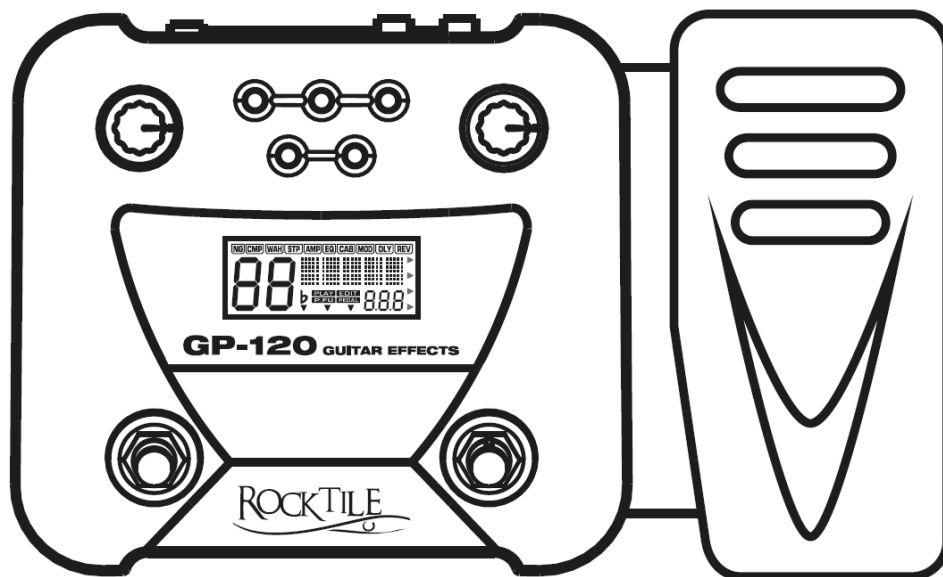




Operators Manual



Rocktile GP-120 Guitar Effect Processor

Introduction

Congratulations on your purchase of this Guitar Effects Processor. Now you have this incredibly advanced multi-effect guitar processor which can enhance your creative impulses and to learn more about different types of effects. You can create your own tunes easily through the user-friendly interface, parameters and the built in drum machine.

You are recommended to study this manual carefully before using the unit.

Important Notes

Power Supply

Before connection, please ensure all power devices such as amplifiers must be turned off first, in order to avoid any damages.

Unplug the AC adapter during electric storms.

If an AC adapter is used, it should be unplugged from the AC outlet if the instrument is not to be used for an extended period of time.

Avoid using this unit together with the same circuit of electronic products that will generate line noises.

Location

Do not place this unit too close to heat sources such as radiators and amplifiers in order to prevent damages like interference.

Do not expose this unit under excessive sunlight, water and moisture.

Strong vibration and shocks will damage this unit.

Handling and Transporting

Grab the unit firmly while unplugging the cables, never pull the audio cables with stress.

Disconnect all cables before moving the instrument.

Physical shocks caused by dropping , bumping the instrument, or placing heavy objects on top of it, can result in scratches and even more severe damages.

Never apply excessive force to the controls, connectors or other parts of the instrument.

Cleaning

Clean this unit with a soft and dry cloth. A slightly dampened cloth with mild detergent might remove stubborn dirt.

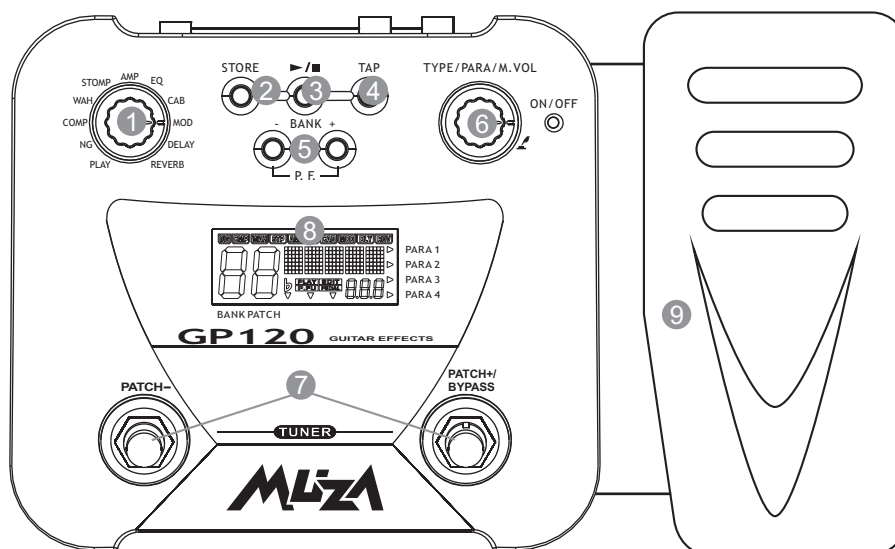
Never use thinners and alcohol for cleaning the unit.

Main Features

- A total of 54 effects, up to 11 effects can be used simultaneously.
- 48 user patches and 48 default settings.
- One type of one effect can be adjusted by up to 4 parameters.
- The expression pedal can be used to control the volume and wah by your foot.
- User-friendly interface, with simple parameters adjustment function and a built in drum machine.

