

NUX



Cerberus

INTERGRATED EFFECTS & CONTROLLER

地狱犬 合并式效果器

Owner's Manual 操作指南

WARNING

To reduce the risk of fire or electric shock, do not expose this appliance to rain or moisture.

CAUTION

This equipment has been tested and found to comply with the limits for a Class B digital device pursuant to Part 15 of FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.



The lightning symbol within a triangle means, "Electrical caution!" It indicates the presence of information about operating voltage and potential risks of electrical shock.



The exclamation point within a triangle means, "Caution!" Please read the information next to all caution signs.

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Welcome to Cerberus

Thank you for purchasing the Cerberus, a powerful equipment to guitarists with new design philosophy and utmost quality!

Cerberus is a combo effect unit that’s as easy as a stompbox. It’s uncompromised quality, full implement of MIDI and portable size takes this little monster to professional market.

Ease of use and convenience were crucial in the design of Cerberus, guitarists will focus their idea to musical sense rather than LCD and boring menu.

Cerberus also offer the most flexibility and the ease of connections among the gears your favorite. Your boutique pedals, tube amplifiers and modern effects with midi supported are linked seamlessly by Cerberus.

Product information is updated regularly, so be sure to check www.nuxefx.com for the latest news.

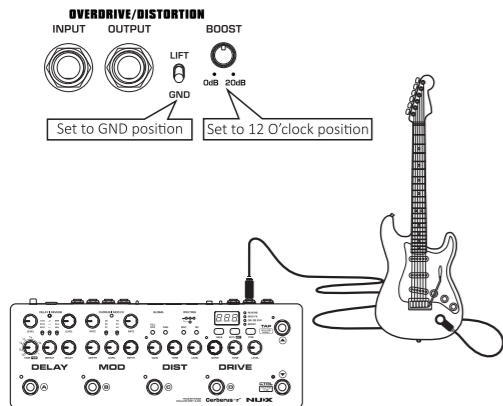
Features:

- Full midi implementation
- Sixteen effects
- Ultra-low latency (In to Out 0.68ms-2.04ms)
- Software editor and upgrades via USB
- Analog overdrive & distortion Circuits
- True bypass (OD/DIST Module)
- 2 exclusive pedals in 1 board
- 88.2khz/32bit AD/DA converter & processing
- Full knobs control without additional menu parameters

Quick Start

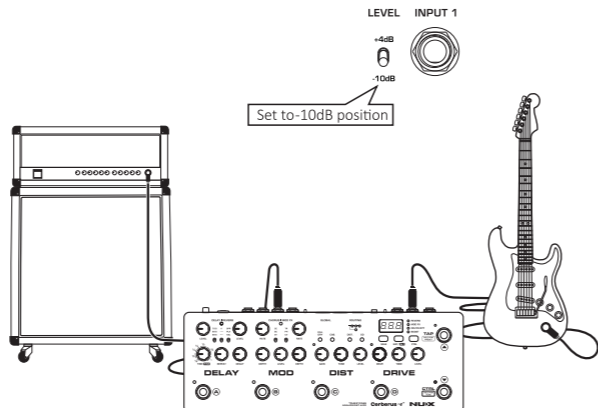
Step 1:

Connect your guitar to OVERDRIVE/DISTORTION module input.



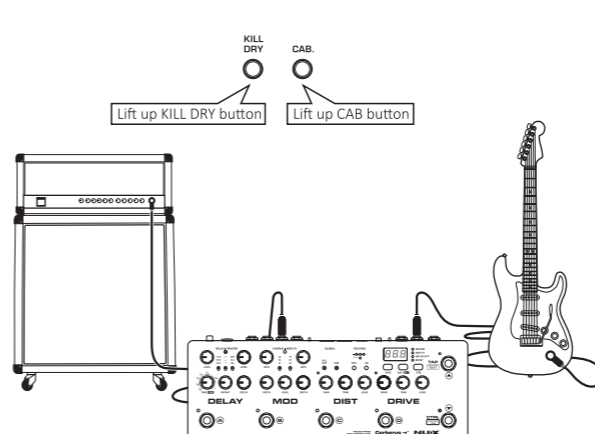
Step 2:

Connect a guitar cable from the OUTPUT1 to instrument input on your amplifier.



Step 3:

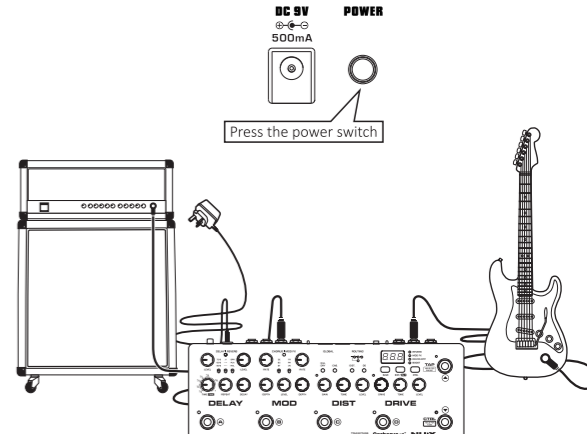
Set all knobs to the 12 O'clock position. Make sure power switch is in power off position.



Quick Start

Step 4:

Connect power adapter to main power and to the power input on Cerberus.



Step 5:

When Cerberus is in Manual mode, press footswitches to engage the effects.

In Manual mode, the reverb effect cannot be engaged by pressing DELAY footswitch. There are two ways to turn on/off reverb separately:

1. Set the level knob of reverb fully left to turn off the reverb effect.
2. Assign CTRL foot switch to reverb effect, turn on/off reverb effect.

