AmpliTube

TONEX

for Mac/PC

USER MANUAL

IK MULTIMEDIA

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License Agreement

IMPORTANT:

BEFORE INSTALLING THE SOFTWARE, PLEASE READ CAREFULLY THE FOLLOWING END USER LICENCE AGREEMENT ('END USER LICENCE AGREEMENT' HEREINAFTER NAMED ONLY 'EULA').

USE OF THE SOFTWARE, IS CONDITIONED ON THE USER'S ACCEPTANCE OF THE TERMS AND CONDITIONS, WITHOUT EXCEPTION, OF THIS EULA.

THE SOFTWARE INSTALLATION PROGRAM REQUIRES IN ADVANCE THE USER'S ACCEPTANCE OF THE TERMS AND CONDITIONS OF THIS EULA BY SELECTING THE "I ACCEPT THE AGREEMENT" OPTION.

BY INSTALLING AND OTHERWISE USING THE SOFTWARE, YOU ACCEPT THESE LICENCE TERMS AND CONDITIONS AND HEREBY DECLARE THAT YOU WILL ABIDE BY THE CONDITIONS, OBLIGATIONS, LIMITATIONS, ALSO RELATING TO THIRD PARTIES, NONE EXCLUDED, CONTAINED IN THIS EULA.

IF YOU DO NOT ACCEPT THE TERMS AND CONDITIONS OF THIS EULA BY SELECTING THE "I DO NOT ACCEPT THE AGREEMENT" OPTION, YOU MAY NOT USE THE SOFTWARE.

NON-ACCEPTANCE IS EQUIVALENT TO EXERCISING THE RIGHT OF WITHDRAWAL UNDER THE TERMS OF THIS CONTRACT.

END-USER LICENCE AGREEMENT - (EULA)

The present End-User License Agreement ("End-User License Agreement", hereinafter EULA) constitutes a legal agreement between the User (hereinafter Licensee) and IK Multimedia Production S.r.l. - Via dell'Industria, 46 - 41122 Modena, Italy - Phone: +39 059 285496 - Fax: +39 059 2861671 - CF/PI: IT02359550361 (hereinafter Licensor/producer), aimed at the use of the Software (hereinafter also the Product).

IK Multimedia Production S.r.l. (Licensor/producer): is the sole owner, without limitation, of the intellectual property and copyright and the consequent rights of exploitation, including economic exploitation, of the Software. All rights are reserved exclusively to the Licensor and its partners, distributors or suppliers, who have been expressly authorized to cede such rights.

The User (Licensee): is the natural person, consumer or professional or organization that uses the Product under the conditions contained in this license agreement.

The Software (Product): includes all of its contents, also of third parties of which Licensor has in turn obtained a license to use in order to be included in the Software and thus by way of example but not limited to: information, executable programs, components, data in textual or digital format, images, films, audio, CD-ROM(s), DVD(s) sources and all that Licensor has made and will make available to the User such as any updates of functionality and bug fixes (defined as updates) and provided free of charge, if available, by Licensor.

The conditions of use of the license are set out in the following articles and supersede any previous agreement with the User.

Art. 1 - Subject matter of the license

1. IK Multimedia Production S.r.l. (or its authorized distributors and vendors) grant the User a license for use:

- Personal;
- Non-exclusive;
- Non-transferable (even in part or by sublicensing it free of charge, subject to the provisions of Article 9 below);
- Non-marketable (does not grant the user rights of economic exploitation);
- Without Territorial Restriction (Worldwide)

of the Product, resulting in the right to install and use the Software on your computer or digital electronic device (hereinafter also referred to as Devices) in accordance with the types of operating systems compatible with the Software for which you have acquired a license to use, as specifically set out in the user manual documentation included with the Software.

2. The User is informed and agrees that some content included in the Product may belong to third parties and may be protected by copyright or other intellectual property rights of third parties.

Art. 2 - How to acquire the installation program

1. In order to be able to use the Product, the User must run an installation program on his or her Devices that copies the application and, in general, the audio content.

2. The User may acquire the installer using one of the following methods, as example but not limited to:

a) by purchasing the Product online on the IK Multimedia website (https://www.ikmultimedia.com/products) or from third-party as resellers authorized by the Licensor;

b) by purchasing a physical medium from an authorized retailer in the shop (by delivery of universal serial bus support in the form of USB);

c) as part of a third-party Software that also includes the Product by virtue of a commercial agreement between Licensor and the company holding the copyright;

d) downloading it free of charge from the Licensor's user area (https://www.ikmultimedia.com/userarea), either because it is included as a free gift with the purchase of an IK Multimedia hardware product, or because it is made available free of charge by the Licensor to partners or artists: in this case, these are NFR (Not for resale) licenses that, although they have all the features of ordinary user licenses, do not allow the accumulation of loyalty points and do not give the User discounts for the purchase of new versions (upgrades or crossgrades);

e) made available by the Licensor (or authorized third parties) for promotional or demonstration purposes, aimed at enabling the potential purchaser/User to try out the Product: these are in this case licenses not intended for sale and not transferable DEMO (demonstration use license) for a limited period (see Art. 3 Duration).

3. Irrespective of the manner of acquisition of the installation program and type of license for use, the User accepts these EULA as a binding agreement between the parties.

4. The Licensor, for the entire duration of the license grant, reserves the right to modify, update, replace this EULA or any part thereof, without exception.

5. The User shall be obliged to verify and accept (or not accept) the new terms and conditions, considering that only the acceptance of this EULA permits the use of the Product.

Art. 3 - Duration of the license

1. The duration of the utilization license depends on the type of license chosen by the User, namely:

a) 30-year license: Thirty-year license: through the purchase of the 30-year user license grant, the User, with a lump sum payment is entitled to use the Product pursuant to Article 1 above for the entire mentioned period. The same term shall apply to the Product that is licensed for NFR use.

Any further temporal extension of the utilization license shall in any case be expressly agreed upon with the licensor.

b) Periodic Subscription License: through the purchase of the periodic subscription license the User, with deferred or lump sum payment, is entitled to use the Product pursuant to Article 1, as written above, for the limited period of time as specifically selected in the subscription profile purchased by the User, which, depending on the case, may be of monthly or annual duration (or in any case referring to the different period specifically provided for in the periodic subscription plans that will be eventually updated by the Licensor).

Use of the Product with a periodic subscription license requires the computer on which it is authorized to be connected to the Internet and able to communicate with the IK Multimedia servers, in order to perform an authorization check to confirm that the subscription is still active. User may use the Product offline for up to 3 days before another authorization check is required. If the Product is unable to communicate with IK Multimedia servers for a period of more than 3 days, the functionality of the Product will be revoked or limited until communication with the server is re-established.

c) Demo License: granted free of charge for a limited trial period of ten (10) days for demonstration and promotional purposes only. After this period, the Licensor reserves the right to limit and/or revoke all or part of the use and functionality of the Product.

2. The rights of use of the license shall start on the day following the day on which the purchase is completed or the Product is made available to the User, this being understood it means the day on which Licensor or its authorized distributors have made the installation program available to the User in the manner and on the terms set out in Art. 2, regardless of the actual installation of the Software by the User (hereinafter the Effective Date).

Art. 4 - User profile registration and authorization

1. Regardless of the type of license purchased or granted, with the exception of the "DEMO License", the User is informed and accepts that the operation of the Product is conditional on the completion of the registration and authorization procedure by the Licensor (or its authorized distributors and vendors).

2. The registration and authorization procedure must be carried out by the User by accessing the Licensor's website (https://www.ikmultimedia.com/userarea/) and is described in the Software within the documentation under User Manual.

3. The User, under his or her own civil and criminal legal responsibility, certifies that the data entered when registering the user profile (digital identity) are consistent with the User's data (real identity).

4. The User's identification data collected by the Licensor shall be used for the purpose of executing the agreement and shall be processed for the purposes and in the manner described in detail in the section "Information on the processing of personal data" available on the Licensor's website (https://www.ikmultimedia.com/legal/index.php?R=privacy&PSEL=privacy).

5. IK Multimedia Production S.r.l. reserves the right, at its sole discretion, to deny the activation of the user profile in the following non-exhaustive cases:

- incomplete or conflicting personal information;
- insertion of manifestly inconsistent data;
- suspicion concerning the minor age of the User;
- violations by the User, including past violations, of the Licensor's EULA.

Art. 5 - Installation limits

1. The granting of a license for use of the Product confers an individual right of use associated with the registered user profile, for the general rule can be summarized as follows: "Each User corresponds to one license for use", which corresponds to a personal serial number of the User.

2. The Product, as well as its previous versions for the same operating system, may be installed on a maximum number of three (3) Devices provided that

- the Devices are owned by or otherwise in the material and legal possession of the Licensee;
- the Product is not used simultaneously on more than one Device by different end users;
- the User, before assigning or otherwise transferring to third parties rights, for any reason whatsoever, to the Devices in which the Product is installed, must ensure that he/she has uninstalled each of its components, in order not to unlawfully assign to third parties the resulting rights of use.

3. The User is entitled to store or install a copy of the Product in a storage device such as a network server, which is only used to install and/or to activate the Product in further Devices on an internal network, however, in such cases, the User is obliged to purchase a multiple license for each end user of the Product by the shared storage device.

4. Violation of the aforementioned limitations implemented in any manner entitles the Licensor to terminate the user license agreement and, in any case, to demand payment of the amount corresponding to the effective number of end-user according to the "one User one license" rule.

Art. 6 - Special conditions of the periodical subscription

1. If the User has opted for the purchase of the license through a periodic subscription, for a limited period, the duration of which depends on the choice made by the User at the time of purchase, the User's rights to the license for use of the Product shall cease immediately and without deferment on the expiry date of the subscription period.

2. The User is specifically informed that upon expiration of the subscription period, the User does not retain any right to use the Software, including the latest version released prior to expiration and that the Licensor does not make any archiving of the content developed by the User through its use, so the User is solely responsible for saving and archiving the content on its Devices prior to the date of termination of the subscription period.

3. The periodic subscription shall be for the duration specified in the subscription profile and shall be automatically renewed on expiry of the subscription for an equal period.

4. The periodic subscription renews on the same day as the calendar date of the original purchase. If the subscription begins on a date that is not within the renewal month, the period ends on the last day of the following month, and restores the original date the next time that date occurs. For example, if a monthly subscription starts on January 30, the next renewal date will be February 28 (or February 29 on a leap year), then March 30.

5. If the User does not wish to renew the subscription, the User shall have the burden of giving express notice of termination to the Licensor through an ad hoc procedure entirely online available at the following address: https://www.ikmultimedia.com/userarea, respecting the notice period of 24 hours prior to the periodic renewal, depending on the duration of the subscription.

6. The User, when purchasing the periodical subscription, may choose between several secure payment methods: e.g. bank account (direct debit); credit/debit card or through dedicated third-party services.

7. Where the payment method chosen by the User provides for service and/or management and/or intermediation by third parties, the User shall abide by the terms and conditions set forth therein, excluding any liability on the part of the Licensor in concluding and managing the contractual relationship with the third parties.

8. Payment of the periodic fee will be charged to the User by the due date of the invoice issued, in the manner chosen by the User at the time of purchasing the subscription license.

9. The User undertakes, without delay, to amend and update in his User area on the Licensor's website any changes made, without exception, that alter the data and payment method declared at the time of purchase.

10. Should the User fail to pay the periodical fees on time, the Licensor shall be entitled to suspend the User's profile as a precautionary measure.

11. After three (3) days have elapsed without the User having regularized his debt position, the Licensor shall be unilaterally entitled to terminate

the license agreement without further notice, without prejudice to the compulsory recovery of the debt.

Art. 7 - Music Content Library (Sound Library) Special License Conditions

1. The Product may contain a 'library of musical content', sounds or audio samples (sounds and samples) that are created by musicians and experts, or sound professionals.

2. Licensor makes the "music content library" available to the User for commercial and non-commercial purposes for music audio production, public performances, broadcasting and similar uses, as a component of the Product, by virtue of a lawful and binding agreement with the copyright holders.

3. The User is hereby informed and agrees that the redistribution of the Product and, in particular, the "music content library" and its derivatives, is strictly prohibited in any form whatsoever, including but not limited to: resampling, mixing, filtering, processing, isolating or incorporating it into any software or hardware.

4. The sounds/audio samples contained in the Product, may not be modified and resold as new audio samples within new sound libraries or "on a standalone basis" meaning "single sample not included in a library" of any kind or nature.

5. The User is informed and accepts, that the particular license conditions of the "music content library" expressed herein constitute an integral and substantial part of this EULA.

Art. 8 - Express prohibitions of use addressed to the User

1. The User is not authorized, directly or indirectly, to:

a) sell, rent, lease, license or sublicense, distribute, market, otherwise exploit the Product or any of its components, for commercial purposes or free of charge;
b) redesign, decompile, disassemble, adapt, reproduce the Product, in whole or in part;
c) create, use, and/or distribute computer programs such as "crack," "keygen," or other "cheat" or "hack" programs or Software applications for this Product;
d) remove, alter, disable or circumvent any copyright or trademark indications or other commercial information about the origin of the Product;
e) transfer to third parties and/or export the license for any reason whatsoever (without prejudice to Section 9 below);
f) use the program in violation of copyrights and/or intellectual property rights reserved by national and international laws and regulations for third parties;
g) use the Program in violation of civil, criminal and administrative rules and regulations, including those of the User's place of business or residence;
h) use the Program causing contractual or non-contractual damage to third parties;
i) violate the license conditions of the "music content library" referred to in Article 7 above.

2. Any breach of the aforementioned prohibitions committed by the User shall entitle the Licensor to terminate the user license agreement immediately and without delay for breach, without any obligation to refund the consideration.

3. In any case the User shall be held liable and shall indemnify the Licensor against all claims, proceedings and disputes for which the Licensor is held liable as a result of negligence, omissions, violations, offences howsoever committed, which are caused by the User's willful and/or culpable act in using the Product.

Art. 9 - License of use allowing transfer to third parties

1. Given the general prohibition against transferring the license of use to third parties either for consideration or free of charge, Licensor by virtue of an express purchase option may grant Licensee the purchase of a "transferable license of use" by accessing Licensor's website directly: https://www.ikmultimedia.com/products/index.php?R=SHOPSEARCH&Q=Credit.

2. Each "transferable use license" purchased can be used to transfer the license of only one Product and only once.

3. In such a case, the User shall only transfer and/or make the Product available to third parties under the following conditions:

a) the Product shall be transferred as original with all media and licenses and everything thereon;
b) the User who transfers the license of use to another User shall not retain any copy of the Product;
c) if the Product is part of a software set (bundle), it may not be transferred separately and/or altered in any way;
d) if the Product is part of an IK Multimedia software and hardware package, only the hardware may be transferred and the license to use it may be termed NFR under the agreement.