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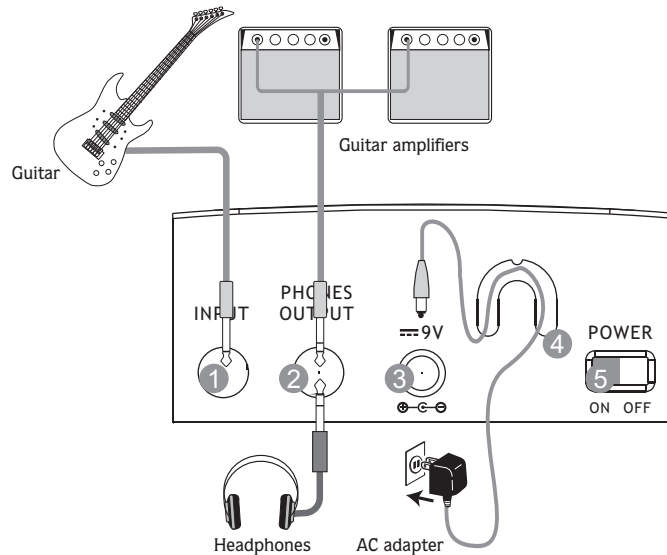
General Guide



Front Panel

- 1 Effect Selection Knob**
 Use to adjust the effects and parameter.
- 2 STORE Button**
 Use to save the settings you have created.
- 3 ► / ■ Button**
 Use to start/stop rhythm playback.
- 4 TAP Button**
 Use to adjust the rhythm tempo.
- 5 BANK +/- Buttons**
 Use to change the bank number and enter patch function.
- 6 TYPE/PARA/M.VOL Knob**
 Rotate to select the type/para/master volume.
- 7 PATCH +/- Foot Switches**
 These switches are used for selecting patches, switching effect modules on and off, controlling the tuner and other functions.
- 8 Display**
 A variety of information about the unit appears here.
 The left display shows the bank number.
- 9 Expression Pedal**
 Adjust the volume or various effect parameters in real time operation.

General Guide



Rear Panel/Connection

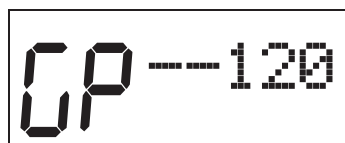
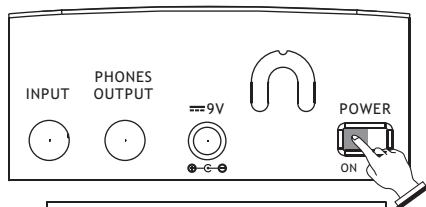
- 1 **INPUT Jack**
Connect your guitar to this jack.
- 2 **PHONES/OUTPUT Jack**
Connect your stereo headphones or guitar amplifier to this jack.
- 3 **DC IN Jack**
Connect an AC adapter (9V,300mA) to this jack.
- 4 **Cord Hook**
Hook the AC adapter cord to prevent the adapter for disconnection.
- 5 **POWER Switch**
Turn the power on and off .

* Fasten the cord of the AC adapter around the hook as shown in the diagram before connecting it to the AC IN jack. This will prevent the plug from being disconnected if the cord is accidentally pulled.

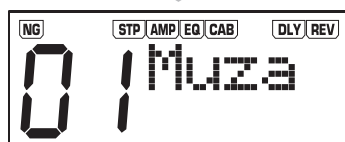
* To prevent malfunction and/or damaging the speakers or other devices, always turn down the volume, and turn the power of all devices off before making any connection and disconnection.

* If you turn on the unit while the amplifier is already powered up, damages to the speaker may result. Always turn the power of the amplifier off before making any connection.

Power Supply



BANKPATCH



BANKPATCH

1 The connections have been completed.

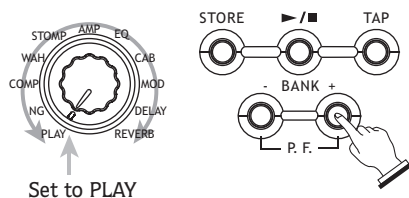
2 Switch the POWER ON/OFF button on to turn on the unit .

3 After the power is on , the LCD displays the 'GP- 120', followed by the current patch, previously saved name and the effect chain.

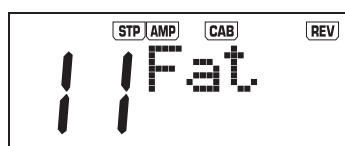
Patch

The unit has up to 96 patches:
48 default settings (0-1 ~ 7-6),
48 user patches (A-1 ~ H-6)

Select a Patch



Set to PLAY



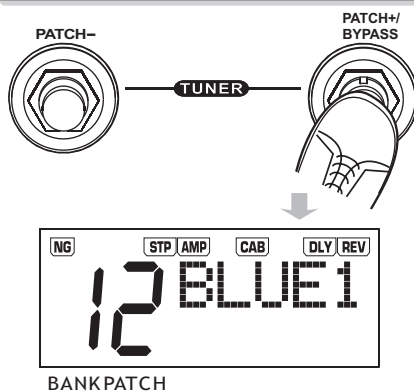
BANKPATCH

1 If the effect selection knob is set to a position other than PLAY, set it back to play.

2 When the status is PLAY, you can use BANK+ or BANK- button to adjust the bank number. Press and hold BANK+/- to change the bank consecutively. The LCD displays the current bank number (0-7) and (A-H) and the relevant tone name and effect chain.

* The PLAY mode will be automatically selected after you turn the unit on, even if the knob has been set to a position other than PLAY.

Patch



- Then press the foot switches PATCH +/- to select the PATCH in the current bank. Press and hold PATCH +/- to change the patch consecutively.

