

KMF-1

Multi-Effect

User's Manual



Flatsons

Advanced Digital Signal Processing
Technology, Crafted for Guitar Tone!

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Terms Used in This Manual

Patch

A “patch” contains the ON/OFF states and parameter settings of effects. Effects are stored and recalled as individual patches. Each patch can hold up to five effects, and the KMF-1 can store up to 50 patches.

Bank

The device features 5 banks, each containing 10 patches. You can swiftly recall patches by switching between banks.

Effect Module

An effect module is a processing unit that contains a group of related effects within a specific category. Each module manages the on/off status and parameter settings for its effects, enabling you to control and adjust them as a single entity within a patch.

Effect Chain

Refers to the sequence in which effects modules are arranged and processed in a signal path.

Effect Type

The available effect types include various guitar effects and amp/cabinet simulation models. These are the distinct categories of effects, such as distortion, delay, and reverb, which you can select and combine to create custom patches.

Effect Parameter

Each effect has multiple adjustable settings known as effect parameters or simply parameters. These parameters alter the tone, sound quality, and intensity of the effect.

MEMORY Mode / STOMP Mode / EDIT Mode

MEMORY mode allows you to select patches.

STOMP mode enables, disables, replaces and reorders the 5 effects modules in the patch.

EDIT mode edits the types and parameters and effects used in a patch.

Introduction

This Multi-effects Processor provides various effects and amp/cab models tweaking it with knobs on the panel and find your tone easily. The Cabinet simulation is based on IR (Impulse Response) tech, reappears a lot of classical cab, and driven by vivid tube amp simulation, the world-famous amplifiers is just right in the box.

The preset patch in this unit is all create by experienced artist, based on every famous song in music history, peak a preset and play you can also get an excellent sound.

Main Features of the KMF-1

Amplifiers/Cabinets: 18 high-quality amp models using advanced DSP algorithms, and 18 cabinet models based on IR technology.

Versatile Effects: 77 built-in effects covering a broad range of guitar and amp/cabinet simulations.

Patch Options: Up to 50 customizable patches.

Rhythm Patterns: 6 drum machine styles with 42 rhythms for practice and performance.

Looper Function: 30-second looper with unlimited overdubbing.

Expression Pedal: For dynamic control of effects and volume.

Color Screen: 128×32 color display for easy navigation.

Knobs and Footswitches: 4 knobs, 2 footswitches, and 9 buttons for intuitive control.

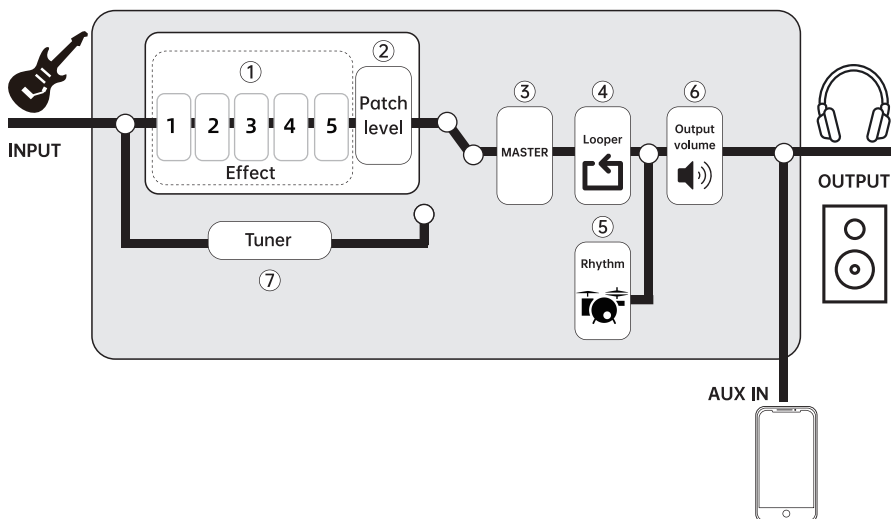
Flexible Power: Operates on 6 AA batteries or an AC adapter.

Compact Design: Measures 9.5×6.7×1.8 inches and weighs 1.57 pounds, making it ideal for studio, bar, and venue use, and portable for gigs.

KMF-1 Structure

Signal Chain

An effect module is a processing unit that contains a group of related effects within a specific category. Each module manages the on/off status and parameter settings for its effects, enabling you to control and adjust them as a single entity within a patch.



1. The input guitar sound passes through effects 1–5 in order.
2. The patch level is adjusted.
3. The overall sound is adjusted. Retained even when the patch is changed.
4. Recorded phrases can be played back in a loop.
5. Drum sounds can be played back using built-in rhythm patterns.
6. The overall level is adjusted.
7. This function enables tuning the connected.

Memory Overview (Patches / Banks)

The KMF-1 can save up to 50 patches. These patches are organized into 5 banks, with each bank holding 10 patches.

