FOOTSWITCH USE

Three foot-control devices can be used with Mustang GTX amplifiers—the **GTX-7** and **MGT-4** footswitches and the **EXP-1 Expression Pedal**.

The seven-button GTX-7 Footswitch comes with Mustang GTX100 and is optional for Mustang GTX50. It enables convenient remote foot control of several functions, including the built-in tuner, amp preset selection, effects bypass, 60-second looper and more. The EXP-1 Expression Pedal, optional for both Mustang GTX amps, is a dual-mode digital pedal that controls Mustang GTX volume and amp/effect parameters.

The four-button MGT-4 Footswitch is optional for both Mustang GTX amp models. Note that instructions for using the MGT-4 Footswitch can be found online in the *Mustang GT Guitar Amplifier Expanded Owner's Manual Rev. A* (PN 7712493000), and in the *Mustang GT Guitar Amplifier Addendum to Expanded Owner's Manual Firmware V2.0* (PN 7715279000).

Connect the GTX-7 or MGT-4 footswitch to the FOOTSWITCH jack on the amp's rear panel. The amplifier automatically defaults to the connected footswitch while the amp is fully booted. The GTX-7 or MGT-4 footswitch can be combined with the EXP-1 Expression Pedal by "chaining" the two pedals together.

GTX-7 FOOTSWITCH FEATURES

The GTX-7 Footswitch has seven buttons—a BANK UP button at upper left, a MODE/TUNER button at upper right, and five numbered FUNCTION buttons along the bottom. Three MODE LEDs are at upper right, and five FUNCTION LEDs are arrayed with one above each FUNCTION button. The DISPLAY WINDOW is at top center.
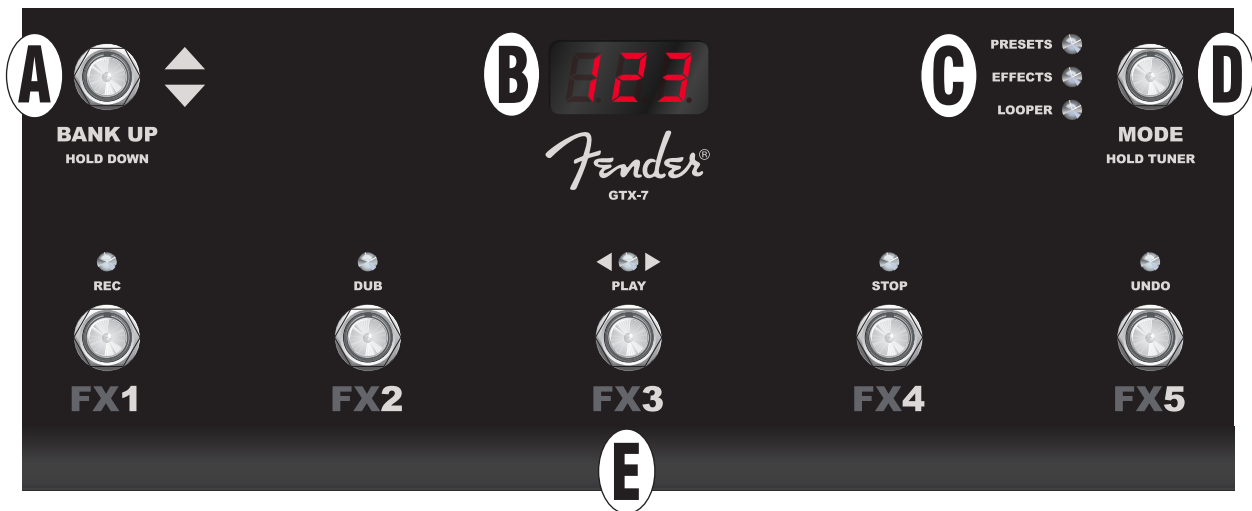
A. **BANK UP BUTTON:** Used to move up and down through consecutive groups ("banks") of five presets.

B. **DISPLAY WINDOW:** Displays footswitch function currently in use.

C. **MODE LEDS:** Color-coded LEDs indicate which of three modes is in use—PRESETS (red), EFFECTS (amber) or LOOPER (green).

D. **MODE/TUNER BUTTON:** Used to select among PRESETS, EFFECTS and LOOPER modes; press and hold for chromatic TUNER mode.