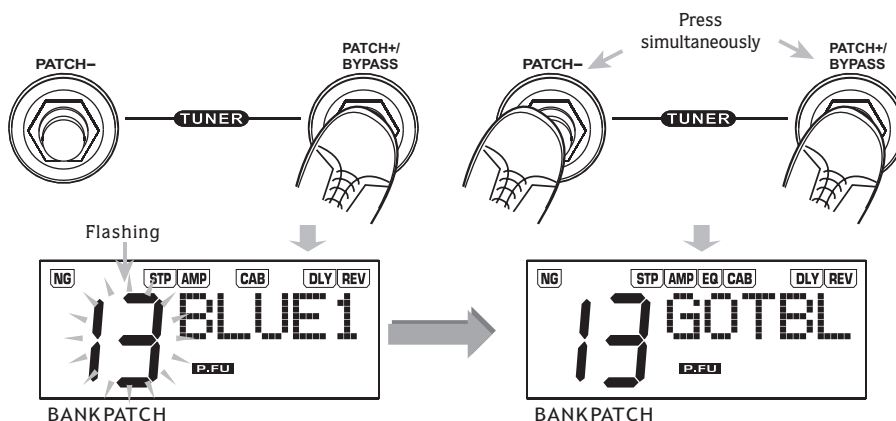
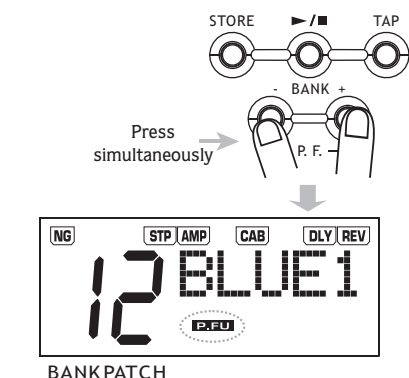
The screen displays the current patch number (1~6) and the relevant tone name and effect chain.

Patch Function

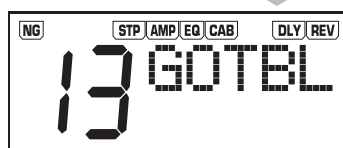
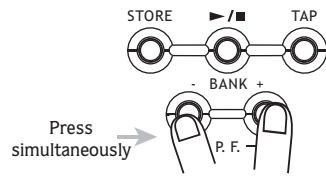
- If you want to switch the tone directly to your desired tone, you could press the BANK+ and BANK- buttons simultaneously to activate the patch function.

At the same time the indicator 'P.FU' will be lighted on the display.

- Press PATCH +/- or BANK +/- to change the patch display; the tone number flashes until you press the PATCH+ and PATCH- switches simultaneously.



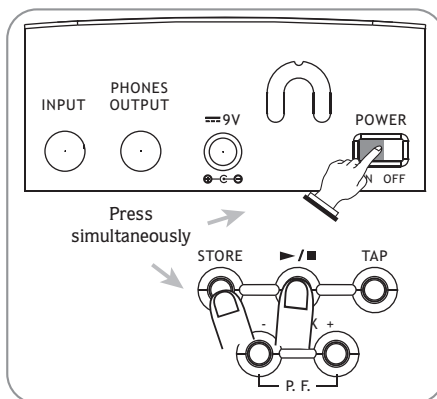
Patch



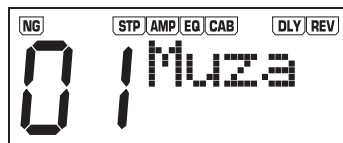
BANKPATCH

- 3 Then press BANK+ and BANK- simultaneously to disable the patch function and the 'P.FU' symbol will be off.

Factory Reset



BANKPATCH



BANKPATCH

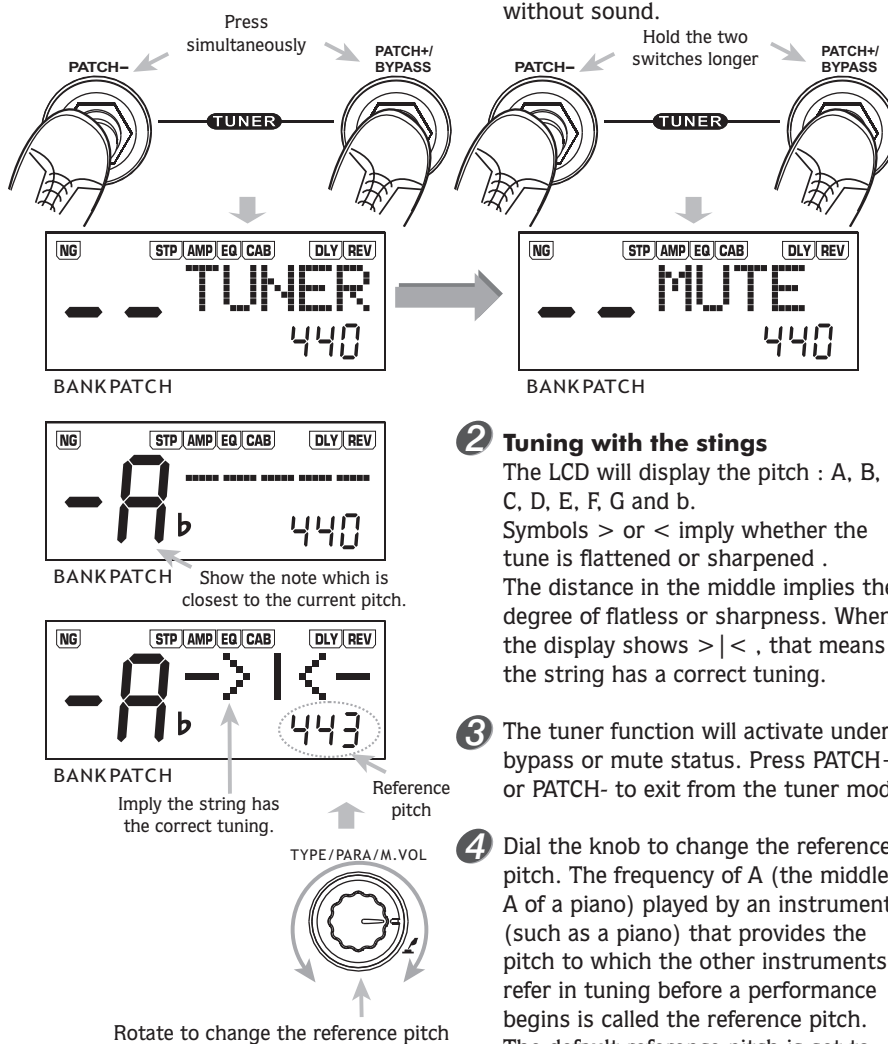
- 1 The 48 user patches are the same as the 48 default patches before storing your own patches.
- 2 Turn off the power.
- 3 Hold down STORE and ►/■ buttons simultaneously, then turn on the power. The screen appears 'RESET' until the reset process is finished; the display window appears '01' tone, its name and the effects chain.