In Manual mode, the MOD FX effects and chorus effects will be engaged simultaneously when MOD effect footswitch is pressed. There are two ways to turn on/off MOD FX module separately:

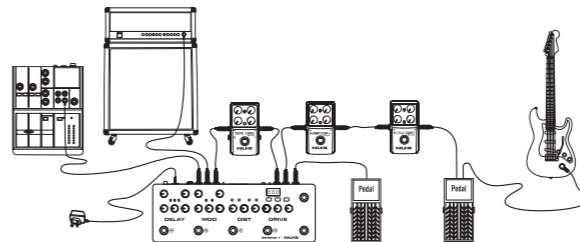
1. Set the depth knob of MOD FX fully left to turn off the MOD FX effect.
2. Assign CTRL foot switch to MOD FX effect, turn on/off MOD FX effect.

Hold the CTRL foot switch to enter Tuner mode. Pluck a single string at a time to see its pitch. Adjust each string until they're all in tune.

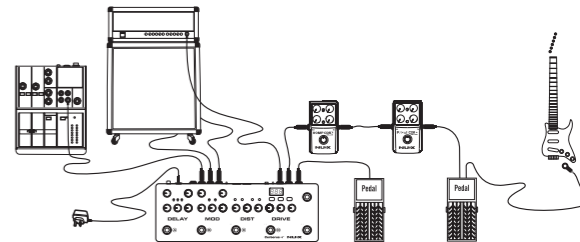
You can now experiment with all of Cerberus's features starting by hold the TAP foot switch to enter preset mode. Press A/B/C/D and Bank UP/DOWN foot switches to hear each preset.

When you want to edit effects or tap tempo, put the unit in Edit mode and recall a preset, and then press the foot switches of current preset again, the unit switches to edit mode and "ED" appears in the display.

Classic Setup

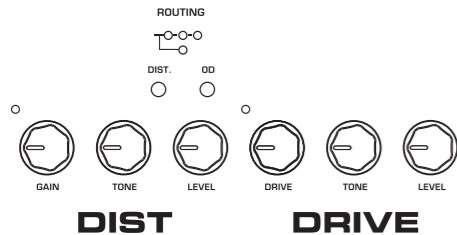


4-Wire Setup



Using the Effects

DRIVE/DIST(Overdrive/Distortion)



DRIVE	DIST
DRIVE: Sets the gain of the drive.	GAIN: Sets the gain of the dist.
TONE: Sets color of the sound.	TONE: Sets color of the sound.
LEVEL: Sets volume of the drive.	LEVEL: Sets volume of the drive.

Cerberus allows you to choose among four different signal routings. A routing defines how the signal runs through the unit. To Switch among routings, press ROUTING switches.

Serial Routing 1	Serial Routing 2	Parallel Routing	Toggle Routing
DIST OD	DIST OD	DIST OD	DIST OD

Serial Routing 1:

The signal is going through the overdrive section first and then to the distortion section. If you want to use the overdrive section to push the distortion section, this routing is for you.



Serial Routing 2:

The signal is going through the distortion section first and then to the overdrive section.

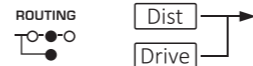
Using the Effects

MOD(Chorus/MOD FX)



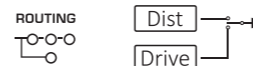
Parallel Routing:

The signal is processed in parallel by the two sections, and they provide their own characteristics.



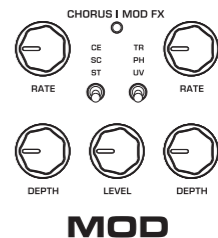
Toggle Routing:

Use the Drive and Dist foot switches as toggles for overdrive and distortion.



NOTE:

The selected routing is stored as part of each preset.



Chorus	MOD FX
RATE: Sets rate of the chorus.	RATE: Sets rate of the mod fx.
DEPTH: Sets depth of the chorus.	DEPTH: Sets depth of the mod fx.
LEVEL: Sets level of the effect.	

Using the Effects

Cerberus use remarkable algorithm for highly accurate recreate of analog BBD circuit and the associated pulsating driver circuit.

CE (Vintage Chorus)

This models the first chorus effect pedal which was released in 1976. It has very warm and organic sound of an analog chorus unit.

SC (Analog Chorus)

This models the very popular chorus pedal in whole 80's. Original one was designed with only rate and depth control. We add level knob to control overall amount of chorusing.

ST (Modern Chorus)

This models the rich sound of an analog chorus unit with 5-knob and yellow stomp box which is always treated as standard analog chorus.

Cerberus packed three modulation effects into MOD module. It allows you to combine chorus, phaser, tremolo and uni vibe.

TR (Tremolo)

This effect is based on the highly acclaimed tremolo circuit found in some opto based stompbox.

PH (Phaser)

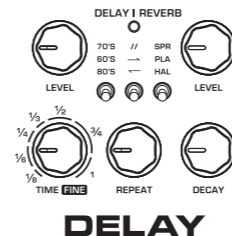
This models a popular and respected analogue phaser, housed in a orange yellow stompbox.

UV (Uni-vibe)

This effect generates a truly unique effect tone, a mix of chorus, tremolo, rotary and phaser.

Using the Effects

DELAY/REVERB



Delay	Reverb
LEVEL: Sets the level of the delay.	LEVEL: Sets the level of the reverb.
REPEAT: Sets feedback of the delay.	DECAY: Sets time of the reverb.
TIME/FINE: Sets time of the delay.	

70's (Analog Delay)

This effect is a analog delay based on an authorial emulation of a solid stage time delay line (BBD – Bucket Brigade Device) characterized by a red classic stomp box.

