record/Overdub
CC17	0-127	Looper Play/Stop
CC18	0-127	Looper Clear
CC19	0-127	Drum Machine Play/Stop

Tone Descriptions

Overdrive		
No.	**Name**	**Description**
1	Tube DR	Based on B.K.Butler ®Tubedrive
2	808	Based on IBANEZ®TS808
3	Pure Boost	Based on MOOER®PureBoost
4	Flex Boost	Based on MOOER®FlexBoost
5	D Drive	Based on Barber ®DirectDrive
6	Black Rat	Based on ProCo®Rat
7	Grey Faze	Based on MOOER®GreyFaze
8	Muffy	Based on EHX®BigMuff
9	MTL Zone	Based on BOSS®MetalZone
10	MTL Master	Based on Digitech®MetalMaster
11	Obsessive DIST	Based on Fulltone®OCD

No.	Name	Description
12	Jimmy OD	Based on PaulCochrane®TimmyOD
13	Full DRV	Based on Fulltone Fulldrive2
14	Shred	Based on Marshall®ShredMaster
15	Beebee PRE	Based on Xotic®BBPreamp
16	Beebee +	Based on Xotic®BBPlus
17	Riet	Based on Suhr ®Riot
18	Tight DS	Based on Amptweaker ®TightRock
19	Full DS	Based on Fulltone®GT-500
20	Gold Clon	Based on Klon®CentaurGold

FX Front		
No.	**Name**	**Description**
1	Yellow Comp	Based on MOOER®YellowComp; offers 4 adjustable parameters
2	Blue Comp	Based on MOOER®BlueComp; offers 4 adjustable parameters
3	Auto Wah	Simulates a wah effect with automatic frequency sweeping
4	Talk Wah Ah	Based on MOOER®RedKidTalkWah, simulating a vocal “AH” sound
5	Talk Wah Oh	Based on MOOER®RedKidTalkWah, simulating a vocal “OH” sound
6	Touch Wah	Dynamic response auto-wah with an envelope filter

Noise Gate		
No.	**Name**	**Description**
1	Noise Killer	Self-developed noise reduction effect that quickly and effectively eliminates unwanted noise with simple adjustments
2	Intel Reducer	Different from a conventional noise gate, this effect separates your main signal from the white noise and removes the noise component. This reduces unwanted noise while preserving a natural decay. It is recommended to place this module before distortion effects or amp simulation.
3	Noise Gate	Three commonly-used noise gate parameters are provided. Adjust Threshold first according to your current noise level, then fine-tune Attack and Release based on your playing needs.

Preamp		
No.	**Name**	**Description**
1	65 US DX	Based on Fender®65DeluxeReverb
2	65 US TW	Based on Fender®65TwinReverb
3	59 US BASS	Based on Fender®59Bassman
4	US SONIC	Based on Fender®SuperSonic
5	US BLUES CL	Based on Fender®BluesDeluxe
6	US BLUES OD	Based on Fender®BluesDeluxe
7	J800	Based on Marshall®JCM800
8	J900	Based on Marshall®JCM900
9	PLX100	Based on Marshall®Plexi100
10	E560 CL	Based on EngL®E650
11	E560 DS	Based on Engl®E650

No.	Name	Description
12	POWER BELL CL	Based on Engl®PowerballE645
13	POWER BELL DS	Based on Engl®PowerballE645
14	BLACKNIGHT CL	Based on Engl®Blackmore Signature
15	BLACKNIGHT DS	Based on Engl®Blackmore Signature
16	MARKIII CL	Based on MESABoogie®MARKIII
17	MARKIII DS	Based on MESABoogie®MARKIII
18	MARKV CL	Based on MESABoogie®MARKV
19	MARKV DS	Based on MESABoogie®MARKV
20	TRI REC CL	Based on MESABoogie®TripleRectifier
21	TRI REC DS	Based on MESABoogie®TripleRectifier
22	ROCK VRB CL	Based on Orange®Rockerverb
23	ROCK VRB DS	Based on Orange®Rockerverb

No.	Name	Description
24	CITRUS 30	Based on Orange®AD30
25	CITRUS 50	Based on Orange®OR50
26	SLOW 100 CR	Based on Soldano®SLO-100
27	SLOW 100 DS	Based on Soldano®SLO-100
28	DR.ZEE 18 JR	Based on DR.Z®Maz18Jr
29	DR.ZEE RECK	Based on DR.Z®Z-Wreck
30	JET 100H CL	Based onJetCity®JCA100H
31	JET 100H OD	Based on JetCity®JCA100H
32	JAZZ 120	Based on Roland®JC-120
33	UK30 CL	Based on VOX®AC30
34	UK30 OD	Based on VOX®AC30
35	HWT 103	Based on Hiwatt®DR-103

No.	Name	Description
36	PV 5050 CL	Based on Peavey®5150
37	PV 5050 DS	Based on Peavey®5150
38	REGAL TONE CL	Based on ToneKing®Falcon
39	REGAL TONE OD1	Based on ToneKing®Falcon
40	REGAL TONE OD2	Based on ToneKing®Falcon
41	CAROL CL	Based on TwoRock®Coral
42	CAROL OD	Based on TwoRock®Coral
43	CARDEFF	Based on TwoRock®Cardiff
44	EV 5050 CL	Based on EVH®5150
45	EV 5050 DS	Based on EVH®5150
46	HT CLUB CL	Based on Blackstar ®HTStage100
47	HT CLUB DS	Based on Blackstar ®HTStage100