* Please be careful about this function, since no user data will be remained after factory reset.

Tuner

- 1 Press PATCH+ and PATCH- switches simultaneously to enter the tuner mode. The LCD displays 'TUNER'.

Hold the two switches longer to enter the MUTE status. The LCD displays 'MUTE'. You can tune your guitar strings without sound.



- 2 Tuning with the stings

The LCD will display the pitch : A, B, C, D, E, F, G and b.

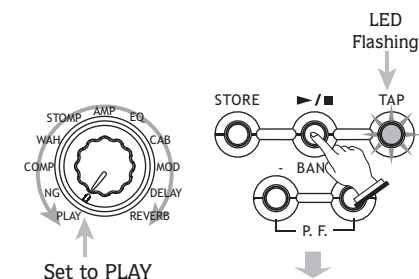
Symbols > or < imply whether the tune is flattened or sharpened .

The distance in the middle implies the degree of flatness or sharpness. When the display shows >|< , that means the string has a correct tuning.

- 3 The tuner function will activate under bypass or mute status. Press PATCH+ or PATCH- to exit from the tuner mode.

- 4 Dial the knob to change the reference pitch. The frequency of A (the middle A of a piano) played by an instrument (such as a piano) that provides the pitch to which the other instruments refer in tuning before a performance begins is called the reference pitch. The default reference pitch is set to 440 Hz.

Drum



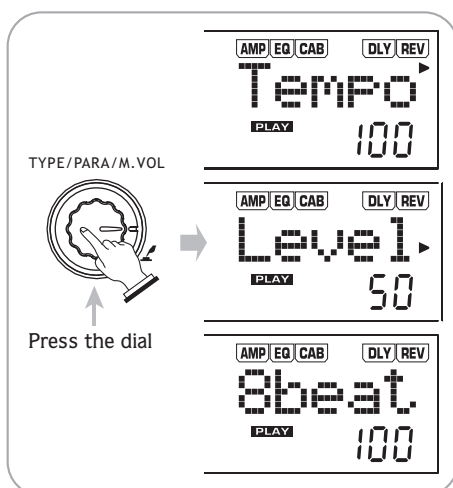
The unit has a built-in rhythm function which plays realistic drum sounds in various patterns.

- 1 Dial the knob to PLAY, press ►/■ button, the indicator PLAY on the LCD is lighted.



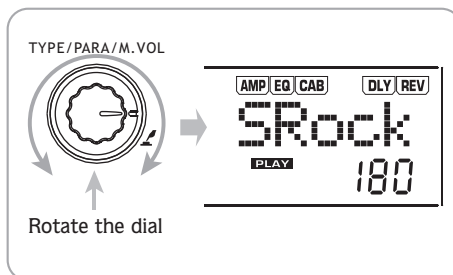
BANKPATCH

- 2 Press the dial to adjust the parameter, rhythm pattern, tempo or rhythm volume.



Press the dial

* If no action of the rhythm is taken in 8s, the LCD will redisplay the patch name.

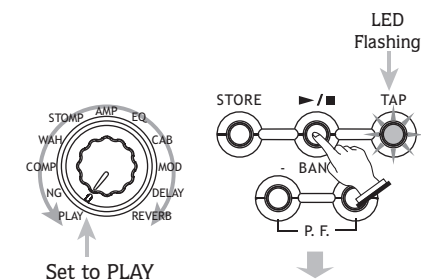


Rotate the dial

- 3 Dial the knob to set the value of the parameter.

- 4 Press the ►/■ again to return to the previous status.