60's (Tape Echo)

This models a vintage analog tape echo, which was originally create by using a playback head. The delay time was adjusted by modifying the motor speed, so you can hear a unique pitch shift when you adjust the delay time.

80's (Digital Delay)

This effect is more than a simple repetition of sound in the early age of digital world. A mix of multiple delay onto a guitar recording track.

NOTE:

Hold [ALT] button and adjust TIME/FINE knob for fine tune delay time in 1ms.

Using the Effects

SPR (Spring Reverb)

This models a spring reverb inside a guitar amp. Use the level knob to adjust the mix ratio of the reverb sound. Use the decay knob to adjust the reverb time.

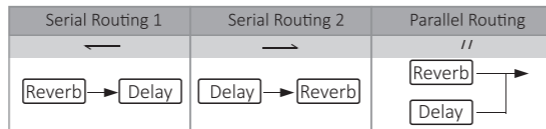
PLA (Plate Reverb)

This is a plate reverb that contains a brightness tone and natural reverb sound.

HAL (Hall Reverb)

This models a rather large hall and preserves the natural characteristics of guitar sound. Excellent for a discrete reverb with long reverb time.

Delay/Reverb module allows you to choose among three different signal routings. A routing defines how the signal runs through the units.



Serial Routing 1:

The signal is going through the reverb section first and then to the delay section.

Serial Routing 2:

The signal is going through the delay section first and then to the reverb section.

Parallel Routing:

The signal is processed in parallel by the two sections, and they provide their own characteristics.

Using the Effects

Making Global Settings

Settings that are shared by the entire Cerberus are called “Global settings.” They are not stored as a part of each preset.

GLOBAL



CAB. (Cabinet simulation)

Cabinet simulation provide a direct interface of the Cerberus’s output to a mixing console or headphones. There are two ways to enable the cabinet simulation:

1. Connecting headphones to phones jack will enable the cabinet simulation automatically.
2. Press CAB button to enable the cabinet simulation and “CAB” appears in the display. Only the OUTPUT2 of the Cerberus engage cab simulation. You can still connect OUTPUT1 to guitar amplifier for monitor.

KILL DRY

With the switch in ON position, no clean signal passes through the Cerberus. “NOD” appears in the display. This is the setting to use if you connect the unit in a parallel loop or in an aux send/return on a mix.

LIFT/GND switch

LIFT Normally, you can set this switch to the GND position.
GND If you’ve connected the EXT LOOP jacks to an amp, a ground loop may occur, producing noise. If this occurs, you may be able to eliminate the noise by moving this switch to the LIFT position.

I/O LEVEL switch

LEVEL Normally, you can set this switch to the -10dB position when you are using guitar amp as input. If you’ve connected the output to mixer or amp’s send/return loop, moving this switch to the +4dB.

Using the Effects

BOOST knob (Volume Boost)

BOOST To give you a boost of extra volume when you need it, the adjustable CTRL foot switch delivers up to 20dB of extra volume. By adjusting the boost knob on the rear of the unit, you can preset the amount of boost you'd like the CTRL footswitch to deliver.

Assigning the CTRL footswitch functions

REVERB
MOD FX
DR/DS BYP
BOOST

Here's how to assign the effects that will be turned on/off by the CTRL footswitch.

1. Press the CTRL button.
2. To select the function that you want to assign by the CTRL footswitch.

REVERB:
To turn on/off the effect of reverb module.

MOD FX:
To turn on/off the effect of MOD FX module.

OD/DS BYP:
To turn on/off the effect of overdrive and distortion instantly.

BOOST:
To turn on/off the volume boost.

Saving/Calling Up Preset

The Cerberus has three operating modes: Manual mode, Preset mode and Edit mode.

Manual mode: the tones are produced by the actual positions of the front-panel knobs for the various effects.

Preset mode: allows you to save tone settings and recall them for later use.

Edit mode: take current preset to return to manual mode temporarily so that you can use TAP tempo, CTRL and tuner in preset.


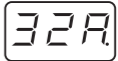

Presets and Banks

In preset mode, a combination of effects together with a group of parameter settings is called a "preset". A group of four patches is called a "bank", and respective presets in a bank correspond to the footswitches.

A total of 128 presets are organized into 32 banks that you can freely read from or write to.

Changing Among The Modes

1. Press and hold TAP footswitch to switch between Manual mode and Preset mode.
2. Press the footswitch which is same with the current preset letter to enter Edit mode.
3. Press and hold TAP footswitch to return to Preset mode from Edit mode.

Manual Mode	Preset Mode	Edit Mode
		

Saving Tones

You can perform preset-write operations either in Manual or in Preset mode. When performing a preset-write operation switches the unit into preset mode.

Until you perform a preset-write operation, switching off the power or changing presets will lose any tones you've created.

A write operation will cause any tone already saved at the destination preset to be lost.

1. Press [SAVE] button, the pedal indicators flash.
2. Choose the preset number and letter where you'd like to save the patch by press BANK [▲▼] and preset (A through D) footswitches.
3. Press [SAVE] button again for saving. After a patch-write operation switches the unit into preset mode.

NOTE:

To stop the save procedure, press [exit] button.

Calling Up Tones

To switch presets, use BANK [▲▼] and letter footswitches (A through D).

1. Press BANK footswitches to choose the bank number which you want to switch.
2. Press any one of the letter footswitches from A through D.

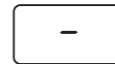
Editing Tones in the Presets

In preset mode, editing effects is impossible. When you want to make tone changes, put the unit in edit mode.

1. Press the same letter footswitch as current preset letter on the display. The unit switches to Edit mode and "Ed" appears in the display.
2. Use the controls and footswitches to modify the tone.
3. Press and hold TAP footswitch to return to preset mode.