4. The Licensor reserves the right, at its sole discretion, to:

a) delete or erase the user serial number required for registration if the same has been fraudulently or illegally acquired;
b) prohibit the transfer of the serial number required for registration before the expiry of ninety (90) days from the purchase order for the serial number referring to the "transferable user license".

Art. 10 - User devices and generated content

1. The Product is installed on Devices owned or otherwise in the availability of the User, who is the solely responsible for the functionality, update, security protection and functionality of the Devices.

2. The Product may only be installed on the operating systems for which it was designed and described in the Software within the documentation under the heading User Manual.

3. The User is solely responsible for the use, storage, preservation of content generated by him/her, particularly where the generation of content causes harm or infringes on the rights of third parties.

4. In any case, the User shall be held liable and shall hold Licensor harmless from any claim, petition, litigation for which Licensor is held liable as a result of negligence, omissions, violations, offenses however configured that are determined by the willful and/or negligent act of the User in the generation of content.

Art. 11 - Warranties and limitation of the Licensor's liability

1. Licensor warrants to the User that the digital or physical media on which the Product is recorded contain the copy of the Software purchased or made available to the User with all its components, accessories and documentation as described in the user manual as well as being free of defects and, in any case, suitable for the intended use.

2. The Licensor shall, within a period of ninety (90) days from the Effective Date as defined in Article 3.2 above, warrant the conformity of the Product with the following exclusions in the words "does not warrant":

a) that the operations of the Program can be carried out without interruption or that any defects can be corrected;
b) that the Product is considered by the User to be unsuitable for the User's personal needs in view of the fact that the Software is not developed "tailor-made" but is intended for mass use;
c) any defects and faults resulting from improper or deviating from normal use attributable to the User or the User's Device;
d) any damages resulting from the loss of content developed by the User, the storage of which the Product does not guarantee in any way;
e) that the Product functions on the User's Device(s) or that the functionality of the Product remains unaffected by updates made by the User to its hardware, operating system or third-party software in use by the User.

In any case, the user manual is the only legally binding document for the Licensor and, consequently, any verbal agreements, presentations, advertising material, e-mail exchanges, etc. between the User and distributors, salesmen, agents, and any other personnel who have intermediated the purchase of the Product shall be irrelevant.

3. Any verification of the efficiency of the Product shall be carried out using exclusively the control procedures prepared by the Licensor.

4. In order to make a warranty claim under the terms described above, the User is responsible for contacting IK Multimedia via the appropriate section of the website "contact us" https://www.ikmultimedia.com/contact-us/.

5. The Licensor and its distributors and partners within a reasonable period of time, in any case not exceeding fifteen (15) days, shall follow up the warranty claim by repairing or replacing the Product or refunding the purchase price, if incurred by the User, within a reasonable period of time based on the complexity and/or onerousness of the warranty claim.

6. With the exception of the above clauses, the Licensor assumes no other obligation and makes no other warranties beyond those set forth herein and shall in no event be liable for any damages whatsoever related to or resulting from any defects in quality, suitability, use, failure to use or usability of the Product.

7. The User shall forfeit any and all warranties if the User modifies, integrates or otherwise intervenes in the Software, or uses the Product in a manner not in accordance with the instructions or on processors other than those permitted or otherwise violates the User's obligations under this EULA.

8. The Licensor shall not be liable for any damages, direct and/or indirect, contractual or non-contractual, which may occur as a result of the use of the Product or which may be connected to it, such as, but not limited to, any loss of profit, loss, interruption of business, loss of information and/or data, any defects and/or damages in the processor and/or the Devices on which the Product is installed and/or in the contents processed by the User, and/or defects and/or damages resulting from the use of such Devices which remain at the exclusive risk of the User.

9. In any case, any claims for damages by the User shall in no event exceed the amount of the purchase price of the license fee, insofar as incurred by the User.

Art. 12 - User Support Service updates and new versions

1. For the entire duration as defined in Article 3 above, the User may obtain technical assistance from Licensor by accessing the section of the website https://www.ikmultimedia.com/contact-us/.

2. The Product is provided "as it is" and "as available" on the Effective Date, without Licensor being obliged to provide "updates" and/or "new versions of the Software".

3. The User agrees to independently download such “updates” from his/her user area - if available - always using the latest version of the IK Multimedia Product.

4. The Licensor may modify the Product at its sole discretion for any reason and at any time, in particular it may add, subtract, replace functionalities, update, correct the Product either for technical reasons or to perform maintenance and/or configuration operations in order to improve and/or optimize the Product.

5. The Licensor may at its discretion release a new version of the Program “upgrade” or “crossgrade”, so marked or otherwise identified by IK Multimedia (new version of the Product made available to the User at a discounted price). Such version can be used by the User only and exclusively if the User is a legitimate licensee of a previous version of the Product, except for NFR versions as indicated in the article. 2.2.

6. The Product marked or otherwise identified by Licensor as an “upgrade” or “crossgrade” replaces, swaps, increases the Product purchased or made available on the Effective Date.

7. The User may only use the Product resulting from the update and/or new versions (upgrade or crossgrade) in accordance with the terms of this EULA.

8. If the Product is an upgrade or crossgrade of a component of a software program package (bundle), it may only be used and transferred as part of the package and may not be separated by use on more than one device.

Art. 13 - Unilateral withdrawal by the User

1. Non-acceptance of this EULA shall be tantamount to exercising the User’s unilateral right of withdrawal from the license agreement.

2. The User is also entitled to unilaterally terminate the license agreement if for technical reasons there are incompatibility problems with the Product, which do not permit its installation provided they

a) are not attributable to the User;
b) exist on the Effective Date;
c) cannot be resolved by the Licensor’s technical support.

3. The User undertakes without delay and in any event within a period of three (3) days from the Effective Date to return to the Licensor (or its distributors or otherwise authorized sellers from whom it purchased or otherwise obtained the license to use the Product) all physical media in its possession.

4. The Licensor or other authorized parties, having verified the integrity of the medium, shall cancel the user’s serial number and refund the full amount paid for the purchase directly to the user within a period of 30 days from the date of return.

Art. 14 - Intellectual Property of Software

1. The Software and all consequent rights are reserved by IK Multimedia Production S.r.l.

2. The Software and its use is subject to national and international laws protecting copyright and intellectual property.

3. The User does not acquire any ownership rights to the Software except for the limited rights of use as set out in this EULA.

4. IK Multimedia Production S.r.l. reserves all actions and claims for damages against the User or third parties who infringe the Licensor’s rights.

Art. 15 - Validity of the EULA - Severance

1. If a court of competent jurisdiction or a competent authority determines that any provision of this EULA is invalid, illegal, or unenforceable, such provision or part thereof shall be deemed unenforceable.

2. In such cases, all other provisions of this EULA or parts thereof not affected by invalidity shall nevertheless remain valid and enforceable between the Parties.

Art. 16 - Applicable law

1. Should the Product have been purchased in Italy, the interpretation, execution and settlement of disputes shall be governed by Italian law and jurisdiction shall be attributed exclusively to the Court of Modena, without prejudice to the jurisdiction of the Court of the Consumer, where the User is a natural person acting for purposes that are unrelated to the entrepreneurial, commercial, handicraft or professional activity carried out.

2. If the Software was purchased in any other country, this agreement shall be governed by the laws in force in that country.

Last updated on September 20, 2023.

TONEX Overview

Welcome to TONEX, a new ecosystem aimed at capturing and sharing the best-sounding amplifiers on earth.

This ecosystem comprises of these parts:

- **TONEX for Mac/PC: a standalone application** to play, capture, organize and transfer TONE MODELs.
- **TONEX Plug-in** to play any TONEX TONE MODEL and PRESET inside your favorite DAW.
- AmpliTube 5 TONEX Amp to play any TONEX TONE MODEL inside AmpliTube 5.
- TONEX Capture: a hardware device specifically designed for capturing any amplifier using TONEX Modeler.
- TONEX App to play TONE MODELs on your iOS device (both iPhone and iPad).
- TONEX on ToneNET: a free sharing platform for TONE MODELs.
- TONEX Pedal: a guitar and bass stomp box to play TONE MODELs live.

But what's a TONE MODEL?

A TONE MODEL is the capture of a real guitar or bass rig with all its nuances and non-linearities. It aims to provide the same sound characteristics inside a computer, so you no longer need the real rig for performing and recording. You can collect thousands of amplifiers, stomps, and cabs inside TONEX, which will become a digital locker for all your gear.

A TONE MODEL can have various types:

- STOMP(s)
- STOMP(s) + AMP
- STOMP(s) + AMP + CAB
- AMP
- AMP + CAB

A STOMP(s) is any combination of guitar pedal: boost, overdrive, fuzz, distortion, EQ, preamplifier etc.…

N.B.

The STOMP can't be a time-based or phase-based pedal such as compressors, reverb, delay, chorus, phaser, flanger, etc...

Also some vintage fuzzes and overdrives that have a parallel path inside can't be modeled.

What if I have no amplifier to capture?

Don't worry, even if you don't have any amplifier to capture you can play all the TONE MODELs available in the software plus any TONE MODEL made by other users available on our free platform ToneNET.

PRESETs

These TONE MODELs are used inside the TONEX PRESETs.

TONEX PRESETs consist of the following effects for tweaking any TONE MODEL:

- Noise Gate
- Compressor
- Modulation
- TONE MODEL
- Tone EQ
- Delay
- Reverb

A PRESET is the perfect foundation for any guitar tone.

Inside a PRESET, a TONE MODEL is divided into two parts: AMP and CAB.

Doing so let us swap any AMP/CAB module with another TONE MODEL's AMP/CAB module or use a STOMP plugged directly into a CAB to create new combinations of rigs.

If a STOMP is paired with an AMP creating a STOMP+AMP or a STOMP+AMP+CAB TONE MODEL, the STOMP part is tied to the AMP and when swapping the AMP part, the STOMP follows as well.

TONEX for Mac/PC

TONEX for Mac/PC is a standalone application and the core element of the TONEX ecosystem.

TONEX lets you play and tweak your favorite PRESETs, create your own TONE MODELs and manage PRESETs & TONE MODELs by editing their information and parameters.

TONEX is formed by the TONEX Player, and separate apps for TONEX Modeler and the TONEX Editor.

TONEX Standalone

Graphic user interface

TONEX for Mac/PC GUI consists of 5 sections:

1. Top bar
2. Chain bar
3. Amp view
4. List view
5. Sidebar
6. Bottom bar

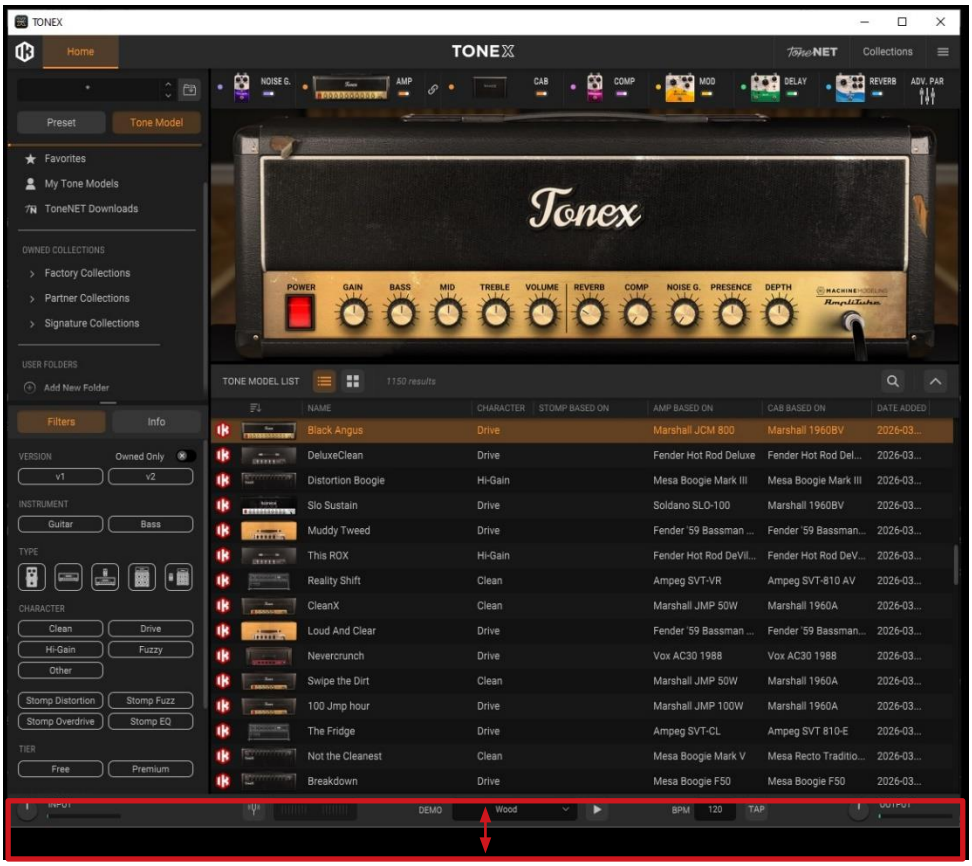


Resize options



TONEX can be resized proportionally by dragging the right edge of the window.

Or vertically, to expand the list view to fit more content by dragging the bottom edge of the window.



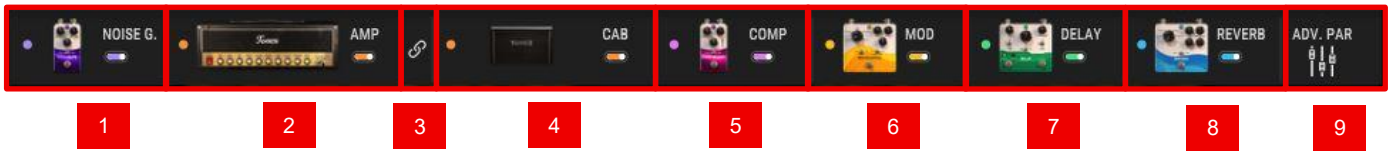
TOP BAR



1 **2** **3** **4**

1. **Home**: this is the main TONEX tab in which you can play, edit and organize your PRESETs and TONE MODELs.
2. **ToneNET**: this button lets you see in the list view the online TONE MODELs available on ToneNET.
3. **Collection**: this button lets you access the collections store for browsing premium collections.
4. **Settings**: include the audio settings, account settings, and general info.