E. **FUNCTION BUTTONS/LEDS:** Five numbered buttons enable foot control of various Mustang GTX functions, depending on footswitch mode in use. Red LEDs above each FUNCTION BUTTON indicate various functions in use.
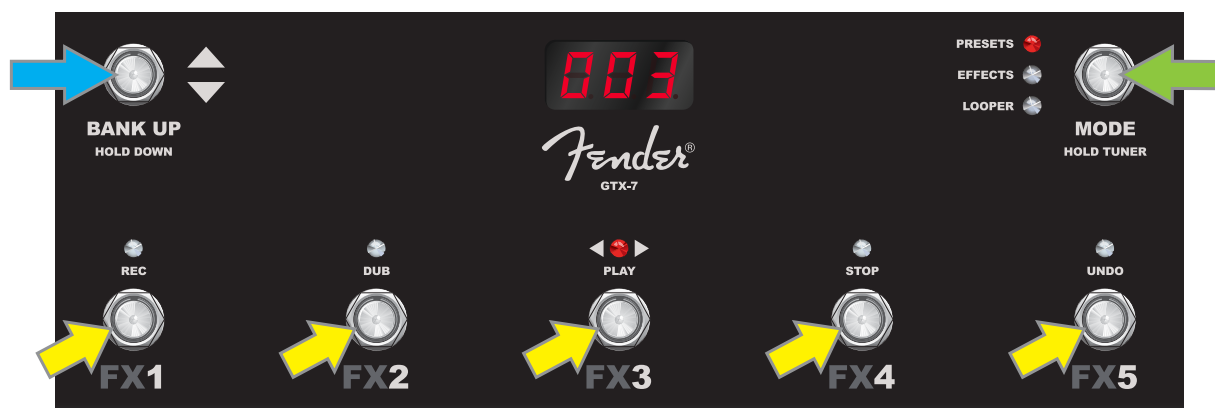
GTX-7 FOOTSWITCH: MODES

The GTX-7 Footswitch offers three Mustang GTX modes—PRESETS, EFFECTS and LOOPER. To choose one, cycle through them by stepping on the MODE button (D) at the upper right of the footswitch repeatedly until the desired mode is reached, as indicated by its color-coded MODE LED (C).

PRESETS MODE

PRESETS mode enables the user to reach any of Mustang GTX's many presets using the GTX-7 Footswitch. To do this, step on the MODE button (*green arrow in illustration below*) until PRESETS mode is activated, as indicated by the illuminated red MODE LED directly to the right of the label "PRESETS."

When the GTX-7 Footswitch is in PRESETS mode, presets become available in consecutive groups of five called "banks," with each of the five presets in a bank sequentially assigned to FUNCTION buttons 1, 2, 3, 4 and 5. To move "upward" through subsequent banks of five presets, step on the BANK UP button (*blue arrow in illustration below*). To move "downward" to the preceding bank of five presets, step on *and hold* the BANK UP button.

When the bank containing the desired preset is reached, select the desired preset within that bank by stepping on its corresponding FUNCTION button (*yellow arrows in illustration below*). When the desired preset has been selected, its corresponding red FUNCTION LED will illuminate, and the DISPLAY WINDOW will show the preset in use (*see illustration below, in which preset 3 is active*). The PRESETS mode LED will flash at the tempo of time-based effects; to change tempo using the GTX-7, tap twice on the currently selected PRESET footswitch.


Note that when activating PRESETS mode, the GTX-7 Footswitch will automatically set itself to whatever MUSTANG GTX preset is already set on the amp. This preset will be assigned to the footswitch FUNCTION button corresponding to the preset's position within its bank (1, 2, 3, 4 or 5). For example, if the amp is set to preset number 33, the GTX-7 Footswitch in PRESETS mode will also be set to preset number 33 and will assign that preset to FUNCTION button 3 (the third preset in the bank containing presets 31, 32, 33, 34 and 35).

EFFECTS MODE

EFFECTS mode lets the user turn the first five effects in a Mustang GTX preset on and off using the GTX-7 Footswitch (known as the EFFECTS mode default or "first five" setting).