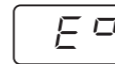
Tuning the Guitar

1. Press and hold the CTRL footswitches to enable the tuner on. All sound will be muted.



Ready to tuning

2. Play a single open note on the string to be tuned.



note name and sharp sign

3. Tune so that the desired pitch is displayed and both tuning guide indicators light up.



Flat



Tuned



Sharp

Setting Delay Time

You can set delay's tempo by pressing TAP footswitch with tempo of a song. This section describes how to carry out the operation when in Manual mode. When you're in Preset mode, you can accomplish the same operation by entering Edit mode.

1. Set the tempo subdivision of note by knob.

Fraction	Tempo Subdivision
1	Quarter-note
3/4	Dotted 8th-note
1/2	8th-note
1/3	8th-note triplet
1/4	16th-note
1/6	16th-note triplet
1/8	32nd-note

2. Press the TAP footswitch at least twice in time with the song's tempo.

Using External Expression Pedal

An external expression pedal is used to manually control volume of Cerberus. The Volume parameter is positioned before the mod and delay sections.

Calibrating Expression Pedals

As different manufacturers deliver expression and volume pedals with varying potentiometer types, it is important to calibrate the connectors on the Cerberus to the connected pedals for optimal performance.

1. Make sure that you have connected your pedal to the Exp. Jack.
2. The display now reads “DN”, place your pedal in minimum position (“Heel down”) and press ENTER.
3. The display now reads “UP”, place pedal in maximum position (“Toe down”) and press ENTER.
4. Calibration finish.

Preset List

Preset	Tempo Subdivision
01A	Raw blues for rhythm
01B	Power lead
01C	Mellow Drive
01D	Clean chorus verb
02A	Hot riff for metal
02B	Machine gun
02C	Tremolo and verb
02D	Post rock age
03A	Heavy metal with single coil
03B	Vintage phaser
03C	Funky chorus rhythm
03D	Arena hard rock
04A	Soft rock with wide chorus
04B	Tape echo
04C	Super crunch lead
04D	70's warm delay

05A-32D are empty preset section, you can save your personal preset to these locations.

Appendices

Overall Data

Effect types	16
Effect modules	8
Preset memory	32 banks x 4 presets
Display	3-dighta 7 segment LED
Sampling accuracy	88.2kHz/32Bit
Processing accuracy	44.1kHz/32Bit
THD+N	<-93dB(0.007%) @1kHz
Frequency response	20Hz-20kHz ±1dB

Overdrive/Distortion

I/O type	Mono/Mono, GND LIFT
Input Impedance	1MΩ
Input level	-20dBu
Maximum output level	+4dBu
A to A latency	1.26ms (Maximum)

Modulation/Delay

I/O type	Mono/Stereo
Input Impedance	1MΩ
Input level	-10dBu/+4dBu
Maximum output level	16dBu
A to A latency	0.68ms

General

Dimensions	320 x 110 x 65mm 12.6" x 4.3" x 2.6"
Weight	1260g/2.78 lb.
Current consumption	275mA
Options	Power Adapter ACD006

- 0dBu = 0.775 Vrms
- Design and specifications are subject to change without notice.

CE mark for European Harmonized Standards

CE Mark which is attached to our company's products of Battery mains the product is in fully conformity with the harmonized standard(s) EN 61000-6-3:2007+A1:2011 & EN 61000-6-1:2007 Under the Council Directive 2004/108/EC on Electromagnetic Compatibility.

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www.nuxefx.com

Made in China

请注意！重要安全说明。
在连接使用前，阅读以下说明。

警告: 为减少火灾或触电的危险，请勿将本设备置于雨中或潮湿的地方。

注意: 为降低火灾或触电的危险，请勿拆卸螺丝。内部没有用户可维修的部件。请交给合格的维修人员来修理。

注意: 本设备已经过测试，证明符合FCC规则第15部分的B级数字设备的限制规定。操作应符合以下两个条件：(1)本设备不会产生有害干扰，且(2)本设备必须接受任何干扰，包括可能会导致非正常操作的干扰。

1. 只能使用附带的电源或电源线。如果您不确定可用的电源类型，请咨询您的经销商或当地的电力公司。
2. 请勿放置在热源附近，如散热器，电热器，或任何产生热量的设备。
3. 防止物体或液体进入本设备。
4. 请勿尝试自行维修本产品，因为打开或取下盖子可能会使您碰到危险电压点或其它风险。如需维修，请交给合格的维修人员。
5. 当设备受到任何损坏时，如电源线或插头损坏，液体溅入或物体掉入设备里，设备被雨淋或受潮，不能正常操作或已被删除，出现这些状况时需要维修。
6. 如果很长一段时间都不使用本设备，应拔掉电源线。
7. 避免电源线被踩踏或者在插头处插座和连接设备的位置绷得太紧。
8. 长时间收听高音量音乐可能会导致无法挽回的听力丧失或损害。请始终保持“安全聆听”。

请遵守所有的指示和注意所有警告并保留这些说明！

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附录 19

感谢您选择使用地狱犬(Cerberus)合并式单块效果器！
经过多年的效果研究，我们终于能够自豪的宣称这条守候地狱之门的神犬将带给您前所未有的使用体验。

由于我们不断致力于产品的改进，所以产品信息会经常升级，请时常莅临cn.nuxefx.com获取最新的产品信息。

正如地狱犬的三头形象，在设计之初我们的工程师就把不妥协的音色，产品的易用性以及强大的操控性作为最重要的三个方面来考虑。用户可以像使用单块一样简单的操作，快速直观的调节音色。