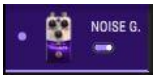
CHAIN BAR



1. Noise Gate
2. Tone Model Amp
3. Link
4. Tone Model Cab
5. Compressor
6. Modulation
7. Delay
8. Reverb
9. Advanced Parameters

NOISE GATE

When the NOISE GATE button is pressed, a new layer is shown under the CHAIN BAR showing the available NOISE GATE parameters.

By moving the NOISE GATE switch 

the NOISE GATE can be turned ON or OFF.

If the NOISE GATE is set to FIRST (POST disabled), it's placed before the TONE MODEL module.



- **ON/OFF:** turns ON or OFF the NOISE GATE.
- **THRESHOLD:** adjusts the threshold of the gate to filter out noise from -100 dB to 0 dB.
- **RELEASE:** adjusts the release time of the gate from 5 ms to 500 ms.
- **DEPTH:** adjusts the amount of noise reduction of the gate from -20 dB to -100 dB.
- **FIRST/POST:** Moves the noise gate reduction circuit at the beginning of the chain or after the TONE MODEL module. The detector stays put at the beginning of the chain.

Depending on the TONE MODEL GUI, the THRESHOLD parameter can also be edited directly from the Amp view which is found under the NOISE G. label.

COMPRESSOR

When the COMPRESSOR button is pressed, a new layer is shown under the CHAIN BAR showing the available COMPRESSOR parameters.

By moving the COMPRESSOR switch 

the COMPRESSOR can be turned ON or OFF.

If the COMPRESSOR is set to PRE it's placed before the TONE MODEL module. If the COMPRESSOR is set to POST, it's placed after the TONE MODEL module.



- **PRE/POST:** places the Compressor before (PRE) or after (POST) the TONE MODEL Module.
- **THRESHOLD:** adjusts the threshold at which the compressor starts to operate from 0 dB to -40 dB.
- **GAIN:** adjusts the COMPRESSOR output volume from -30 dB to 10 dB.
- **ATTACK:** adjusts the compressor attack time from 1 ms to 51 ms.
- **GAIN REDUCTION METER:** displays the applied gain reduction in real time.

Depending on the TONE MODEL GUI, the THRESHOLD parameter can also be edited directly from the Amp view which is found under the COMP label.

TONE MODEL AMP

A TONE MODEL AMP is the AMP part of any TONE MODEL created.



By moving the TONE MODEL AMP switch 

the TONE MODEL AMP can be turned ON or OFF.
While browsing TONE MODELs in the list view the TONE MODEL AMP changes accordingly.

Drag any TONE MODEL in the TONE MODEL AMP field to load only the TONE MODEL AMP part of a TONE MODEL.



Or disable the link icon  to keep a TONE MODEL AMP selected while changing TONE MODELs to combine it with different TONE MODEL CABs.

Remember that a TONE MODEL AMP can be a STOMP, an AMP or a STOMP+AMP.

TONE MODEL CAB

A TONE MODEL CAB is the CAB part of any TONE MODEL created (except STOMP, AMP and AMP+STOMP TONE MODELs).



By moving the TONE MODEL CAB switch 

the TONE MODEL CAB can be turned ON or OFF.
While browsing TONE MODELs in the list view, the TONE MODEL CAB changes accordingly.

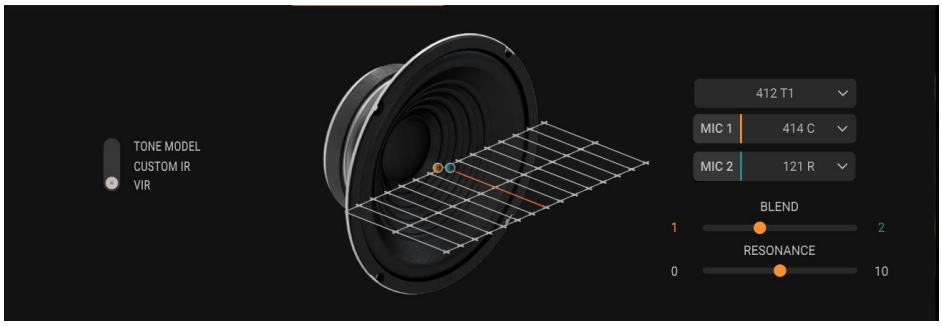
Drag any TONE MODEL in the TONE MODEL CAB field to load only the TONE MODEL CAB part of a TONE MODEL.



Or disable the link icon  to keep a TONE MODEL CAB selected while changing TONE MODELs to combine it with different TONE MODEL AMPs.

By pressing the down arrow other types of cabs can be selected like VIRs and Custom IRs.





When a VIR is selected, the VIR panel lets you tweak various parameters:

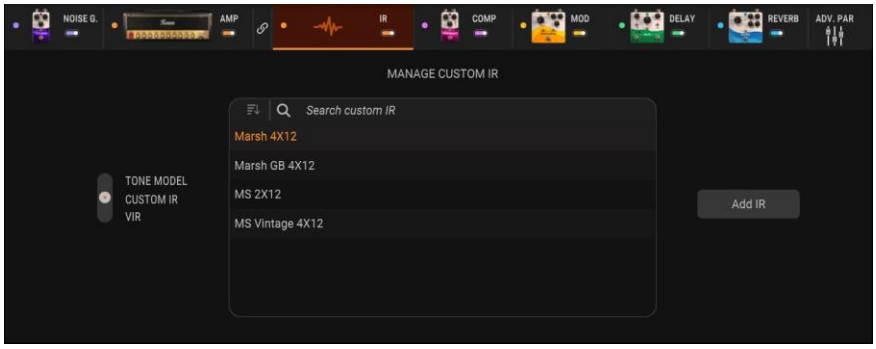
- **VIR cab:**
  - 16 DK
  - 18 CHAMP
  - 110 TONE
  - 112 DLX
  - 112 MARK
  - 112 CALI
  - 112 MAZ
  - 112 TINY
  - 115 BMAN
  - 212 TWIN
  - 212 BLUE
  - 212 H70
  - 212 JAZZ
  - 212 OPEN
  - 212 PPC
  - 212 REHO
  - 212 DZ
  - 412 1960
  - 412 B30
  - 412 B8000
  - 412 B9000
  - 412 BS
  - 412 DBAG
  - 412 HW
  - 412 F1
  - 412 T1
  - 412 V1
  - 412 M1
  - 412 PPC
  - 412 RETS

- **MIC 1 & 2:** selects which microphone is used to capture the cabinet. They can be chosen among the following:
  - 414 C – Condenser 414
  - 57 D – Dynamic 57
  - 121 R – Ribbon 121
- **BLEND:** changes the balance of the two microphones. All the way to the right lets you hear only microphone 1, all the way to the left lets you hear only microphone 2.
  The middle position lets you hear both microphones at the same volume.
- **RESONANCE:** adjust the resonance of the selected cabinet.

The microphones' position can be edited by directly moving the two blue and yellow spheres inside the grid.

Custom IR

To select, import and manage Custom IRs choose the Custom IR option.



This will open the Custom IR window where you can add your favorite Impulse Responses by pressing the Add IR button.

Multiple IRs can be imported simultaneously when selecting multiple files during the import process.

Imported custom IRs are automatically converted to 2048 samples, with a 44.1 kHz sample rate and 24-bit depth.

When hovering the mouse on one IR, some additional options appear to rename or remove the desired impulse response.



MODULATION

When the MODULATION button is pressed, a new layer is shown under the CHAIN BAR showing the available MODULATION parameters.

By moving the MODULATION switch 

the MODULATION can be turned ON or OFF.

If the MODULATION is set to PRE, it's placed before the TONE MODEL module.

If the MODULATION is set to POST, it's placed after the TONE MODEL module.



- **TYPE:** sets the type of modulation between CHORUS, TREMOLO, PHASER, FLANGER and ROTARY.
- **LEVEL:** sets the mix amount of the modulation from 0 to 10.
- **SYNC:** allows to set the rate of the modulation changing between time signature or milliseconds.

The LEVEL and SYNC parameters are independent for each modulation type.

CHORUS



- **RATE:** sets the rate or speed of the chorus from 0 to 10.
- **DEPTH:** sets the depth of the chorus from 0 to 100.

TREMOLO



- **RATE:** sets the rate or speed of the tremolo from 0 to 10.
- **SHAPE:** sets the wave form of the tremolo from triangle when set to 0, to square when set to 10.
- **SPREAD:** when the tremolo is placed as POST, it widens the stereo image of the effect.

PHASER



- **RATE:** sets the rate or speed of the phaser from 0 to 10.
- **DEPTH:** sets the depth of the phaser from 0 to 100.

FLANGER



- **RATE:** sets the rate or speed of the modulation from 0 to 10.
- **DEPTH:** sets the depth of the modulation from 0 to 100.
- **FEEDBACK:** sets the amount of processed signal fed back into the effect.

ROTARY



- **SPEED:** sets the speed of the rotary effect from 0 to 10.
- **RADIUS:** sets the radius of the speaker rotation from 0 to 300.
- **SPREAD:** when the tremolo is placed as POST, it widens the stereo image of the effect.

DELAY

When the DELAY button is pressed, a new layer is shown under the CHAIN BAR showing the available DELAY parameters.

By moving the DELAY switch 

the DELAY can be turned ON or OFF.
If the DELAY is set to PRE, it's placed before the TONE MODEL module.

If the DELAY is set to POST, it's placed after the TONE MODEL module.



- **TYPE:** sets the type of the delay as DIGITAL or TAPE.
- **MODE:** sets the mode of the delay; it can be NORMAL or PING PONG.
- **TIME:** sets the delay time from 0 to 1000 msec.
- **FEEDBACK:** sets the amount of delay repeats from 10 to 100.
- **MIX:** sets the mix of dry and wet signals from 0% to 100%.
- **SYNC:** allows you to set the delay time, changing between time signature or milliseconds.

All parameters are independent for each delay type.

REVERB

When the REVERB button is pressed, a new layer is shown under the CHAIN BAR showing the available REVERB parameters.

By moving the REVERB switch 

the REVERB can be turned ON or OFF.

If the REVERB is set to POST, it's placed after the TONE MODEL module.

If the REVERB is set to LAST, it's placed after the TONE MODEL module at the end of the chain.



- **TYPE:** sets the type of reverb between SPRING 1, SPRING 2, SPRING 3, SPRING 4, ROOM and PLATE.
- **TIME:** sets the length of the reverb tail from 0 to 10.
- **PRE-DELAY:** sets the pre-delay time before the reverb starts.
- **COLOR:** sets the reverb tone from -10 (darker) to +10 (brighter).
- **MIX:** sets the mix amount of the reverb from 0% to 100%.

All parameters are independent for each reverb type.

Depending on the TONE MODEL GUI, the MIX parameter can also be edited directly from the AMP VIEW which is found under the REVERB label.

ADVANCED PARAMETERS

When the ADVANCED PARAMETERS button is pressed 

a new layer is shown under the CHAIN BAR showing the available ADVANCED PARAMETERS.

If the TONE EQ is set to PRE (POST disabled), it's placed after the NOISE GATE module.
If the TONE EQ is set to POST, it's placed before the REVERB module.



- **POST:** sets the TONE EQ to be PRE (after NOISE GATE) or POST (before REVERB).
- **BASS:** adjusts the bass frequencies shelf EQ gain from 0 to 10.
- **BASS FREQ:** selects the bass frequency from 75 Hz to 600 Hz.
- **MID:** adjusts the mid frequencies peak EQ gain from 0 to 10.
- **MID FREQ:** selects the mid frequency from 150 Hz to 5 kHz.
- **MID Q:** sets the q of the mid frequencies from 0.2 to 3.0.
- **TREBLE:** adjusts the high frequencies shelf EQ gain from 0 to 10.
- **TREBLE FREQ:** selects the high frequency from 1 kHz to 4 kHz.
- **PRESENCE:** adjusts the presence of the amplifier from 0 to 10.
- **DEPTH:** adjusts the depth of the amplifier from 0 to 10.
- **MIX:** blends the TONE MODEL signal so that it can be used as parallel processing from 0% to 100%.
- **RESET CHAIN:** resets all parameters of the chain (not only the ADVANCED PARAMETERS) to their default values.

Depending on the TONE MODEL GUI, the parameters in red can also be edited directly in the Amp view.

In addition to these there are two other parameters available only in the Amp view:

- **GAIN:** sets the input gain of the TONE MODEL from 0 to 10 resulting in more/less saturation.
- **VOLUME:** adjusts the master volume of the PRESET with all its modules from 0 to 10

BOTTOM BAR



- **INPUT:** use this knob and meter to set the master input volume of TONEX.
  For the best performance set your audio device's input gain so that TONEX's INPUT LEVEL meter is starting to go into the red, then back off a touch
- **DEMO:** lets you choose a guitar or bass DI to preview the selected TONE MODEL. Press the play button to play it through the selected TONE MODEL or PRESET.
- **BPM:** lets you set the bpm according to the track. If the BPM is white, the tempo is set globally. If the BPM is amber, the tempo is set per preset.
- **TUNER:** lets you tune your instrument, press the tuner icon to activate or deactivate the tuner.
- **OUTPUT:** use this knob and meter to set the master output volume of TONEX.

AMP VIEW

The AMP VIEW shows the skeuomorphic interface of the selected TONE MODEL.
There are 4 types of AMP VIEWs: 3-knob stomp, 5-knob stomp, 5-knob amps, 10-knob amps.

3-knob stomps have the following parameters exposed in the AMP VIEW:
GAIN, VOLUME, PRESENCE, and ON/OFF.



5-knob stomps have the following parameters exposed in the AMP VIEW:
GAIN, BASS, MID, TREBLE, VOLUME, and ON/OFF.



5-knob stomps have the following parameters exposed in the AMP VIEW:
ON/OFF, GAIN, BASS, MID, TREBLE, VOLUME.