No.	Name	Description
48	HUGEN CL	Based on Diezel®Hagen
49	HUGEN OD	Based on Diezel®Hagen
50	HUGEN DS	Based on Diezel®Hagen
51	KOCHE OD	Based on Koch®Powertone
52	KOCHE DS	Based on Koch®Powertone
53	ACOUSTIC 1	Acoustic Guitar Simulation 1
54	ACOUSTIC 2	Acoustic Guitar Simulation 2
55	ACOUSTIC 3	Acoustic Guitar Simulation 3

Cabinet		
No.	**Name**	**Description**
1	US DLX 112	Based on Fender ®65DeluxeReverb112
2	US TWIN 212	Based on Fender ®65TwinReverb212
3	US BASS 410	Based on Fender ®59Bassman410
4	SONIC 112	Based on Fender ®SuperSonic112
5	BLUES 112	Based on Fender ®BluesDeluxe112
6	1960 412	Based on Marshall®1960A412
7	EAGLE P412	Based on ENGL®ProXXL412
8	EAGLE S412	Based on ENGL®VintageXXL412
9	MARK 112	Based on MesaBoogie®Mark112
10	REC 412	Based on MesaBoogie®RectifierStandard412
11	CITRUS 412	Based on Orange®PPC412

No.	Name	Description
12	CITRUS 212	Based on Orange®PPC212
13	SLOW 412	Based on Soldano®Slo412
14	DR.ZEE 112	Based on DR.Z®MAZ112
15	DR.ZEE 212	Based on DR.Z®Z-Wreck212
16	JAZZ 212	Based on Roland®JC120212
17	UK 212	Based on VOX®AC30212
18	HWT 412	Based on Hiwatt®Ap412
19	PV5050 412	Based on Peavey®5150412
20	REGAL TONE 110	Based on ToneKing®Falcon110
21	TWO STONES 212	Based on TwoRock®212
22	CARDEFF 112	Based on TwoRock®112
23	EV 5050 412	Based on EVH®5150412

No.	Name	Description
24	HT 412	Based on Blackstar®HTV412
25	GAS STATION 412	Based on Diezel®Hagen412
26	ACOUSTIC 112	Simulates an acoustic guitar cabinet loaded with a single 12-inch speaker

Equalizer		
No.	**Name**	**Description**
1	Audota G	5-Band Equalizer for guitar
2	Audota HM	5-Band Equalizer tuned for heavy metal music
3	Audota G-6	6-Band Equalizer for guitar
4	Custom EQ	3-Band Equalizer with customizable frequency points

Modulation		
No.	**Name**	**Description**
1	PHASER	Based on MOOER®NinetyOrange standard sine wave phaser
2	STEP PHASER	Based on a square wave phaser effect
3	FAT PHASER	Phaser effect that emphasizes low frequencies
4	FLANGER	Based on MOOER®E-Lady square wave flanger
5	JET-FLANGER	Based on MOOER®JetFlanger
6	TREMOLO	Based on MOOER®Trelicopter volume tremolo
7	STUTTER	Based on a square wave volume tremolo
8	VIBRATO	Standard pitch vibrato effect
9	PITCH SHIFT	Based on pitch shifting the dry signal
10	DETUNE	Characteristic effect adding slightly detuned pitch to the original high notes
11	ROTARY	Simulates the classic rotary speaker sound

No.	Name	Description
12	ANA-CHORUS	Classic Analog Chorus effect
13	TRI-CHORUS	Multi-layer chorus for a richer sound
14	RING MOD	Creates metallic, bell-like ring modulation tones
15	Q-FILTER	Modulated filter effect
16	HIGH PASS	Modulated filter emphasizing high frequencies
17	LOW PASS	Modulated filter emphasizing low frequencies
18	SLOW GEAR	Slow attack effect that fades in with a smooth volume swell
19	LOFI	Reduces sampling rate for a lo-fi tone

Delay		
No.	**Name**	**Description**
1	DIGITAL	A basic digital delay effect that delivers a clear, articulate repeat of every note you play
2	ANALOG	Uses digital tech to recreate the warm, smooth decay of analog circuits
3	REAL	Recreates the natural echo of a physical space
4	TAPE	Simulates the classic vintage tape delay
5	MOD	Adds modulation to the delay
6	REVERSE	Reverse Playback Delay Effect
7	DYNAMIC	Digital dynamic delay effect

Reverb		
No.	**Name**	**Description**
1	ROOM	Recreates the reverb of a smaller room space
2	HALL	Recreates a large concert hall with rich diffusion and long decay
3	CHURCH	Massive church reverb with very long decay times
4	PLATE	Bright, metallic plate reverb effect
5	SPRING	Classic retro spring reverb effect
6	MOD	Adds chorus to the reverb for a lush, detailed sound
7	CAVE	Recreates the irregular reflections of a cave environment

***Note: Manufacturer and product names mentioned in this list are trademarks of their respective owners and are used solely to identify the sonic character of the modeled effects.**

Technical Specifications

Input: 6.35mm 2MΩ
Output: 6.35mm 100Ω
USB: USB-C, for desktop software connection or OTG recording
Power Input: DC 5V/2A charging supports USB-C to USB-A data cables only
Bluetooth: 5.0
Impulse Response (IR)
- **Format:** WAV
- **Sample Rate:** 44.1k (supports IR imports at any sample rate)
- **Bit Depth:** 24bit
- **Length:** 512pts

Operating Temperature: 0°C~60°CC
Weight: 240g
Dimensions: L109mm*W88mm*H42mm