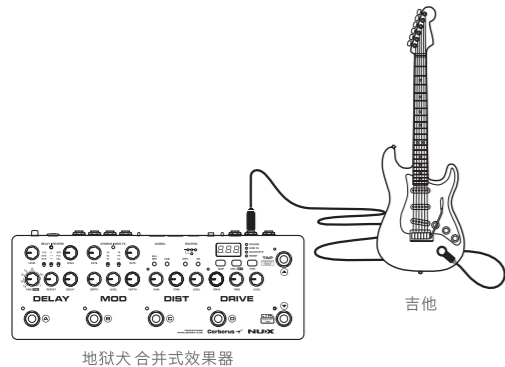
- 总共16种效果
- 模拟过载/失真音色
- 机械或者缓冲器直通
- 独立双效果器输出
- 全MIDI功能输入/输出
- 超低的系统处理时间
- 88.2kHz/32Bit精度
- 编辑软件和固件升级

产品特点

地狱犬强大的操控性体现在强大的MIDI控制能力，对高级用户来说，地狱犬完全可以作为整个声音系统的神经中枢，切换复杂音色的过程变得十分简单。

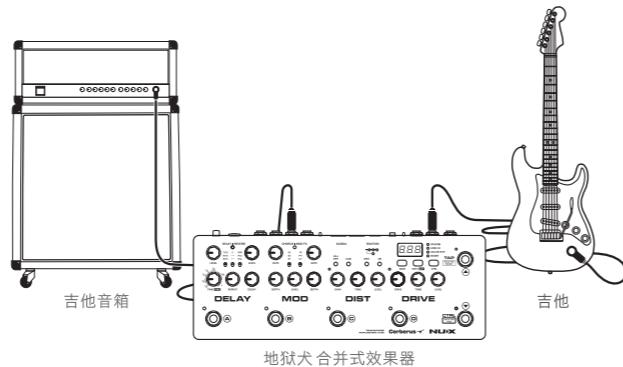
第一步

连接吉他的输出到效果器的OVERDRIVE/
DISTORTION的输入端。



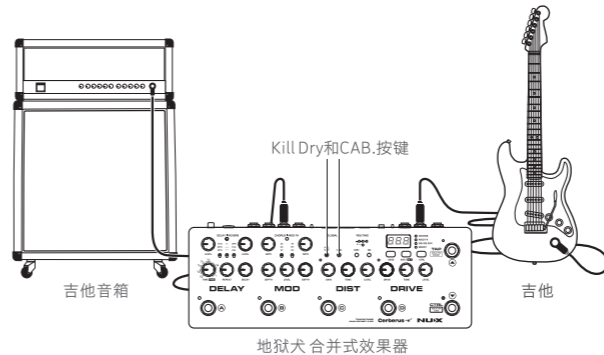
第二步

连接地獄犬效果器的MODULATION/DELAY/
REVERB的输出1端。



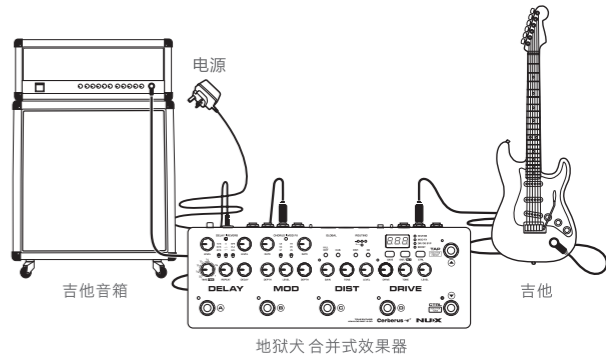
第三步

确保所有旋钮放置中点位置，Kill Dry和CAB.按钮处
于抬起状态。LIFT拨档开关处于GND位置，LEVEL拨
档开关处于-10dB位置。BOOST旋钮调到中间。



第四步

连接电源适配器一端到市电，另外一端到效果器的
电源输入接口，然后按下电源开关。



第五步

开机时Cerberus处于手动模式，踩下踩钉打开或关闭相关效果。踩下TAP踩钉设置延时效果的时长。

有两点需要特别指出：

1. DELAY模块下的混响效果不受DELAY踩钉控制，也就是说您不能通过踩下DELAY踩钉关闭/打开混响效果。有两种方法用来打开/关闭混响：

- a. 旋转混响的LEVEL旋钮到最小位置关闭混响。
- b. 将CTRL踩钉分配给混响，打开/关闭效果。

2. MOD模块下MOD FX效果和CHORUS效果共用MOD踩钉。如果想单独开启/关闭MOD FX效果需要旋转DEPTH旋钮到最小位置或者将CTRL踩钉分配给MOD FX模块。

按住CTRL踩钉进入校音模式，调整每根弦确保它们处于准确的状态。

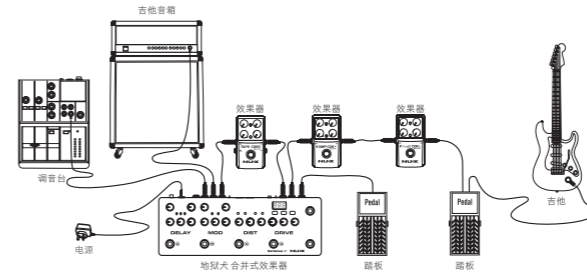
按住TAP踩钉后进入预设模式。预设模式下按右边两个踩钉选择不同的音色组，按下下面的四个踩钉选择音色。