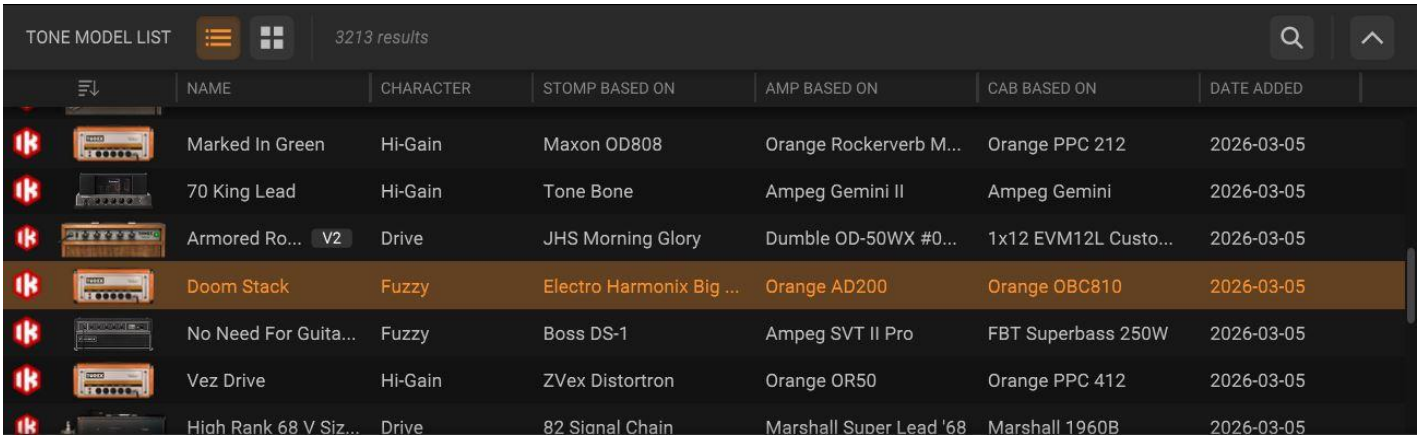


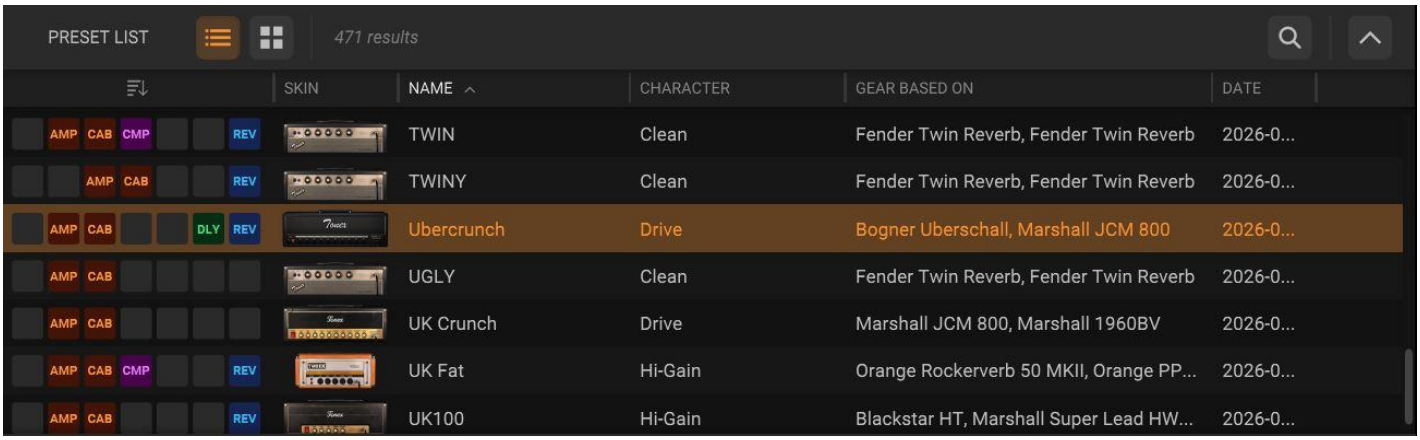
10-knob amps have the following parameters exposed in the AMP VIEW:
ON/OFF, GAIN, BASS, MID, TREBLE, VOLUME, REVERB (mix), COMP (threshold), NOISE G. (threshold), PRESENCE, DEPTH.



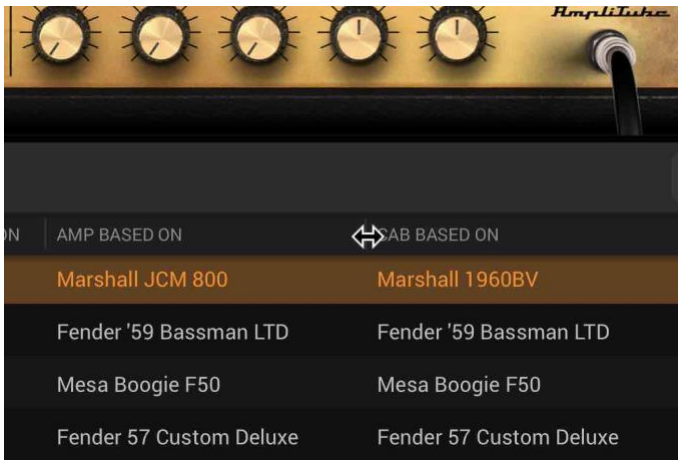
LIST VIEW

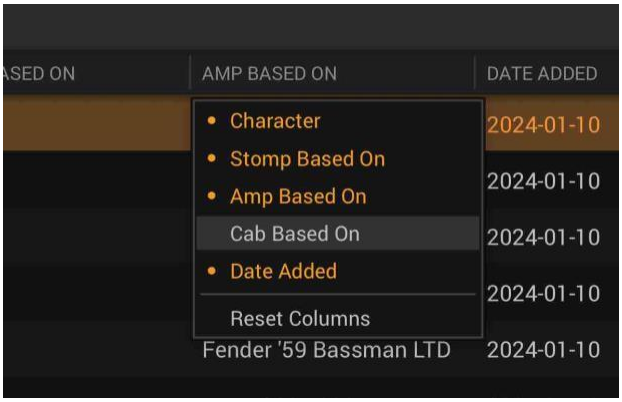
The list view shows the available Tone Models or the preset browser.

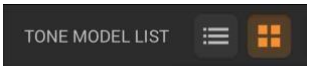




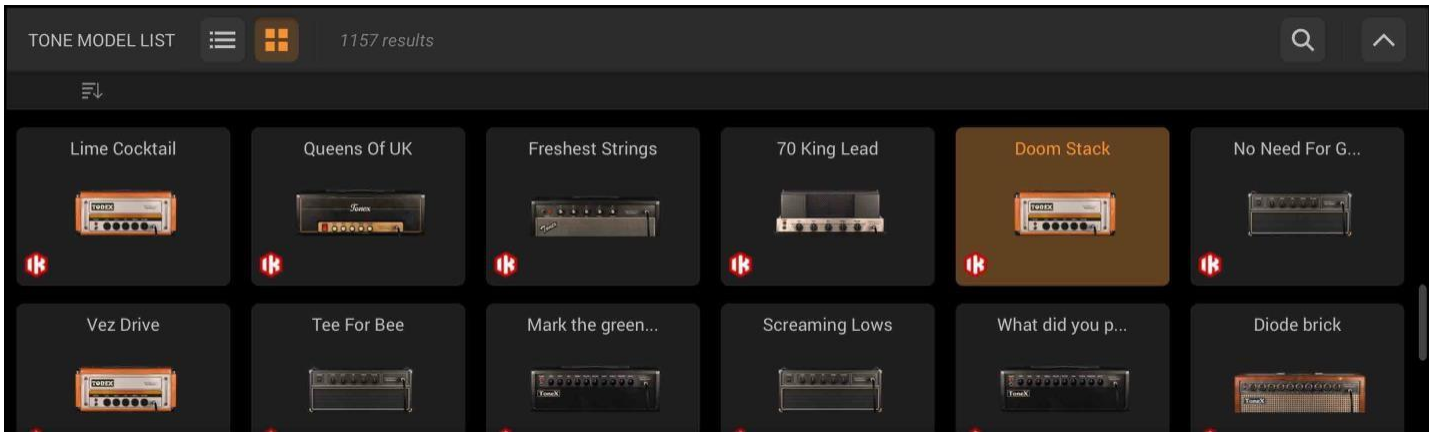
Drag the column separator to expand a column. Or right click on the column header to show/hide and reset the columns.

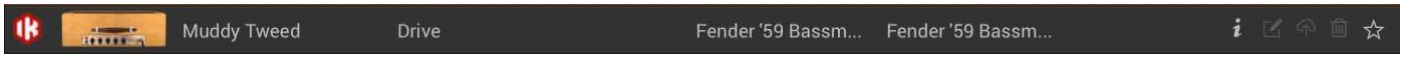




Use the dedicated button in the middle bar 

to switch view between list and cards.





By hovering the mouse over a TONE MODEL, you can choose to:

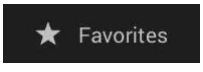
- Show the Tone Model's **info**.
- **Edit** the Tone Model.
- **Upload** the Tone Model to ToneNET.
- **Delete** the Tone Model (factory Tone Models can't be deleted).
- Mark the Tone Model as a **favorite**.

Editing and uploading are actions that can be done only on personal Tone models.



By hovering the mouse over a PRESET, you can choose to:

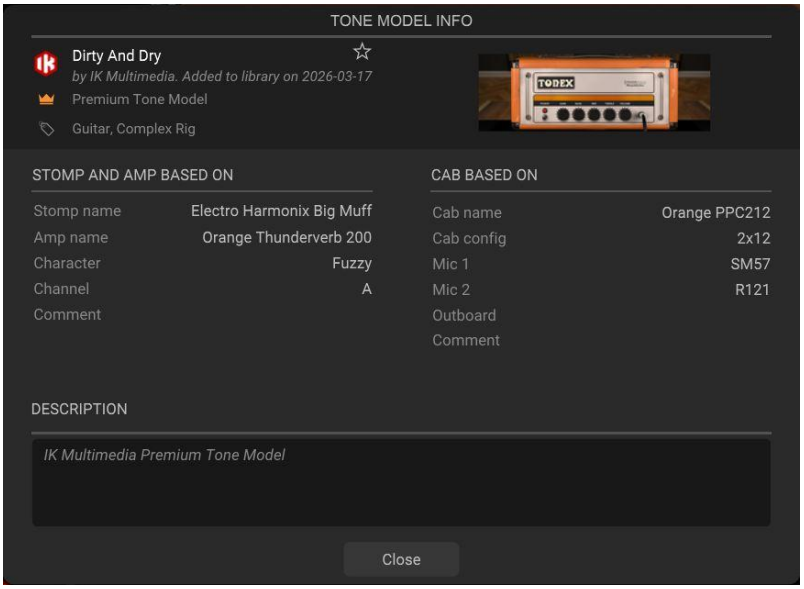
- Show the preset **info**.
- **Rename** the preset
- **Export** the preset.
- **Reset** the preset to its last saved status.
- **Delete** the preset.
- **Share** the preset on ToneNET.
- Mark the preset as **favorite**.

Press the 

button in the sidebar to show only the Tone Models or presets marked as favorites.

Tone Model Info

The full info about a TONE MODEL is:



TONE MODEL INFO

- **Author:** the thumbnail of the user who created the TONE MODEL.
- **Tone Model name:** sets the name of the Tone Model.
- **Instrument:**
  - Guitar
  - Bass
- **Tone Model type:** the type of capture.
- **Tone Model skin**

STOMP AND AMP INFO

- **Amp name:** the amp on which the TONE MODEL is based.
- **Character:**
  - Clean
  - Drive
  - Hi-Gain
  - Fuzzy
  - Other
- **Channel:** information about what channel or configuration of the amp was captured.
- **Comment:** other information about the captured amp.

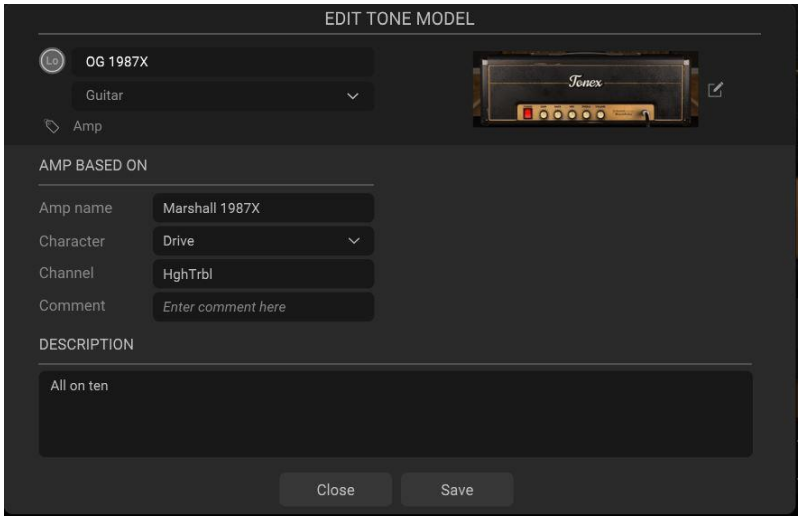
CAB INFO

- **Cab name:** the cab on which the TONE MODEL is based.
- **Cab config:**
  - 4x12
  - 2x12
  - 1x12
  - 8x10
  - 6x10

  - 4x10
  - 3x10
  - 2x10
  - 1x10
  - 1x8
  - 1x6
  - 2x15
  - 1x15
  - 1x18
  - Other
  - Custom IR
- **Mic 1:** the first microphone used for the capture.
- **Mic 2:** the second microphone used for the capture.
- **Outboard:** any outboard gear used for the capture.
- **Comment:** other information about the captured cab.
- **Description:** enter any kind of text or hashtags to help you define and find the Tone Model.

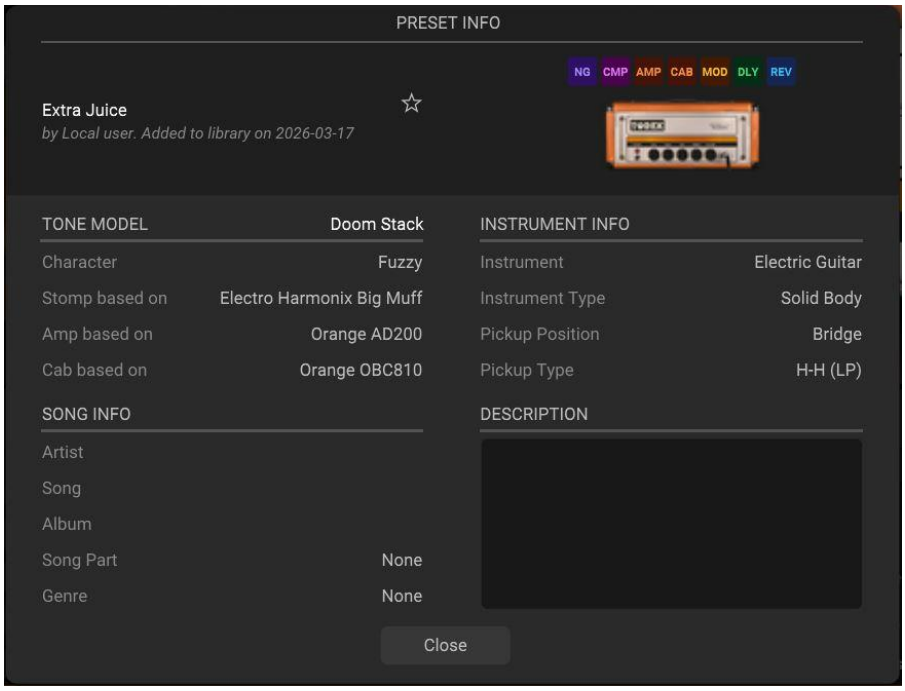
Press the edit button to edit all the information of an owned Tone Model.