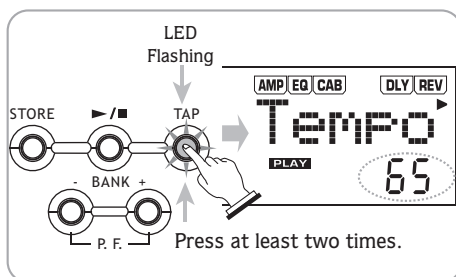
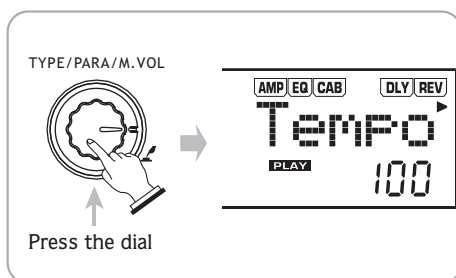
Tap



BANKPATCH

The rhythm tempo can be adjusted in the range of 40 --- 250 bpm (beats per minute)

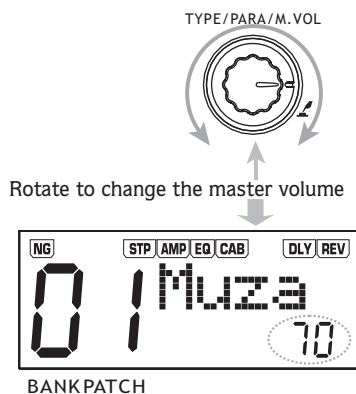
- 1 To continuously change the rhythm tempo, firstly press the dial switch to set the tempo as the adjusting parameter. Then dial the knob.



- 2 To manually adjust the rhythm tempo, hit the tap button at least two times in the desired interval.

* At the first hit of the TAP button, the current tempo value is shown on the LCD. The unit then automatically detects the interval of the second and subsequent keypresses and sets the tempo accordingly.

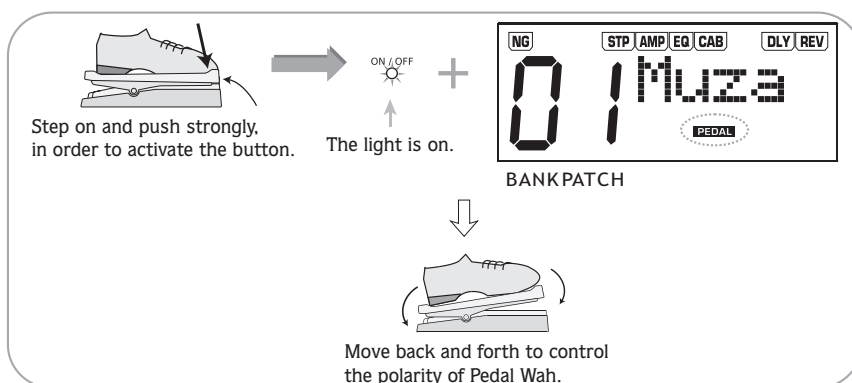
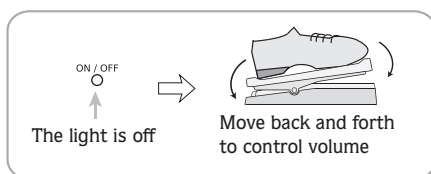
Master Volume



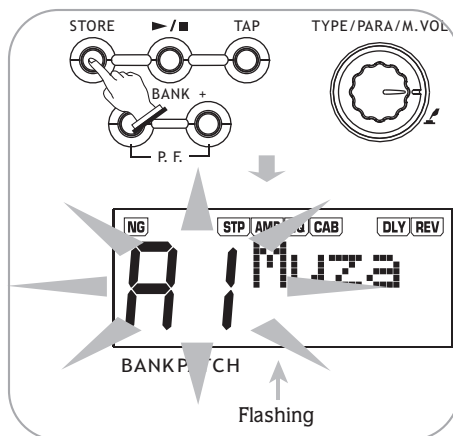
Under the PLAY status, rotate the knob to adjust the master volume. The range is from 0 to 100, the default level is 70

Pedal

- 1 This unit contains the expression pedal.
- 2 It can be used to control the volume when the light is off; when the light is on, you could use it to control the polarity of Pedal Wah.
- 3 To activate the expression function, press the button in the pedal front for operation.

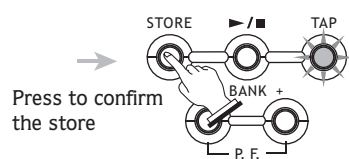
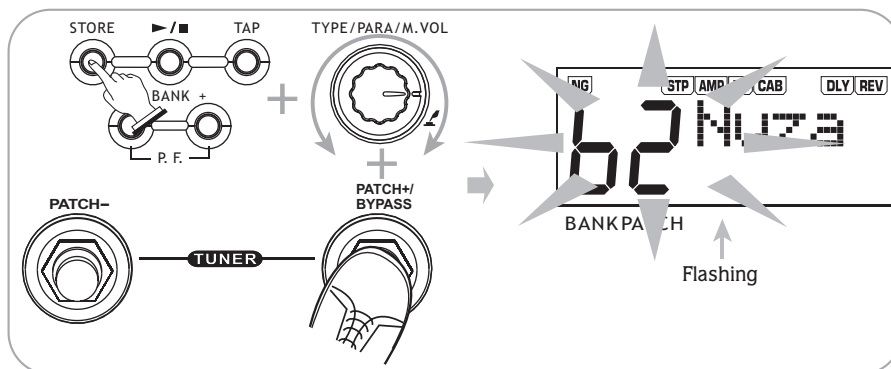


Store



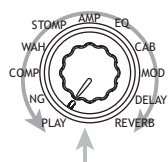
1 After editing any of the effect programs, press the STORE button to store up a new program. The tone number and a changeable letter of patch name will flash on the display.

2 You can select the tone that you want to store by pressing BANK+/- or PATCH+/- . Only the user patches(A1~H6) can be chosen. Press the switch of the dial to select the letter of the patch name to be changed. Choose the character by dialing the knob. You can rename the patch name by this operation.