Cerberus的一个重要功能是快速进入预设的编辑状态，在编辑状态下，当前预设的所用参数都可以调节，所以也可以作为预设的手动操作模式。

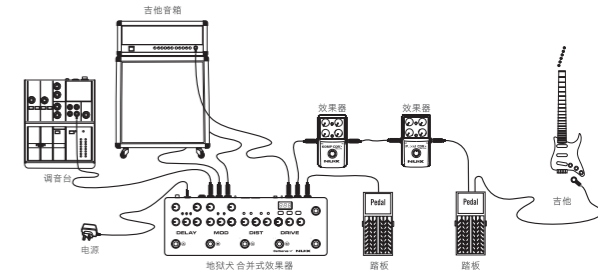
实现进入编辑状态只需要踩下当前预设的踩钉即可，例如：当前预设为1A，那么踩下A踩钉将进入到编辑模式，显示屏幕此时显示ED。再次按住TAP踩钉退出编辑模式。

连接地狱犬到音箱之前，我们建议您调小音箱的总音量旋钮，并确认效果器和音箱的电源开关都处于关闭状态。当所有连接线连好以后打开效果器和音箱的电源开关，最后逐渐增大音箱的总音量控制到适当的位置。

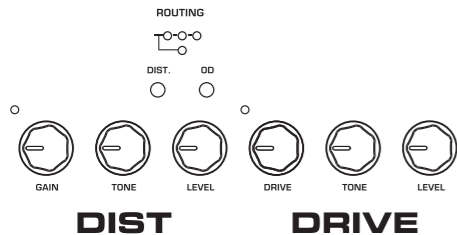
经典连接



四线连接



过载/失真效果



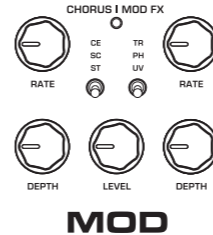
过载 (DRIVE)		失真 (DIST)	
DRIVE	控制过载效果的过载量	GAIN	控制失真效果的增益量
TONE	控制过载效果的亮度	TONE	控制失真效果的亮度
LEVEL	控制过载效果的音量	LEVEL	控制失真效果的音量

地狱犬的失真和过载效果可以有多种连接方式选择。每种连接方式代表一种信号如何流入/流出两种效果。

过载 (DRIVE)			
<input type="radio"/> <input type="radio"/>	<input type="radio"/> <input type="radio"/>	<input type="radio"/> <input type="radio"/>	<input type="radio"/> <input type="radio"/>
DIST OD	DIST OD	DIST OD	DIST OD
<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>
吉他信号首先经过失真部分然后经过过载部分。	吉他信号首先经过过载部分然后经过失真部分。	吉他信号同时输入到过载和失真部分，混合后输出。	吉他信号在同一时间只能输入到过载或者失真部分，不能同时使。

注意：连接方式的设置将被存储在预设中。

合唱/周边效果



合唱 (CHORUS)		周边 (MOD FX)	
RATE	控制合唱效果的速度	RATE	控制周边效果的速度
DEPTH	控制合唱效果的深度	DEPTH	控制周边效果的深度
LEVEL	控制合唱效果的音量		

合唱效果

合唱效果为吉他声音增加一个轻微变调和延迟的声部，使声听起来更丰满，宽广和优美。通过三档开关可选择3种类型的合唱效果：

CE(传统合唱)：

70年代早期合唱音色，声音温暖、厚重，非常大的动态范围和丰满的合唱效果。

ST(现代合唱)：

90年代现代合唱音色，合唱效果强烈，控制范围十分宽广。

SC(模拟合唱)

这是流行于整个80年代的合唱音色，原型设计只有速度和深度两个控制旋钮，我们的模型增加了混合比旋钮去控制整体的合唱效果强度。

周边效果

地狱犬包含常用的3种周边效果：震音、相位和模拟旋转喇叭。要想单独关闭周边效果，将MOD DEPTH旋钮逆时针旋转到最小位置关闭周边效果。

TR(震音):

震音效果经常出现在某些吉他音箱中，通过周期性的改变吉他信号的音量大小，使吉他产生一种空灵、隽永的音色，经常用于冲浪和流行音乐中。

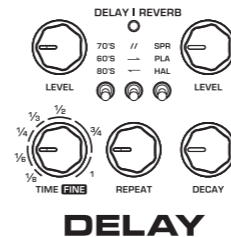
PH(相位):

此效果产生一种扫频的相位移动效果。

UV (模拟旋转喇叭效果) :

尽管工作模式和相位效果非常的相似，但独特的设计参数使她的音色和旋转喇叭发出的声音非常相似，是摇滚、布鲁斯音乐经常用到的音色。

延迟/混响效果



延迟 (DELAY)		混响 (REVERB)	
DELAY	控制延迟效果的音量	REVERB	控制混响效果的音量
REPEAT	控制延迟效果重复次数		
TIME/ FINE	控制延迟效果的时长	DECAY	控制混响效果的时长

延迟效果

延迟效果为吉他声音产生回声效果，增加声音的厚度建立复杂的空间效果。通过三档开关可选择3种类型的延迟效果：

70'S(模拟电路延迟):

70年代使用模拟BBD器件建立的模拟延迟，声音温暖、厚重。

60'S(磁带延迟):

使用磁带作为延迟效果的载体，声音丰满，带有独特的磁带饱和失真特性。

* 按住ALT按键旋转TIME/FINE旋钮可已毫秒为单位，细调延时时间。

使用效果

80'S(数字延迟):

数字延迟效果带来精确的回声，非常适合绵长的延时音效使用。

混响效果

混响效果为吉他音色增添强烈的空间感音效。地狱犬有3种混响效果可供选择:

SPR(弹簧混响):