Presets Info

The full info about a preset is:



- **Preset name**.
- **Tone Model name**.
- **Character**:
  - Clean
  - Drive
  - Hi-Gain
  - Fuzzy
  - Other
  - Stomp – Overdrive
  - Stomp – Distortion
  - Stomp – Fuzz
  - Stomp - EQ
- **Stomp based on**: the stomp on which the TONE MODEL is based.
- **Amp based on**: the amp on which the TONE MODEL is based.
- **Cab based on**: the cab on which the TONE MODEL is based.

INSTRUMENT INFO

Instrument:

- None
- Electric Guitar
- Acoustic Guitar
- Electric Bass
- Acoustic Bass
- Other

- **Instrument Type:**
  - None
  - Solid body
  - Hollow
  - Metal
  - Acoustic
  - Semi-hollow body
  - Resonator

    - Other
- **Pickup Position:**
    - None
    - Neck
    - Neck-Middle
    - Middle
    - Neck-Middle-Bridge
    - Middle-Bridge
    - Bridge
    - Other
- **Pickup Type:**
    - None
    - S-S (Tele)
    - S-S-S (Str.)
    - H-H (LP)
    - S-S-H (Fat Str.)
    - H-S-H (Super Str.)
    - P (P Bass)
    - J-J (J Bass)
    - MM (Music M. Bass)
    - SB (Soap bar Pickup Bass)
    - Piezo Bridge
    - Piezo Contact
    - Soundhole
    - Internal Mic
    - Acoustic
    - P90
    - Other

SONG INFO

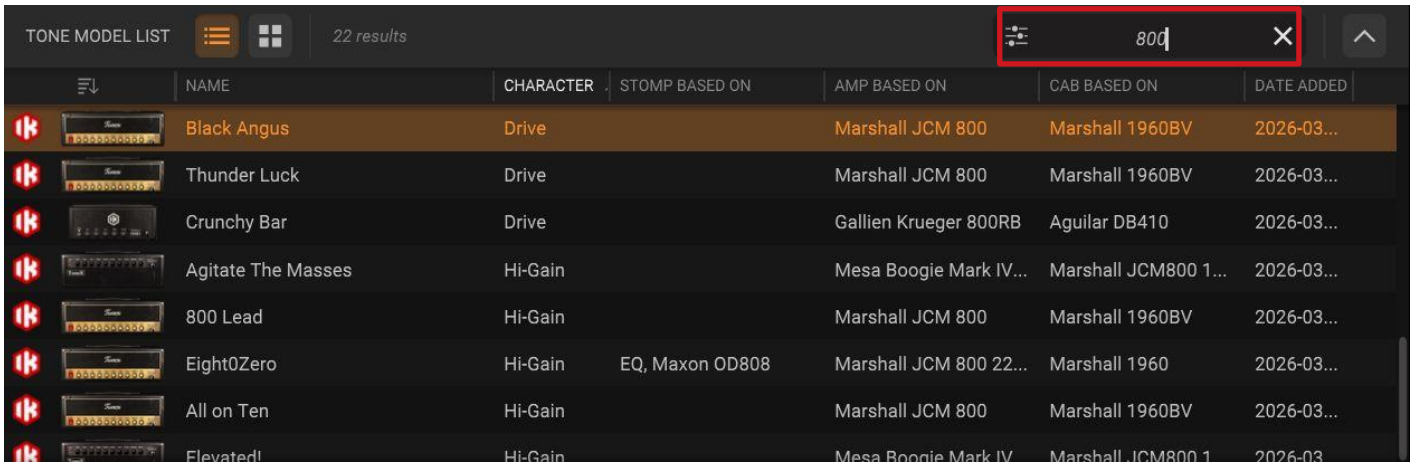
Here you can insert the information about the song that the PRESET was created for.

- **Artist**
- **Song**
- **Album**
- **Song Part:**
    - None

  - Riff
  - Whole Song
  - Intro
  - Verse
  - Chorus
  - Bridge
  - Solo
  - Break
  - Outro
- **Genre:**
  - None
  - Rock
  - Metal
  - Punk
  - Pop
  - Grunge
  - Blues
  - Jazz Funk
  - Fusion
  - Reggae
  - Surf
  - Country
  - Vintage
  - Other
- **Description**: describe your preset here. You can also insert hashtags to organize it better.

Search Field

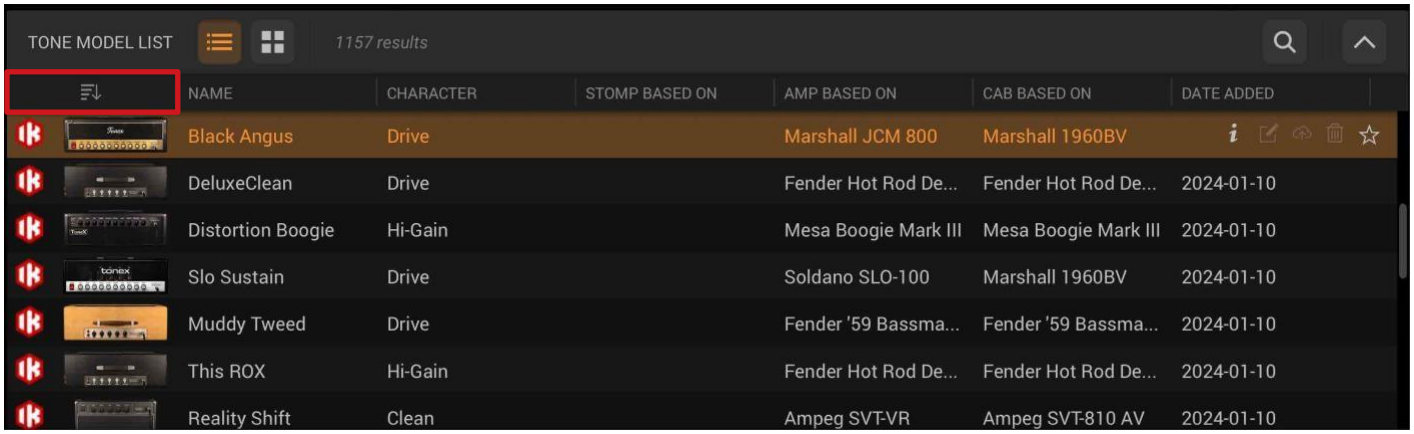
Use the search field  to manually search for a particular TONE MODEL or PRESET.



Lists

The lists are organized in different columns:

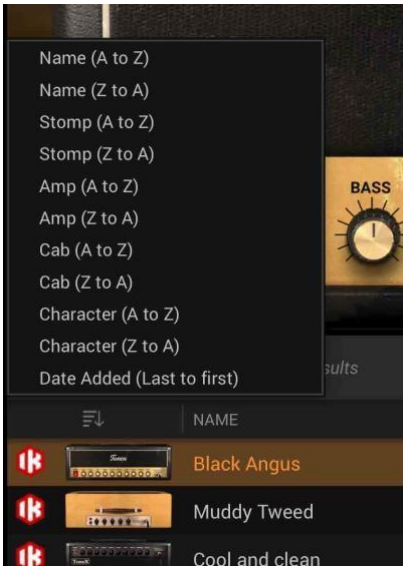
- Order
- Name
- Character
- Stomp based on
- Amp based on
- Cab based on
- Date added



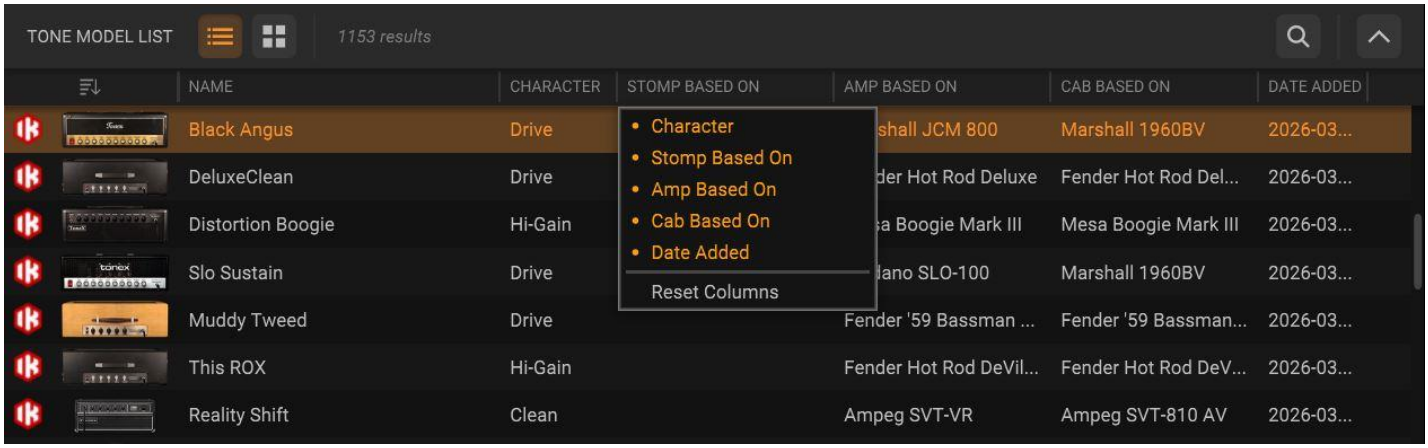
Pressing the first field in the headers section, you can access various ordering options for TONE MODELs and PRESETs.

Pressing the other headers will sort the PRESETs/TONE MODELs by that header ascending or descending (by pressing twice).

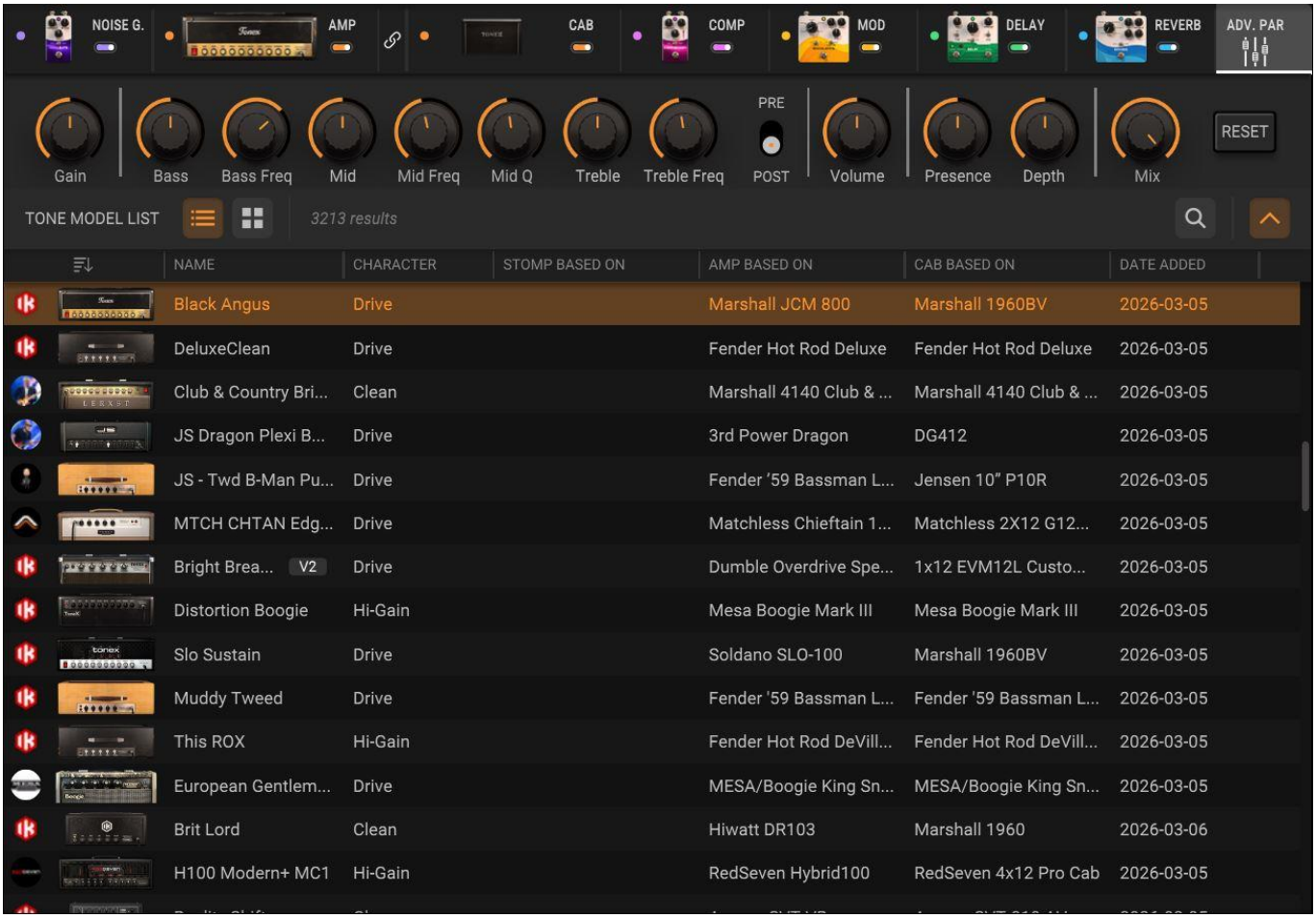
The PRESET CHAIN colored blocks available in the PRESET list show which modules are active for the selected PRESET.



Right click on any header to hide/show a column or to reset the column view to default.