To do this, step on the footswitch MODE button (*green arrow in illustration on next page*) until EFFECTS mode is activated; the MODE LED directly to the right of the label "EFFECTS" will illuminate in amber and "EFF" will appear in the DISPLAY WINDOW (*see illustration on next page*). Any effects in the active preset are then assigned to the footswitch FUNCTION buttons—labeled "FX1", "FX2", "FX3", "FX4" and "FX5" for this purpose (*yellow arrows in illustration below*). When an effect is on, the red FUNCTION LED above its assigned FUNCTION button will illuminate. To bypass an effect, step on its corresponding FUNCTION button; theeffect and its red FUNCTION LED will then turn off. To turn the effect back on, step on its FUNCTION button again.

Up to the first five effects in a preset are assigned this way; in a preset with only two effects, for example, they are assigned to FUNCTION buttons "FX1" and "FX2", as in the example below.
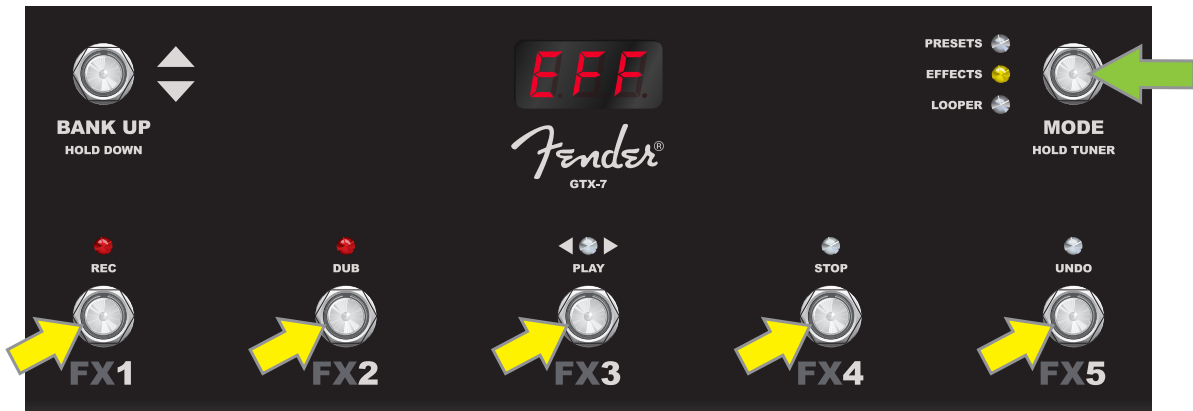

EFFECTS mode example showing a preset with two effects, each assigned to FUNCTION buttons FX1 and FX2. The illuminated red FUNC-TION LEDs above FX1 and FX2 indicate that both effects are on; both can be turned off by stepping on their respective FUNCTION buttons.

EFFECTS mode also offers a "category" setting in which five entire categories of effects are assigned to the footswitch FUNCTION buttons, letting the user turn all effects of a particular type on and off in the active preset. In this setting, Stompbox effects are assigned to FUNCTION button FX1, Modulation effects are assigned to FUNCTION button FX2, Delay effects are assigned to FUNCTION button FX3, Reverb effects are assigned to FUNCTION button FX4 and Filters+Pitch effects are assigned to FUNCTION button FX5. Note that the Dynamics+EQ effects category can *not* be assigned to the footswitch.

To use this EFFECTS mode setting, press the MENU utility button on the amp control panel and use the EN-CODER to scroll to and select the "FOOTSWITCH" menu option:
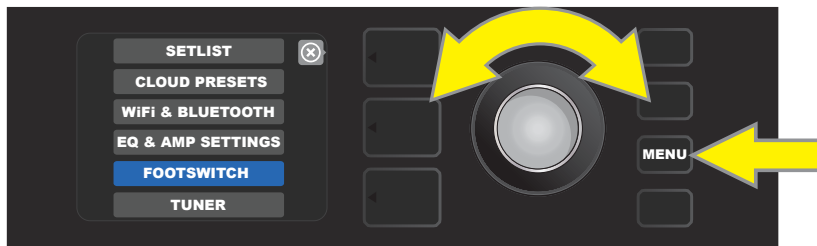
Use the ENCODER to scroll to and select "GTX-7 (7-BUTTON)" from the menu of devices shown, then use the ENCODER to scroll to and select "FX ASSIGN":