弹簧混响经常出现在某些吉他音箱中，产生中等适中的混响效果。

HAL(大厅混响)：

大厅混响模拟中等空间的室内混响效果。

PLA(平板混响)：

音色丰富的人工混响，非常适合产生极端丰富、宏大的混响效果。

延迟与混响的连接顺序由中间的拨档开关选择：



使用效果

全局功能设置

全局功能设置包括箱体模拟，干音消除，地环回路消除、输入信号电平选择和音量提升调节。作为全局功能，他们不会被存储到预设中。

箱体模拟



两种方法可以打开箱体模拟功能:

- 1.将耳机插头插入地狱犬的耳机接口将自动打开箱体模拟。注意，此时的效果器的输出1和输出2接口都会带有箱体模拟效果，因此在不使用箱体模拟功能时，请务必拔下耳机插头。
- 2.按下CAB按键，显示屏显示CAB，此时效果器的输

出2接口将带有箱体模拟功能，效果器输出1接口仍然输出没有箱体模拟功能的信号。这种设置适合输出1接口连接吉他音箱作为监听信号，输出2接口连接录音设备或者调音台输出经过箱体模拟效果渲染的音色。

干音消除功能



对于使用并联方式连接外部效果器的音箱头，我们需要把效果器的干音信号关闭，只输出效果音，这时可按下干音消除这个按键。一旦按下干音消除按键，LED屏将会显示NOD字样，直到关闭干音消除功能。

地环回路消除功能

The image shows a small rectangular switch with the word "LIFT" above it and "GND" below it. The switch is currently in the "up" position, indicated by a small circle above the switch mechanism.

当乐手使用4线连接方式时，有可能会由于地环回路造成的交流哼唱，此时可通过拨动这个开关的位置到LIFT来切断地环回路。

输入信号电平选择功能

The image shows a small rectangular switch with the word "LEVEL" above it. Below the switch are three positions: "+4dB", "0", and "-10dB". The switch is currently in the "0" position, indicated by a small circle above the switch mechanism.

地狱犬的周边效果器部分可以选择适应吉他信号或者吉他功放输出信号。通常情况下我们使用-10dB档，它适合吉他、效果器信号强度，如果将效果器接入吉他音箱的LOOP端口，由于功放的输出强度远

远大于吉他和效果器，这时会产生明显的信号过载，出现这种情况时可将此开关拨至+4dB档以避免信号过载的出现。

音量提升调节功能

The image shows a circular knob with the word "BOOST" above it. Below the knob are two positions: "0dB" and "20dB". The knob is currently in the "0dB" position, indicated by a small circle above the knob.

此旋钮控制附加的音量提升，提升的范围是从左边最小的不提升到右边最大的10倍提升。设置完提升量后，将CTRL踩钉设置到音量提升功能，然后踩下踩钉就可以立即感受音量提升的效果了。

控制踩钉 (CTRL) 功能

The image shows a vertical stack of four small circles, each with a label to its left: "REVERB", "MOD FX", "DR/DS BYP", and "BOOST". Below these circles is a larger, empty rectangular box representing the CTRL footswitch.

CTRL控制踩钉的功能可通过CTRL按键进行设定，每次按下CTRL按键，相应的LED灯点亮，每个LED灯的功能指示CTRL踩钉当前的功能：

REVERB:

CTRL踩钉用于控制混响效果的开启/关闭。

MOD FX:

CTRL踩钉用于控制周边效果的开启/关闭。

OD/DS BYP

CTRL踩钉用于控制过载/失真模块的整体开启/关闭。

BOOST

CTRL踩钉控制音量提升功能的开启/关闭。音量提升量由前面板的电位器控制。

存储/调用(预设模式)

地狱犬有三种操作模式：手动、预设和编辑模式。

手动模式下，所有旋钮、开关的位置直接决定音色的变化，所见即所听。预设模式用于存储音色设置，方便调用。编辑模式将当前预设的音色调节功能打开，可以对预设进行手动操作。

编组和预设

地狱犬各种效果组合顺序，参数位置可以存储到预设中，供以后调用。每四个预设标示为A、B、C、D被分配到一组。地狱内置32组预设共128个预设，其中前16组预设预存家设置。

手动/预设模式切换

按住TAP踩钉1.5秒钟将在手动和预设模式之间切换。

进入/退出编辑模式

预设模式下，踩下当前预设踩钉进入编辑模式。

手动模式下，显示屏的右下角点亮。预设模式下显示当前编组号和预设字母。编辑模式下屏幕显示ED字母。

存储/调用(预设模式)

存储音色(预设)

地狱犬在手动或编辑模式下可存储当前的设置到任一预设位置。存储完成后，自动进入预设模式。

注意：存储操作将导致原位置的预设内容被覆盖。存储操作前断电或是改变预设将丢失当前设置。

- 1.按下【SAVE】，显示屏显示闪烁的预设号。
- 2.通过按下右边两个踩钉选择编组，左下四个踩钉选择预设字母，选择音色希望被存储到的位置。
- 3.再次按下【SAVE】，存储音色。如果取消存储，按下【EXIT】退出存储。

使用预设

进入预设模式，踩右边2个踩钉选择编组号。此时显示屏闪烁，按下左下4个踩钉中的一个选择预设。

编辑预设

舞台上经常需要使用TAP和CTRL踩钉的功能，但预设模式下这两个功能都不能使用，如果您希望在预设模式下使用这两个功能可以进入编辑状态。

- 1.当前预设下，踩当前预设字母，屏幕显示ED字母。
- 2.按住TAP按键1.5秒返回预设模式。

编辑模式下的其他操作和手动模式一样，唯一的区别是旋钮、开关的位置不一定处于实际的位置。

厂家预设列表

预设列表

- 01A 原始的失真音色，适合作为节
- 01B 高能量的失真音色，适合作为主音
- 01C 轻过载音色，适合布鲁斯音乐
- 01D 宽广的清音音色，适用于分解和弦演奏
- 02A 适合riff使用的金属音色
- 02B 使用了旋转合唱的清音音色
- 02C 震音音色，带有轻微的混响
- 02D 带有环境声的，温暖的轻过载音色