Press to confirm the store

3 Press the STORE button again to confirm your store operation.



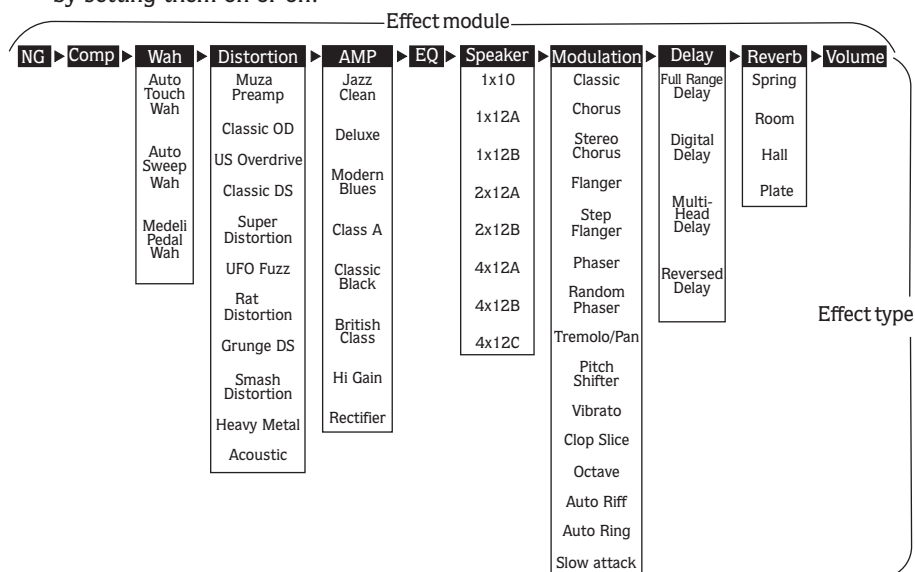
Rotate to cancel the store

4 In this process you can cancel storages by dialing the knob.

Select Effect

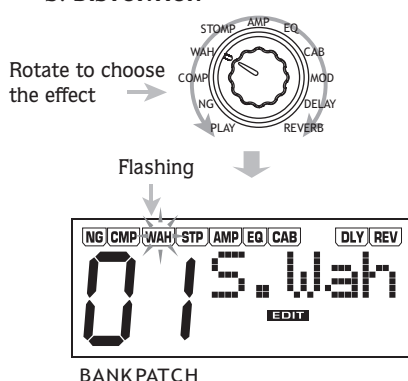
The patches of the unit consist 11 serially linked effect modules, as shown in the illustration below.

You can use all effect modules together or selectively use a certain modules by setting them on or off.



1. PLAY
(you can change patch and set the rhythm)
2. NOISE GATE
3. COMPRESS
4. WAH
5. DISTORTION

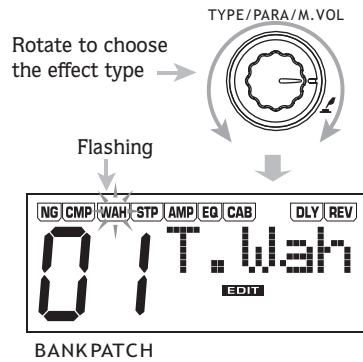
6. AMP SIMULATION
7. EQ
8. SPEAKER
9. MODULATION
10. DELAY
11. REVERB



1 Dial the effect selection knob to choose your desired effect to be adjusted and the LCD displays the type of the effect.

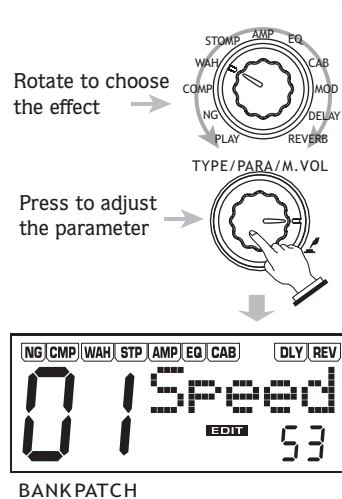
2 11 effects can be used simultaneously. In the effect chain, the effect symbol indicates the effect status. When the symbol displays, it indicates the effect is on, when it is off, it indicates a bypass and if it is flashing, it means you are now editing this effect.

Select Effect

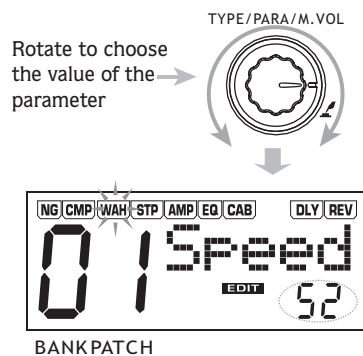


- 3 If the effect symbol flashes continuously, that means the edited effect is activated. But if the indicator only flashes a little while, then stops, that means the effect is now under a bypass mode.
- 4 You can dial the knob to select your desired effect.
- 5 If the effect selected is not set as PLAY, the unit is under edit status, so the EDIT symbol will be lighted.

Parameter Adjust



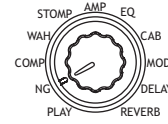
- 1 All parameter adjustments will be performed by dialing the knob.
- 2 Press the knob to select the parameter to be adjusted.



- 3 Dial the knob to choose the value of the parameter. All of these operations will be indicated on the screen.

Parameter Adjust

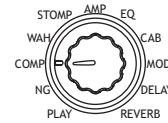
Noise Gate



- 1 NOISE GATE is designed to eliminate noise while the signal is on but you are not playing the instrument. It has only small interference on the guitar sound and it does not affect the overall color of the tone.
- 2 Parameter 1 sets the signal strength (threshold) required to enable or disable the noise gate range from 0(open easily/high sensitivity) to 100(requiring strong/high sensitivity)
- 3 Range: 0~100.