41
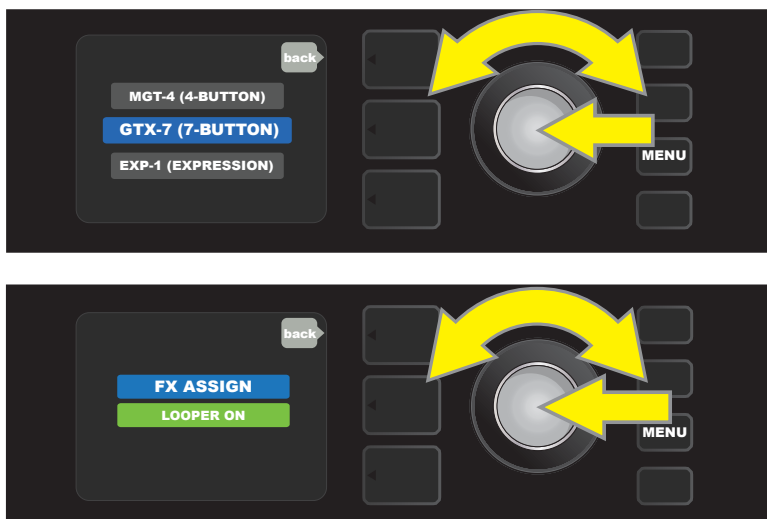
Use the ENCODER to scroll to and select the "category" setting, shown in the DISPLAY WINDOW as "1.STMP 2.MOD 3.DLY", then press the MENU utility button to return to the active preset:
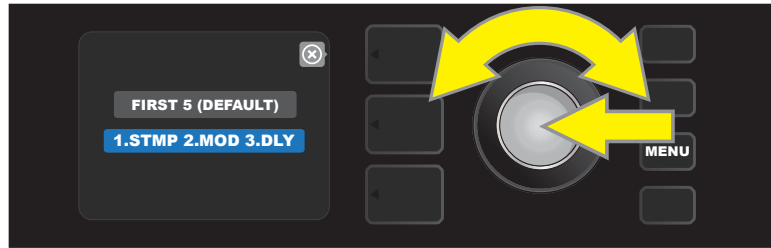
The GTX-7 Footswitch has now assigned Stompbox effects to FUNCTION button FX1, Modulation effects to FX2, Delay effects to FX3, Reverb effects to FX4 and Filters+Pitch effects to FX5; each can be turned on and off by stepping on its designated FUNCTION button. Note that Mustang GTX will "remember" EFFECTS mode settings after turning the amplifier off and back on again; in order to return to the default "first five" setting previously described, repeat the steps in this section and select the "FIRST 5 (DEFAULT)" menu option in the final step.

LOOPER MODE

LOOPER mode enables the user to record loops up to 60 seconds long and overdub subsequent parts. Any number of overdubbed parts can be layered over the original recorded part; however, only the *last* overdub created can be undone. To record a loop, step on the MODE button (*green arrow in illustration below*) until "LOOPER" mode is activated; the MODE LED directly to the right of the label "LOOPER" will illuminate in green (*see illustration below*).

To begin recording the first musical passage, step on FUNCTION button 1 (*yellow arrow in illustration below*) labeled "REC" for this purpose. The red FUNCTION LED above the button will begin flashing and the DISPLAY WINDOW will show "REC," indicating that the LOOPER is in recording mode; play a passage of any time duration up to 60 seconds (*see illustration below*).

When finished playing the first musical passage, stop recording and start playback by stepping on FUNCTION button 3 (*yellow arrow in illustration on next page*), labeled "PLAY". The red FUNCTION LED above FUNCTION button 1 will stop flashing, the red FUNCTION LED above FUNCTION button 3 will illuminate, and the DISPLAY WINDOW will indicate playback by showing "PLA" (*see illustration on next page*). To stop playback, step on FUNCTION button 4, labeled "STOP" (*green arrow in illustration on next page*); the DISPLAY WINDOW will show "STP" (*not shown in illustration*).