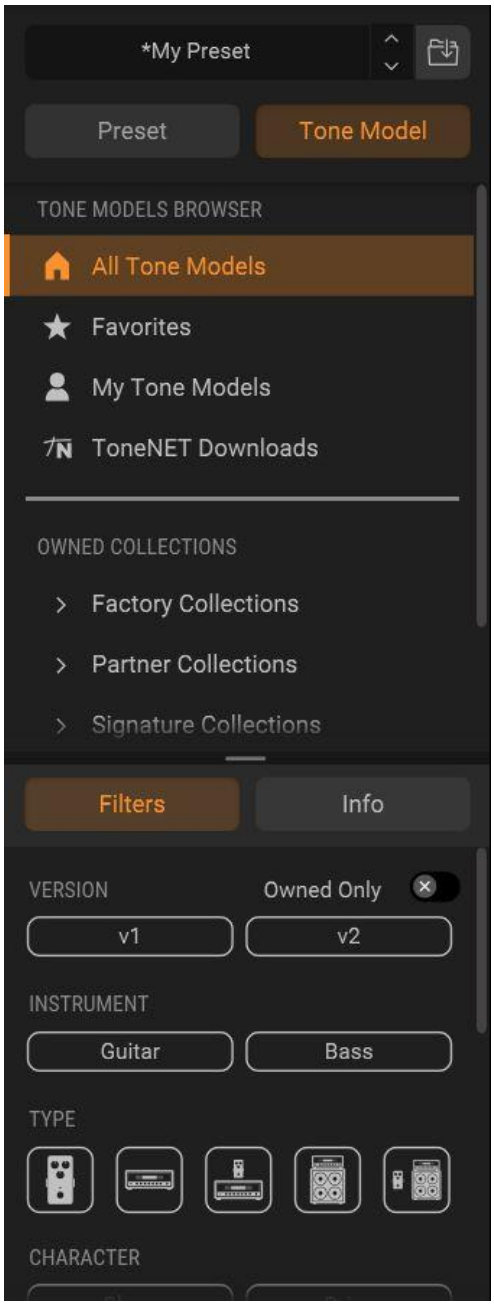


By pressing the extend icon  in the middle bar the list goes full screen taking place of the amp view.



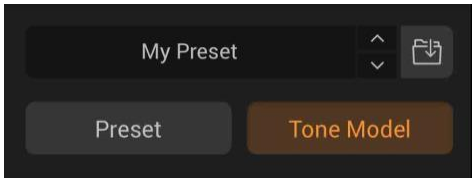
SIDEBAR

The sidebar lets you access the preset menu, save the current preset, organize and filter Tone Models/Presets or show the Tone Models/Presets information.



Presets

The first thing appearing at the top of the sidebar is the preset field and the selection for viewing Presets or Tone Models:



Click on the preset field to quickly access any preset or import a preset.



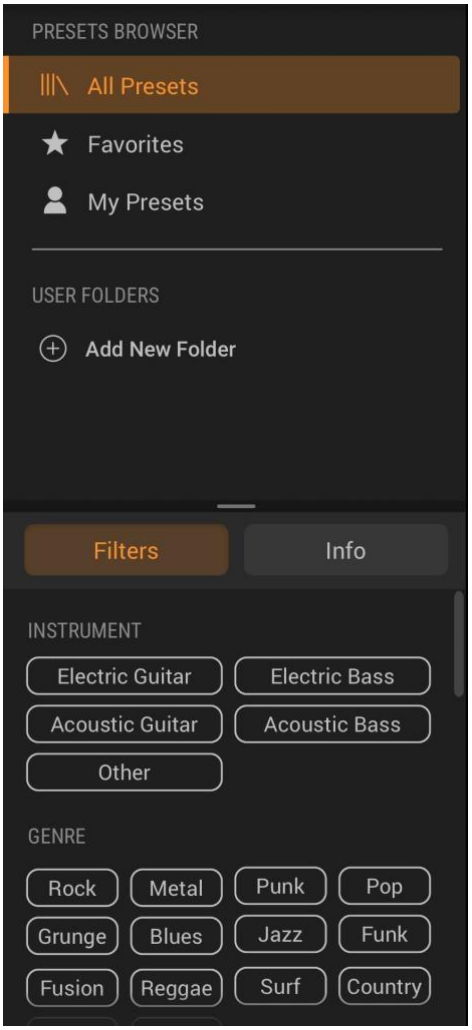
Presets can also be imported by dragging and dropping them into the preset browser.

The preset browser can be accessed by clicking its button.

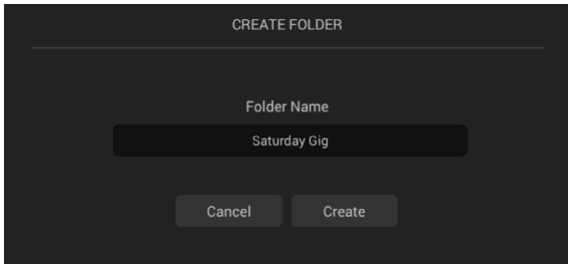


When the preset browser is selected, the sidebar helps you navigate and organize the presets.

- **All Presets:** shows all the available presets on your machine.
- **Favorites:** shows all the presets marked as favorite.
- **My Presets:** shows all the presets you created.



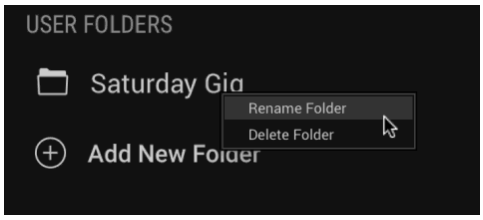
The presets can be organized in user folders, to create a user folder press the “Add New Folder” button.

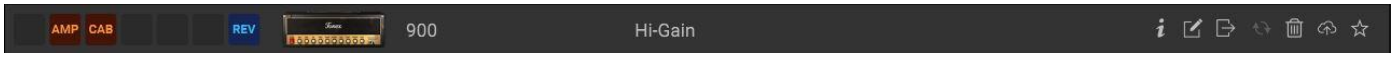


Once the folder is created, you can drag the desired preset inside to make them quickly accessible.



To rename or delete a user folder right click on it.





By hovering the mouse over a preset in the preset browser some additional features can be selected to:

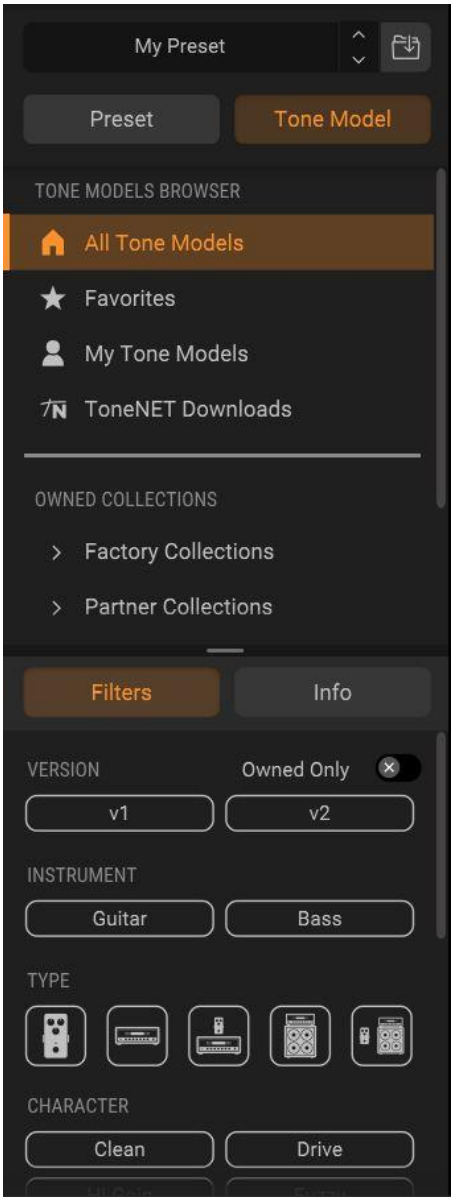
- Show the preset **info**.
- **Rename** the preset
- **Export** the selected preset.
- **Revert** the preset to the status it was saved.
- **Delete** the preset.
- **Upload** the preset on ToneNET
- Mark the preset as **favorite**.

Save PRESET

Press the save button  to save the currently selected PRESET.

When saving a preset, you can choose metadata to make it easier to be searched.

When the preset browser is not selected, the sidebar is used to organize and filter Tone Models.

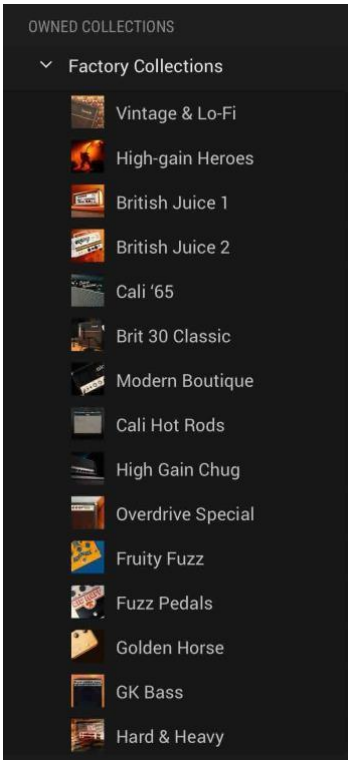


You can choose to see:

- **All Tone Models:** shows all the Tone Models available on your machine.
- **Favorites:** shows the Tone Models marked as favorite.
- **My Tone Models**: shows the Tone Models that you created using the modeler.
- **ToneNET downloads:** shows the Tone Models that you've downloaded from ToneNET.

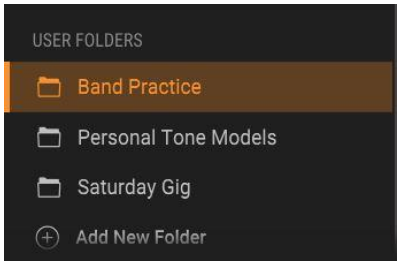
Owned Collections

In the collection field of the sidebar, you can browse all the Premium collections you own.



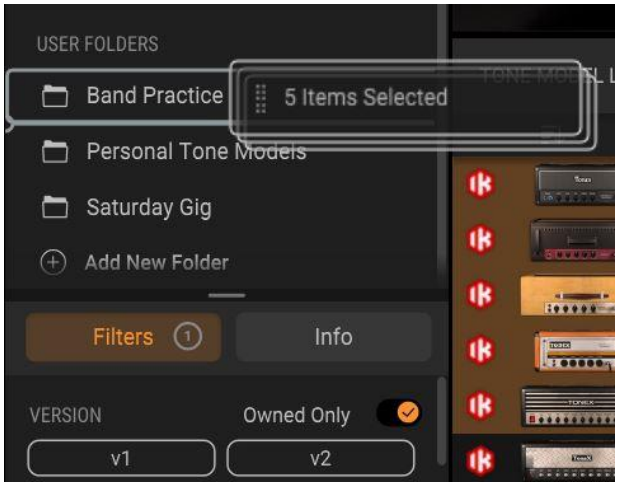
These collections can be collected by upgrading your TONEX version or by purchasing the Premium collections available in the collections store.

User folder



Like presets Tone Models can also be organized using user folders with the same workflow:

1. Create a folder by clicking the Add New Folder button.
2. Drag the Tone Models you want inside the created folder.



Filters/Info

The last section of the sidebar can be used to show preset info to always have them under sight, or it can be populated by many keywords to help you filter the list view with the desired Tone Models.

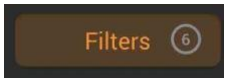
Choose your preferred view with the Filters/Info buttons.

Filters

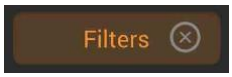


By default, this section shows Filters to searchTone Models, but when the preset browser is selected, the filters are acting on the presets shown in the preset browser.

If any filter is active, the filter label shows how many filters are active in the current view.



When any filter is selected, the filter number can be clicked to reset all filters.



The TONE MODELs can be filtered by:

- Owned or Not Owned TONE MODELs
- Instrument
- Type
- Character
- Tier
- Cab configuration

The PRESETs can be filtered by:

- Instrument
- Genre
- Character
- Pickup position
- Pickup type
- Instrument type

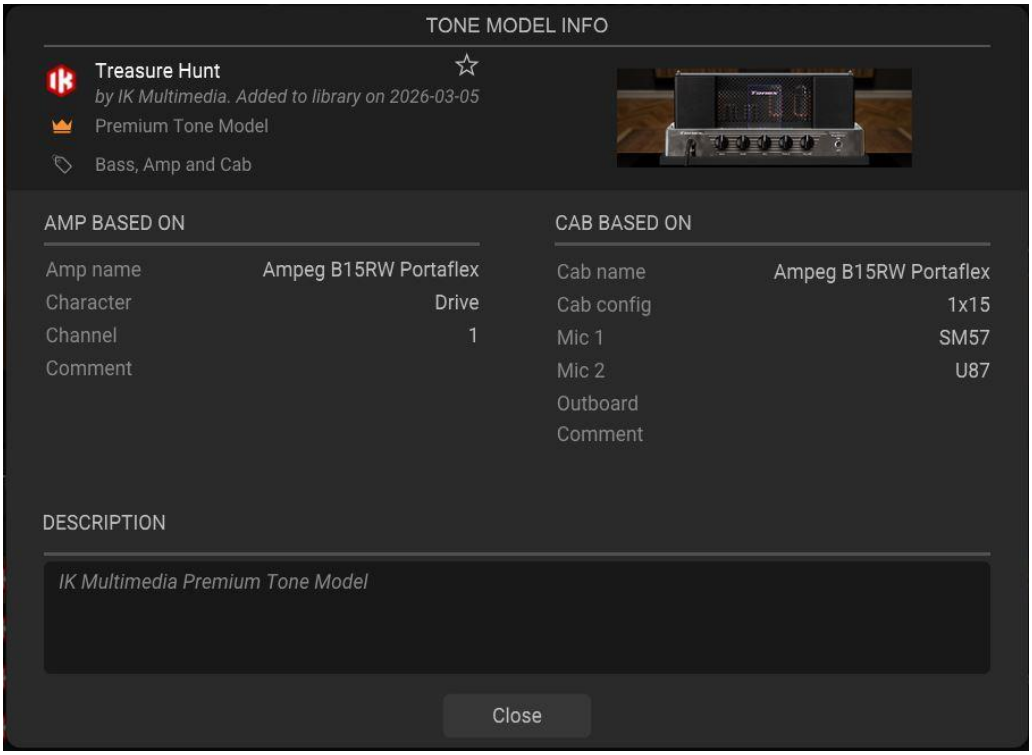
Info



When info is selected, the bottom section of the sidebar shows the information about the selected tone model or preset.

This information is the same available by clicking on the information icon of the preset/Tone Model line in the list view.