Type name	LCD Display	Description	Para1	Para 2	Para 3
Noise Gate	NG	Reduce noise	Threshold	Release time	Attack time

Compressor

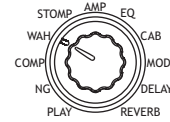


- 1 COMPRESSOR produces sustain or simple 'smoothing' by compressing the signal so that the high levels are suppressed while the low level are not affected.
- 2 The use of compression can limits the signal of a dynamic range, enhances the tones with the subsequent effect.
- 3 Para1 is used to set the compressor threshold level. When the input signal exceeds this level , limitation will be applied .
- 4 Para2 determines the volume.
- 5 Range: 0~100.

Type name	LCD Display	Description	Para 1	Para 2
Compress	COMP	Banlances the volume level of the input signal.	Threshold	Level

Parameter Adjust

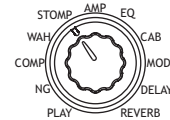
Wah



- 1 The wah effect creates a unique tone like the 'wah' sound of a kid, by changing the frequency responses of a filter.
- 2 Pedal Wah allows you to use the expression pedal to obtain real-time control of the wah effect.
- 3 Auto Wah creates an automatic wah by cyclically changes of the filter or by changing the filter in response to the input volume.
- 4 Sweep Wah creates wah effect based on the frequency of the pedal's given angle.
- 5 Range: 0~100 (except for the polarity, which will be displayed as up or Down).

Type name	LCD Display	Description	Para1	Para 2	Para 3
Auto Wah	T. Wah	Auto Wah	Sens	Q	Grade
Sweep Wah	S. Wah	Sweep Wah	Speed	Q	/
Pedal Wah	P. Wah	Pedal Wah	Polarity	/	/

Distortion

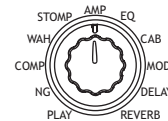


- 1 This unit contains the tones of 11 popular distortion stomp boxes , each of which can be tweaked and modified just like the original model.
- 2 It offers three parameters for custom setting .
- 3 Drive is the distortion level; Level is the volume, and Tone determines the brightness of the tone.
- 4 The range of tone from low to high: -50~50.
- 5 Other parameters range: 0~100.

Parameter Adjust

Type name	LCD Display	Description	Para1	Para 2	Para 3	Para 4
Muza Preamp	Boost	This distortion sound boosts the low and high ends yielding a clean and rich sound .	Drive	Tone	Level	/
Classic OD	Ts808	Models IBANEZ Ts808	Drive	Tone	Level	/
US Overdrive	Monkey	Models DIGITECH BAD MONKEY	Drive	Low	High	Level
Classic DS	M104	Models MXR M104 DS+	Drive	Level	/	/
Super Distortion	DS1	Models ROLAND BOSS DS1	Drive	Tone	Level	/
UFO Fuzz	Fuzz	Models DUNLOP FUZZ FACE	Drive	Level	/	/
Rat Distortion	Rat	Models PROCO VINTAGE RAT	Drive	Tone	Level	/
Grunge DS	Fx69	Models DOD FX69	Drive	Low	High	Level
Smash Distortion	SM7	Models IBANEZ SM7	Drive	Low	High	Level
Heavy metal	MT2	Models Roland Boss Mt2	Drive	Mid	Mfreq	Level
Acoustic	Acous	Models natural guitar	Body	Top	Level	/

Amp Sim

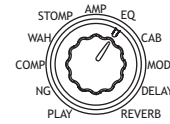


- 1 Amp Sim is a technology applies on the simulation of the tones of several popular and vintage amps.
- 2 Range: 0~100.

Type name	LCD Display	Description	Para1	Para 2	Para 3
Jazz Clean	Jc120	Models Roland JC-120	Gain	Level	/
Deluxe	Tweed		Gain	Level	/
Modern Blues	Bassm	Models Fender Bassman	Gain	Level	/
Class A	Ac30	Models VOX AC30	Gain	Level	/
Classic Black	Black	Models BlackFace Fender Deluxe	Gain	Level	/
British Class	Jtm45	Models Marshall JTM-45	Gain	Level	/
Hi Gain	Jcm80	Models Marshall JCM800	Gain	Level	/
Rectifier	Rectf	Models MesaBoogie Dual Rectifier	Gain	Level	/

Parameter Adjust

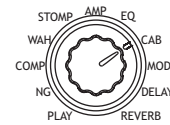
EQ



- 1 EQ further shapes the Bass, Midrange and Treble tones of the output signal.
- 2 Adjust the frequency of the low ,mid, mid freq and high frequencies with the 4 parameters, which usually known as BASS, MIDDLE, TREBLE.
- 3 Range of low, middle, high: -50~50.
- 4 Range of mid_freq: 0~100.

Type name	LCD Display	Description	Para1	Para 2	Para 3	Par a 4
Equalizer	EQ	Adjust the tonal quality	Low	Mid freq	Mid	High

Speaker

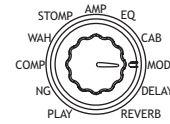


- 1 Simulate various speaker sizes and cabinet constructions.
- 2 Speaker simulation table as shown below.
- 3 No parameter for adjusting.