预设列表

- 03A 适合单线圈拾音器的重金属音色
- 03B 旖丽的相位调制音色
- 03C 70年代经典的合唱效果音色
- 03D 带有混响的硬摇滚
- 04A 带有立体声合唱效果的轻失真音色
- 04B 使用了磁带延时的清音音色
- 04C 声音绵长、宽广的主音音色
- 04D 温暖厚重的模拟延时音色

注意：05A-32D预设位置出时为直通，用户可将个人音色存储于这些位置。

给吉他校音

地狱犬内置校音功能，无论手动或预设模式都可快速进入校音模式。LED屏幕显示当前拨的弦的音名，三个LED指示灯显示音名的准确程度。当中心的绿色LED灯点亮时，当前弦处于准确状态，偏向左边的红色LED灯表明音高偏低，偏向右边红色LED灯表明音高偏高。



音高准确



音高偏低



音高偏高

使用方法

1. 踩下并按住CTRL踩钉进入校音状态。LED显示“—”，表明校音激活。
2. 如果你希望改变标准音高，按SAVE和EXIT按键可将音高设定在435~445Hz之间，缺省位置是440Hz。
3. 开始调弦。
4. 按任意踩钉退出校音状态。

让延时效果和歌曲的速度同步

地狱的延时度可以通过TAP踩钉进设置。先转动TIME旋钮到1或其他值(参对照表),根据歌曲节奏连续踩TAP踩钉。TAP值的范围是40-480拍/秒。速度设定完成, TAP踩钉的LED将开始根据速度闪烁。你可以在任意时刻通过旋转TIME旋钮重新设定延时, TAP功能动退出。

TAP时值对照表	
1	四分音符
3/4	八分浮点音符
1/2	八分音符
1/3	八分三连音音符
1/4	16分音符
1/6	16分三连音音符
1/8	32分音符

使外接表情踏板

将外接表情踏板插入Exp. Pedal插座可控制音量输出。音量控制的位置处在失真和周边效果之间。

规格参数

预设数量: 128个	周边部分最大输出信号: +4dBv@10k
采样频率: 88.2kHz	周边部分最大系统延迟: 0.68ms
采样精度: 32-bit	显示: 3个7段LED数码管
信号处理精度: 32-bit	电源消耗: 9V/275mA
频率响应: 20Hz-20000Hz ±0.5dB	电源规格: 9V直流/500mA
总谐波失真+噪声: 93dB (<0.003%) A记权	(接口规格: 外正内负)
动态范围: 于100dB	产品体积: 320mm x 110mm x 65mm (长 x宽x 高)
失真部分最大输 信号: -20dBv@1M	产品重量: 1260g
失真部分最大输出信号: -10dBv@10k	
失真部分最大系统延迟: 1.26ms	
周边部分最大输 信号: +4dBv@1M	

*技术规格如有变更, 恕不另行通知。

有关产品中所含有害物质的说明

本资料就本公司产品中所含的特定有害物质及其安全性予以说明。

本资料适用于2007年3月1日以后本公司所制造的产品。

环保使用期限



此标志适用于在中国国内销售的电子信息产品，表示环保使用期限的年数。所谓环保使用期限是指在制造日起的规定的期限内，产品中所含的有害物质不致引起环境污染，不会对人身、财产造成严重的不良影响。环保使用期限仅在遵照产品使用说明，正确使用产品的条件下才有效。不当的使用，将会导致有害物质泄漏的危险。

产品中有毒有害物质或元素的名称及含量

部件名称	有害有毒物质或元素					
	铅(Pb)	汞(Hg)	镉(Cd)	六价铬(Cr(VI))	多溴联苯(PBB)	多溴二苯醚(PBDE)
外壳(壳体)	×	○	○	○	○	○
电子部件(印刷电路板等)	×	○	×	○	○	○
附件(电源线、交流适配器等)	×	○	○	○	○	○

○：表示该有害有毒物质在该部件所有均质材料中的含量均在SJ/T11363-2006标准规范的限量要求以下。

×：表示该有害有毒物质至少在该部件的某一均质材料中的含量超出SJ/T11363-2006标准规定的限量要求。

因根据现有的技术水平，还没有什么物质能够代替它。

质量承诺

亲爱的**NUX**用户，在您使用本产品时，请仔细参阅产品说明书，当您有疑问和困难时，请拨打售后服务热线：
400-990-9866

■ 一周内出现质量问题可退货退款

■ 一年内出现质量问题可免费维修

■ 一月内出现质量问题可调换

■ 终身享有咨询和维修服务

* 请向销售商索取有效购买凭证并予以保存。

换修政策

一、包换政策：

1. 消费者自购机之日起1个月之内，在正常使用情况下，出现非人为的产品性能故障，且产品外观及包装保持完好的可向所购机的经销商换机。
2. 消费者在换机时应出示由经销商开出的购机收据及保修卡，否则经销商可以不予更换。

二、保修政策：

产品在购买之日起1年内，可免费享有维修服务；对于超过1年的产品及人为或不可抗力因素造成损坏的产品，我司可提供有偿维修服务。

售后服务地址

广东省珠海市高新区唐家湾镇科技九路10号
珠海市蔚科科技发展有限公司 售后服务部
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