When finished playing the first musical passage, go into overdub mode by stepping on FUNCTION button 2 (*yellow arrow in illustration below*). The red FUNCTION LED above the button will begin flashing and the DISPLAY WINDOW will show "DUB," indicating that the LOOPER is now in overdub mode and a second musical passage can be recorded over the first (overdub mode can also be activated *during* playback of the first passage by stepping on FUNCTION button 2). Continue overdubbing musical passages as often as desired. After an overdub is recorded, step on FUNCTION button 3 (*green arrow in illustration below*) to start playback of all recorded parts; press FUNCTION button 4 (*blue arrow in illustration below*) to stop playback.

While recording, playing back or stopped on the first musical passage, the user can undo the recording if desired by stepping on FUNCTION button 5 (*yellow arrow in illustration below*), labeled "UNDO." When doing so, recording will stop, the red FUNCTION LED above the button will illuminate and the DISPLAY WINDOW will show the mode is currently in use (*"REC" in the illustration below*). Once overdubs have been added, however, the UNDO function applies only to the last overdub recorded; preceding overdubs cannot be undone.
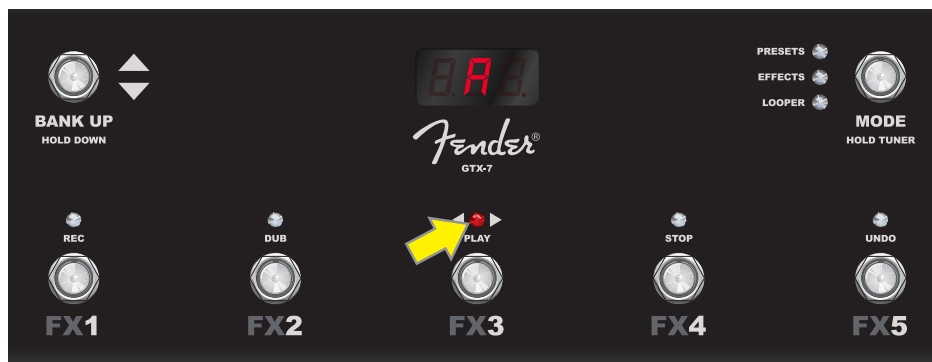
TUNER MODE

The GTX-7 Footswitch can also be used for hands-free tuning. To do this, step on and briefly hold the MODE button (*green arrow in illustration below*) to activate the chromatic tuner, upon which the pitch letter closest to the sounded note appears in the DISPLAY WINDOW. FUNCTION LEDs 1 and 2 at left illuminate red to indicate degrees of flatness; FUNCTION LEDs 4 and 5 at right illuminate red to indicate degrees of sharpness. When correct pitch is attained, FUNCTION LED 3 at center illuminates red. When tuning is complete, step on any button to exit tuner mode. Note that GTX-7 Footswitch tuner use mutes speaker output.

To activate the GTX-7 Footswitch tuning function, step on and briefly hold the MODE button (green arrow). In the example shown here, an "A" note is displayed as being particularly flat, as indicated by the illumination of FUNCTION LED 1 at far left (yellow arrow).
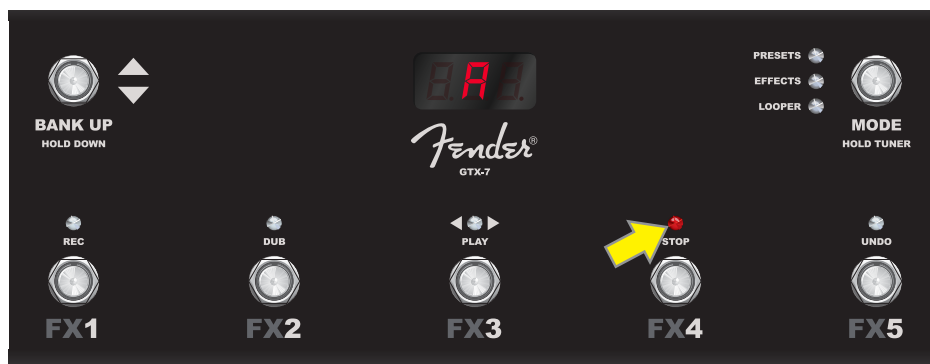
Here, the "A" note is displayed as being slightly sharp, as indicated by the illumination of FUNCTION LED 4 (yellow arrow).

Here, the "A" note is at correct pitch, as indicated by the illumination of FUNCTION LED 3 at center (yellow arrow).
When tuning is complete, step on any button to exit footswitch tuner mode.