Number	LCD Display
1	1x10
2	1x12 A
3	1x12 B
4	2x12 A
5	2x12 B
6	4x12 A
7	4x12 B
8	4x12 C

Parameter Adjust

Modulation



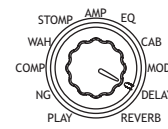
- 1 The modulation effect contains different effects such as Chorus, Phaser, Flanger, Pitch Shifter, Vibrato, Auto Riff, Ring, Modulation.... based on the amplitude and signal delay variation.
- 2 The Chorus effect combines the delay time and amplitude modulation to effectively thicken and add warmth to the sound .
- 3 Phase effect adds varied phase portions to the direct sound, creates a whooshing and swirling character to the sound.
- 4 The Flanger effect creates a twisting, jet-airplane like character to the sound.
- 5 A Pitch Shift copies the incoming signal, then shifts the pitch of the copied tones to a different note. The shifted note is then mixed back with the original tone, sounds as if two guitars were playing different notes.
- 6 The Vibrato effect creates a slight pitch modulation.
- 7 The Ring modulation effect creates a bell-like sound by modulating the input signal.
- 8 Auto Riff allows you to automatically produce a phrase simply by picking a single-note; this can be used to play extremely rapid phrases.

Type name	LCD Display	Para 1	Para2	Para 3	Para 4
Classic chorus	Sinch	Rate	Pre delay	Depth	Level
Stereochorus	Trich	Rate	Pre delay	Depth	Level
Flanger	Flane	Rate	Depth	Feedback	-----
Step flanger	SteFF	Rate	Step	Feedback	Mix
Phaser	Phase	Rate	Depth	-----	-----
Random phaser	SteFF	Rate	Peak	-----	-----
Tremolo	Tremo	Type	Speed	Depth	-----
Pitch shifter	Pitch	Pitch	Cent	Mix	-----
Vibrato	Vibra	Rate	Depth	-----	-----
Clop slice	Clop	Type	Speed	-----	-----
Octave	Octave	Direct	Oct1	Oct2	-----
Auto riff	Riff	Type	Speed	Sensitivity	Loop
Auto ring	Rine	Rate	Mix	-----	-----
Slow attack	Slowa	Attack	Sensitivity	-----	-----

Parameter Adjust

- ⑨ For Pitch Shifter : the range of pitch is -12~12 . The range of cent is -50~50.
- ⑩ For Tremolo : the range of type is 1~3.
- ⑪ For Clop Slice : the range of type is 1~4.
- ⑫ For Auto Riff : the range of type is 1~8. the loop display on or off.
- ⑬ For the rest of the effects, parameters' range : 0~100.

Delay



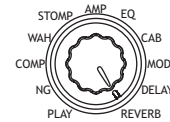
- ① Delay is an effect recording a portion of the incoming signal, and then play it back after a short time. The recording can either be repeated only once or for several times.
- ② Parameter1 adjusts the length of the interval between repeated phases. Range from 10ms to 4000ms.
- ③ Parameter3 adjusts the volume of the delayed signal. Range from 0 to 100.

Type name	LCD Display	Description	Para1	Para 2	Para 3
Full range delay	D e l a y	Max 4 s delay	Time	Feed back	Level
Digital delay	F D	Stereo delay	Time	Feed back	Level
Multi head delay	M D	Multi_tap delay	Time	Feed back	Level
Reversed delay	R D	Reverse delay	Time	Feed back	Level

- ④ For Reversed delay, the range of time is 0.01~1.
- ⑤ Other types of delay, the range of time will be 0.01~4.
- ⑥ All other types of parameters' range: 0~100.

Parameter Adjust

Reverb



1 Reverberation is the warm musical 'ambience' you can experience from listening to the music in a hall or other natural environments. This unit offers several different reverb effects, simulating types of reverberation as if you are experiencing in a hall, or a small room. Reverb effect ideally suits to the vocals.

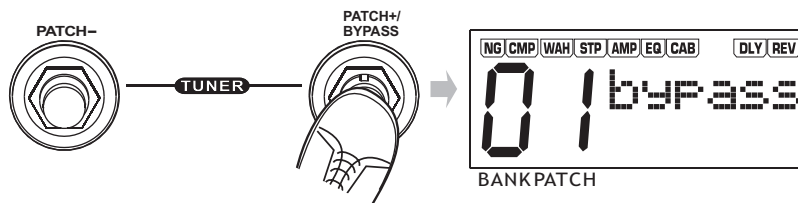
2 Other parameters' range :0~100

Type name	LCD Display	Description	Para1	Para 2	Para 3
Sprin reverb	SPrin	Classical sprin reverb	Time	Density	Level
Room reverb	Room	Room reverb	Time	Density	Level
Hall reverb	Hall	Hall reverb	Time	Density	Level
Plate reverb	Plate	Metal plate reverb	Time	Density	Level

Bypass

1 Press the PATCH+/BYPASS switch, the adjusted effect is bypassed.

2 Press the PATCH+/BYPASS switch one more time to turn the bypass function off.



Specifications

- **AD Conversion**
32 bit, 64 times oversampling
- **DA Conversion**
32 bit, 128 times oversampling
- **Sampling Rate**
48kHz
- **Display**
5 characters (backlit LCD)
5 BCD
- **Patches**
96 patches: 48 user patches
(0-1~7-6) and 48 default
settings (A-1~H-6).
- **Effect types**
54
- **Effect modules**
11
- **Connections**
Input jack
Phones / Output jack
AC in jack
- **Controls**
Store button
Bank +/- button
Tap button
▶/■ button
Effect modules knob
Type/Para/M.Vol knob
Patch +/- foot switches
Expression pedal
Power switch
- **Weight**
885g (excluding AC Adaptor)
- **Dimensions**
255(L)X162(W)X60(H)mm
- **Power Supply**
DC 9V center minus

* All specifications and appearances are subject to change without prior notice.