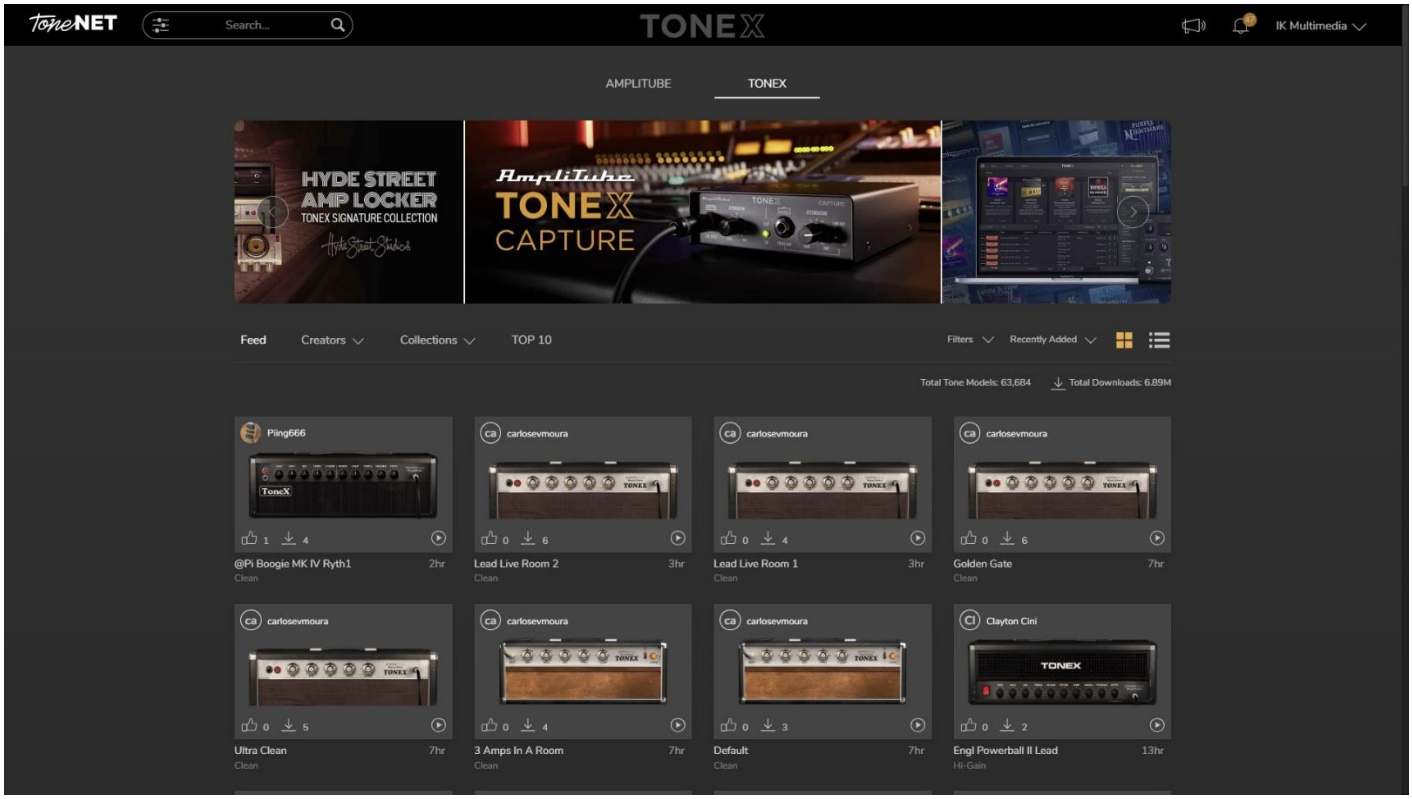


See the Tone Model info and the preset info paragraphs for more information.

ToneNET

ToneNET is the first option when trying to expand or share your Tone Models. It's our free tone-sharing platform where you can find TONEX Tone Models that other players have created.

Log into Tone.NET to create an account and start sharing Tone Models with other users or to try Tone Models from others for free.



The ToneNET button in the top bar of TONEX lets you access the TONE MODELs available in ToneNET directly into the LIST VIEW.

You need a working internet connection to use the ToneNET feature.

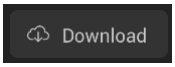
Press the ToneNET button  in the top bar to log in.



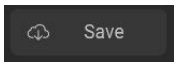
When the button is pressed, the list view is populated with Tone Models or presets from ToneNET.

When you are browsing ToneNET Tone Models or presets, you can try them just like you would with yours, but these are hosted online.

The sidebar lets you filter the Tone Models by liked, as well as show the weekly charts.

To save and download a ToneNET, Tone Model, press the 

button so you can access it even when you are offline.

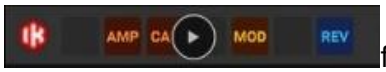
To save and download a Preset press the 

button so you can access it even when you are offline.

You can order ToneNET Tone Models or Presets by Recently Added, Name, Downloads

and Likes. To change the order, click on the first column header  .

In ToneNET, there is a dedicated play button by hovering the mouse on the Tone Model's icon 

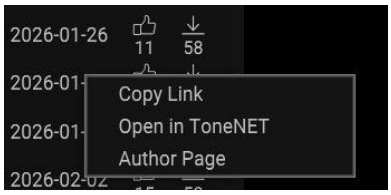
or on the Preset's chain 

for each Tone Model/Preset, to demo it without an instrument connected and has a like button 

to see how popular a Tone Model/Preset is and to like it as well.

By clicking on the open icon  available at mouseover a quick menu provides various extra functions:

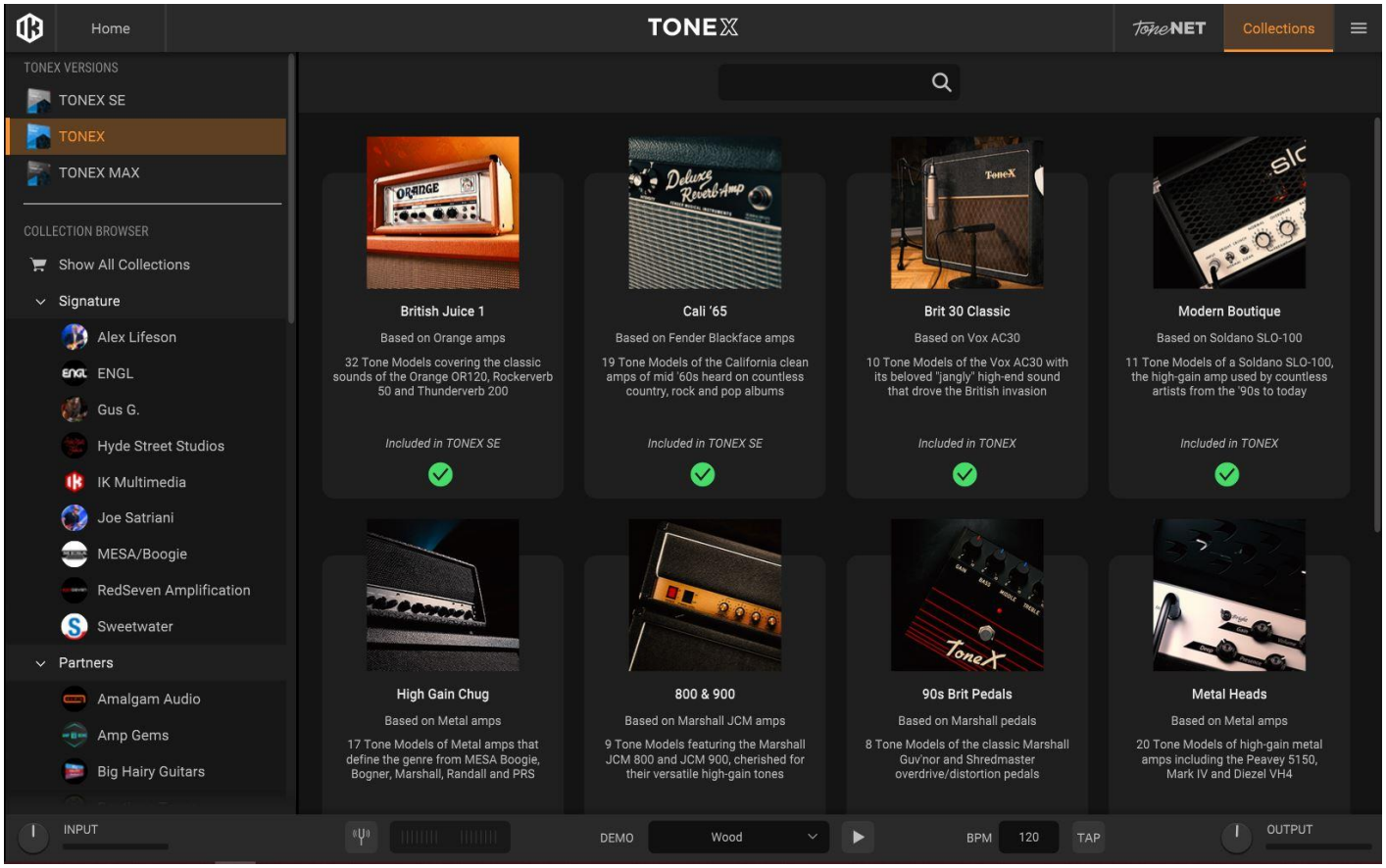
- **Copy link:** copy the TONE MODEL/Preset link to your clipboard for sharing.
- **Open in ToneNET:** open the selected TONE MODEL/Preset in ToneNET website using your browser.
- **Author Page:** open the TONE MODEL/Preset author's page using your browser.



To exit ToneNET, press the ToneNET button again.

Collection Store

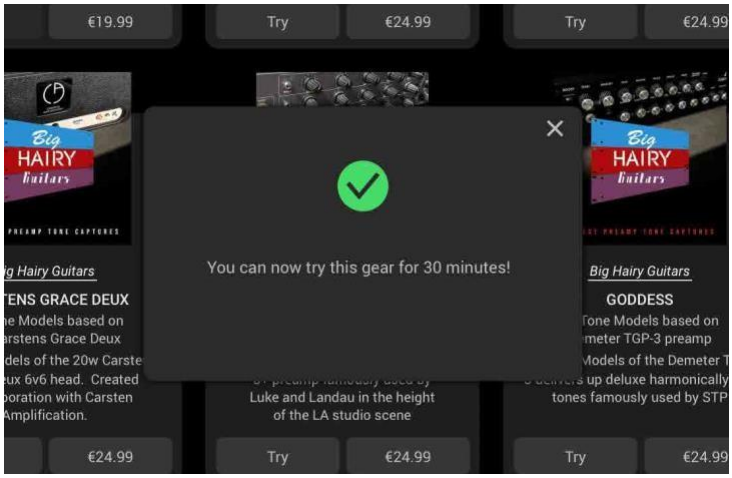
The collections store is the second option if you are looking for a more curated experience than ToneNET. You can access Premium collections by clicking the collections button in the top bar where you gain access to Tone Partner Tone Model collections and other signature collections that you can try and buy to expand your Tone Model locker.



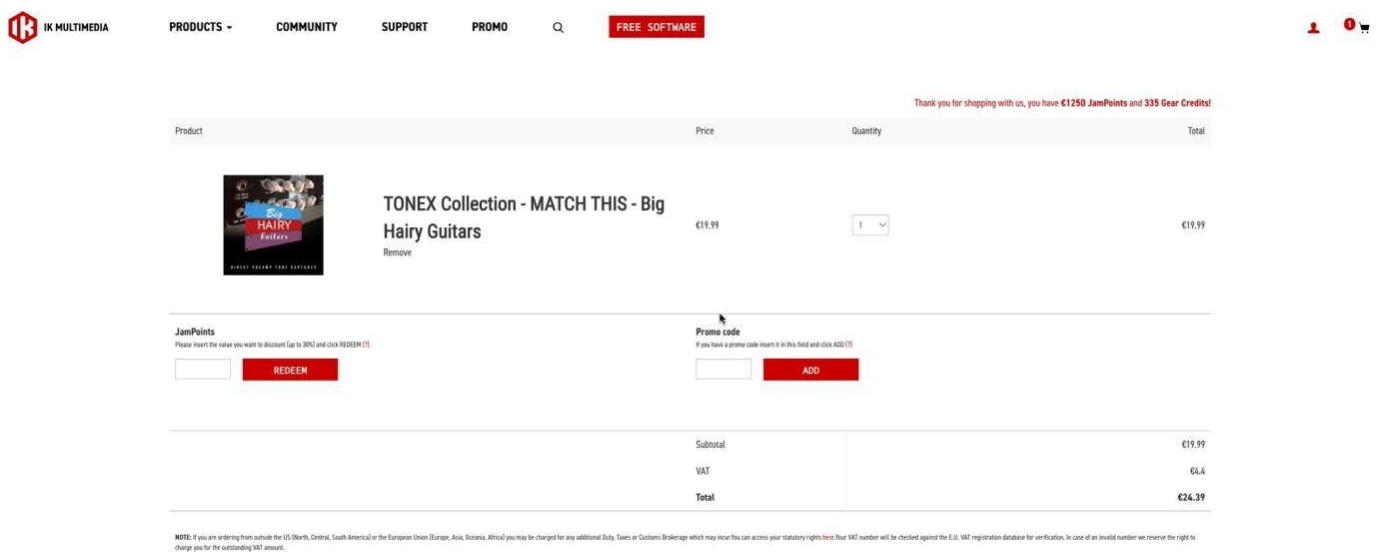
Select a Collection to see the Tone Models included.



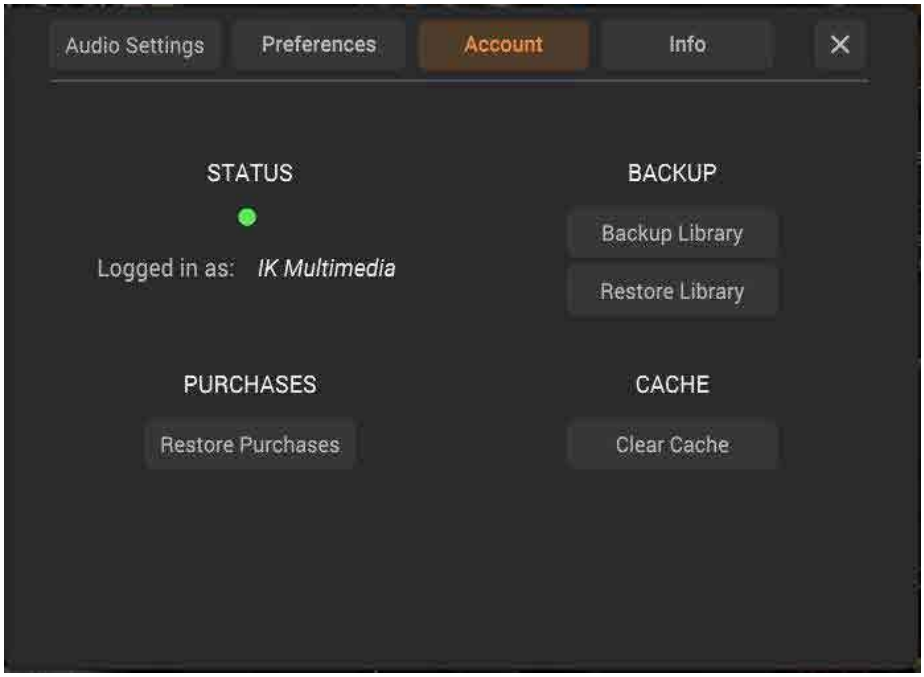
Press the Try button on a Collection card to try out its gear for 30 minutes.



When you press the price button, you get redirected to IK Multimedia shop with the cart already filled with the desired collection.



Once the checkout process is done, you can come back to the TONEX application and press Restore Purchases in the account panel in the settings window to enable your new Tone Models and download them on your device.



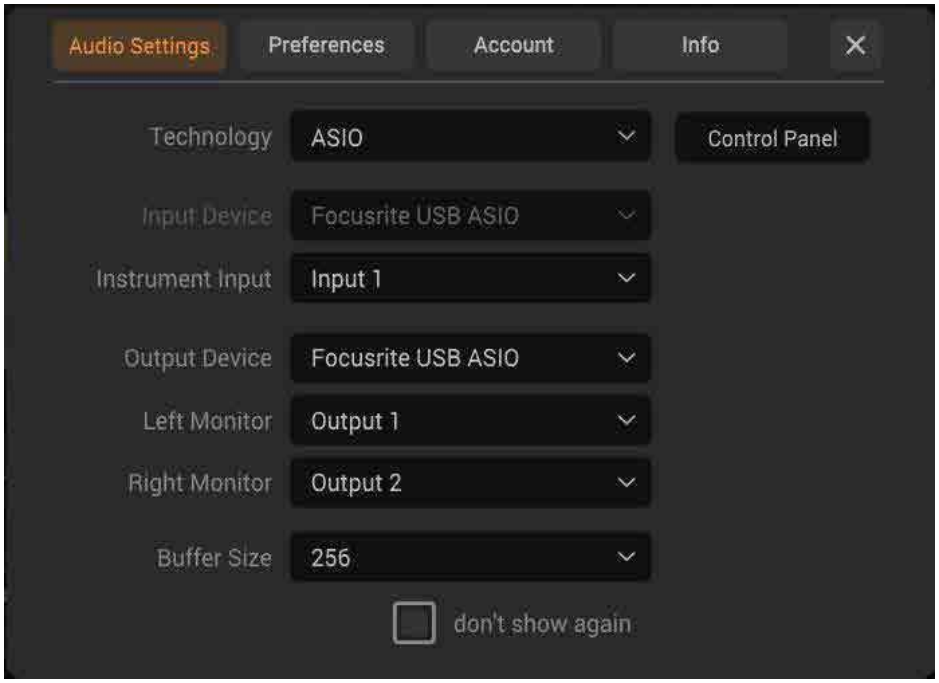
SETTINGS

Press the settings button  to open the settings window. The settings window has three different panels:

1. AUDIO SETTINGS
2. ACCOUNT
3. INFO

AUDIO SETTINGS

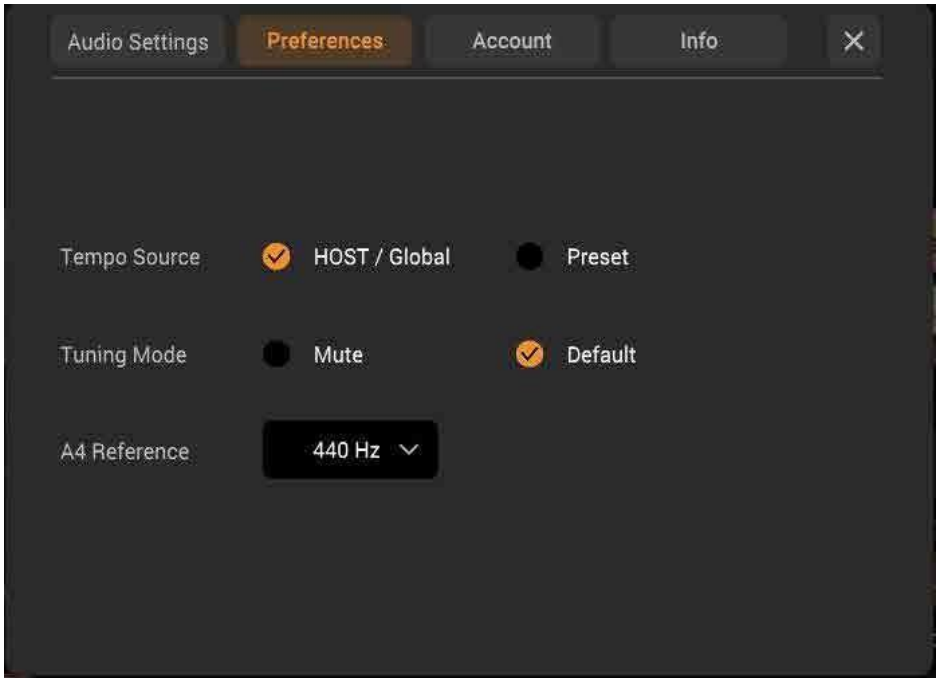
The AUDIO SETTINGS panel lets you select your input and output audio device and assign the correct input and outputs for your instrument input and left and right monitors.



The buffer size option lets you lower the buffer size to avoid any latency or increase it to avoid CPU overload.

PREFERENCES

The PREFERECES panel lets you choose time and tuning different options.



Tempo source lets you choose between:

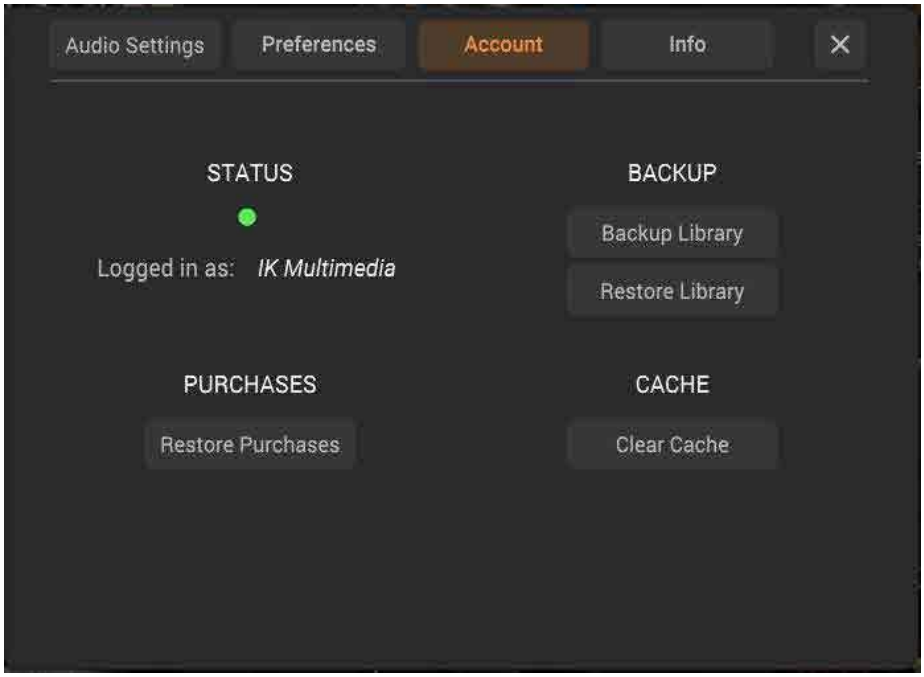
- **HOST/Global:** the BPM is set globally for every preset. When the tempo source is set globally, the BPM in the bottom bar is white.
- **Preset:** the tempo will follow the BPM set in the preset. When the tempo source is set to Preset, the BPM in the bottom bar is amber.

Tuning Mode:

- **Mute:** mutes the output when the tuner is turned on.
- **Default:** when the tuner is turned on, the output is not muted.
- **A4 Reference:** lets you change the different tuning reference.

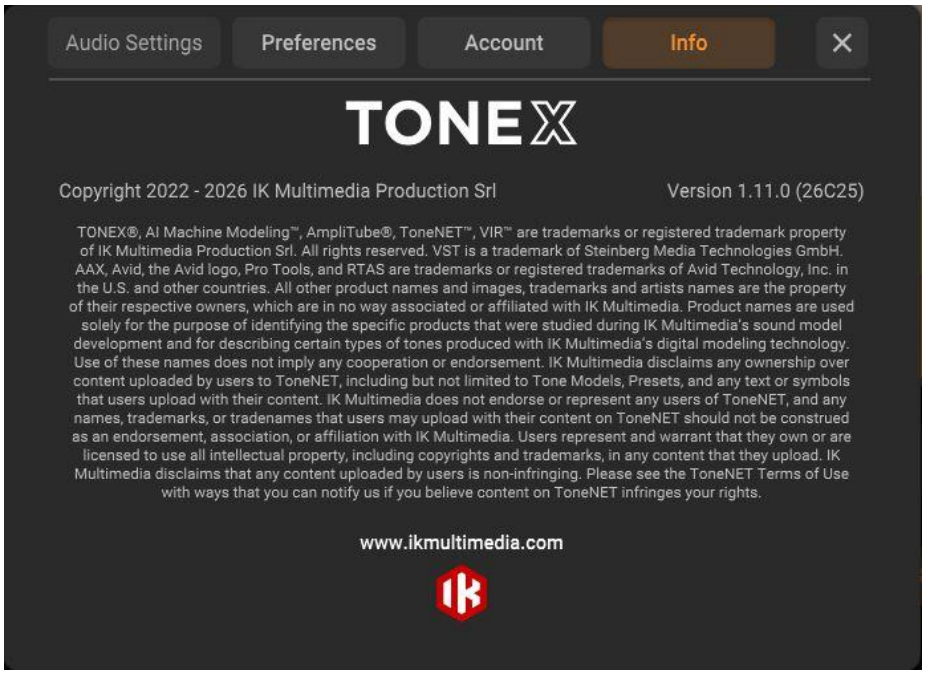
ACCOUNT

The ACCOUNT panel shows the connected account and a button to restore your purchases on the current machine.



INFO

The INFO panel displays information about the copyright and application version number.

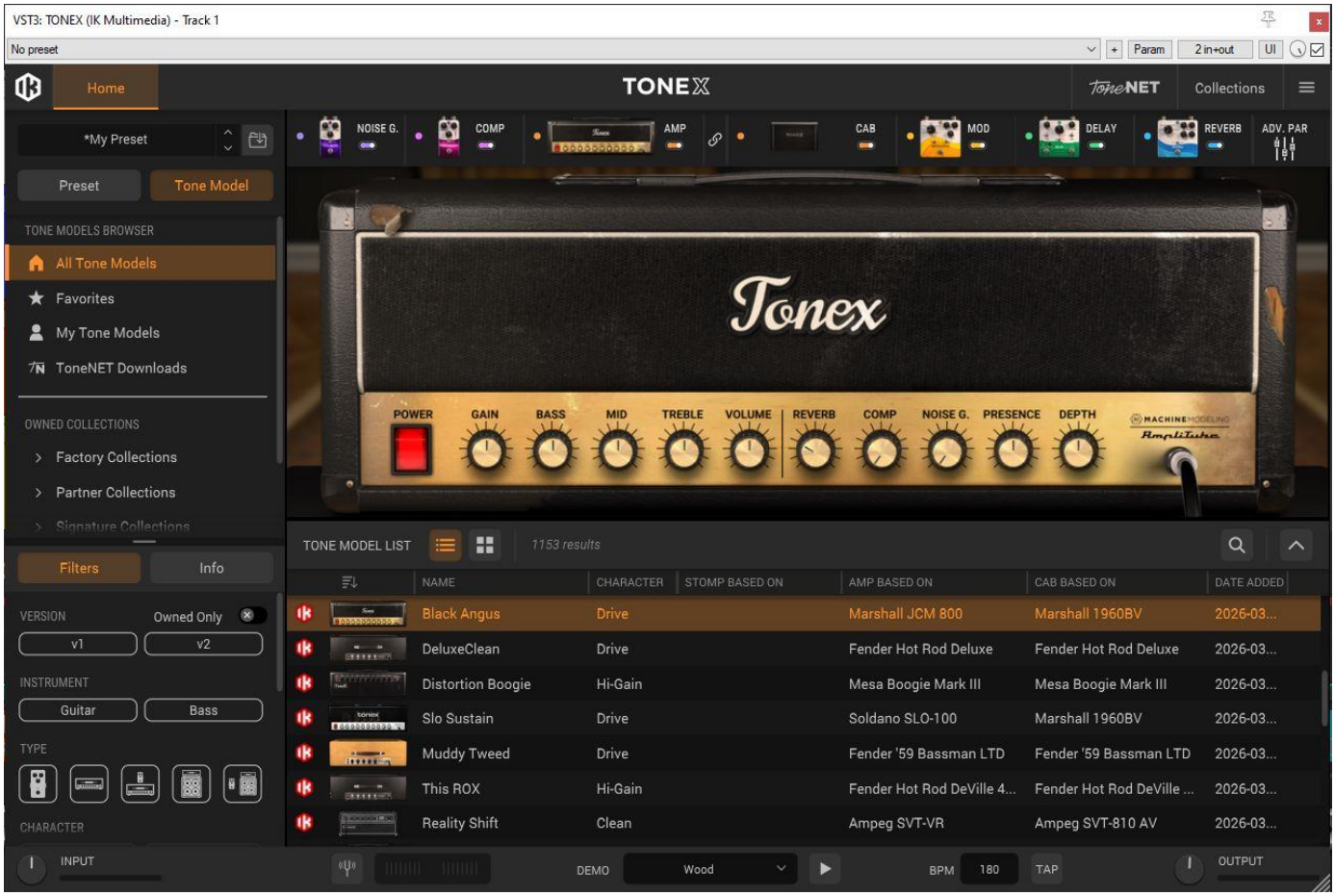


TONEX Plug-in

Everything we have seen for TONEX Player is also available in the plug-in version to be used inside any major DAW.

The only difference you will find is that the TONEX Modeler is available only in the standalone application.

The plug-in version also does not have audio settings since it follows the audio settings of your DAW



System requirements

To review system requirements reference our website.

TONEX for Mac/PC:

www.ikmultimedia.com/products/tonex/#specs

AmpliTube 5:

www.ikmultimedia.com/products/amplitube5/index.php?p=specs

Support

For any questions you may have, please refer to the FAQ webpage at:
ikmultimedia.com/faq
Here you will find answers to the most commonly asked questions.

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All specifications are subject to change without further notice.

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