Bank 1	Patch 10	Patch 11	Patch 12	Patch 13	Patch 14	Patch 15	Patch 16	Patch 17	Patch 18	Patch 19
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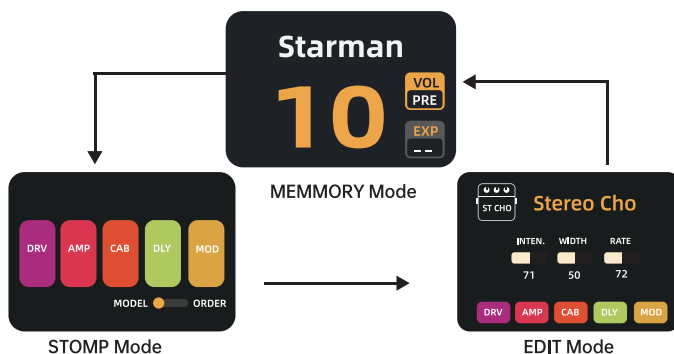
Bank 2	Patch 20	Patch 21	Patch 22	Patch 23	Patch 24	Patch 25	Patch 26	Patch 27	Patch 28	Patch 29
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Bank 3	Patch 30	Patch 31	Patch 32	Patch 33	Patch 34	Patch 35	Patch 36	Patch 37	Patch 38	Patch 39
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Bank 4	Patch 40	Patch 41	Patch 42	Patch 43	Patch 44	Patch 45	Patch 46	Patch 47	Patch 48	Patch 49
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Bank 5	Patch 50	Patch 51	Patch 52	Patch 53	Patch 54	Patch 55	Patch 56	Patch 57	Patch 58	Patch 59
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Operation Modes



• MEMORY Mode

Select patches for performance.

• STOMP Mode

Enable, replace or disable various 5 effect modules applied to the selected patch, and adjust the effect chain order.

• EDIT Mode

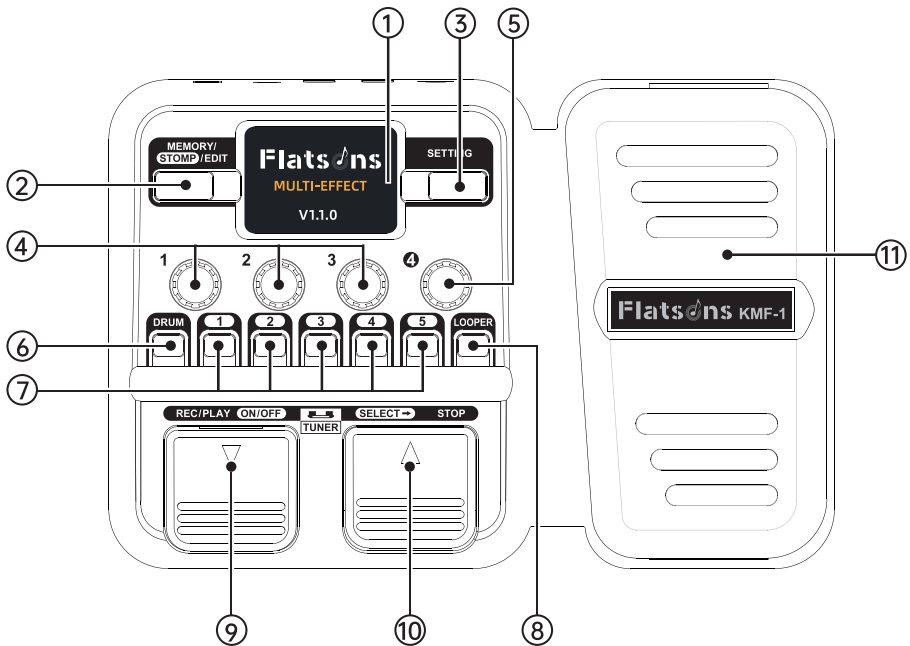
Change the effects used in a patch memory and adjust their parameters.



Tips:

These modes work together to let you customize and manage your effects efficiently. Configure and save your settings in MEMORY and EDIT Modes, then use STOMP Mode for live performance.

Product View



1. LCD Display

This shows information, including the names of the selected patch and its effects and their parameter values.

2. Mode Button (Memory / Stomp / Edit)

Press this to cycle through the MEMORY, STOMP and EDIT modes.

3. Setting Button

Press this button to Enter/Exit setting mode.

4. Adjustment Knob Set

Use this set along with Knob 4 to tune effect parameters and adjust various settings.

5. Adjustment and Select Knob

Press this knob to select or go back. Use this knob along with knobs 1, 2, and 3 to adjust effect parameters and make various settings. In MEMORY mode, turn this knob to adjust the master output volume.

6. Drum Machine Button

Press this button to Enter/Exit Drum Machine.

7. Effect / Bank Buttons

In MEMORY mode, these change banks.

In STOMP mode, these turn effects ON/OFF.

In EDIT mode, these select effects and turn them ON/OFF.

8. Looper Button

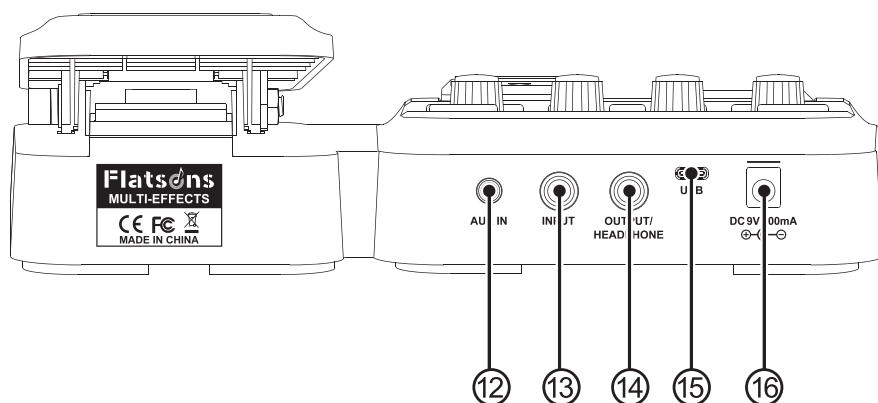
Press this button to Enter/Exit Looper mode.

9 ~ 10. ▲▼ Footswitches

In Memory mode, these change patches.

In Stomp mode, these select different effects modules and turn them ON/OFF.

In Edit mode, these change different effects.



11. Control Pedal

This pedal works as an expression or volume pedal depending on the setting.

12. Aux In Input

Connect a 3.5mm audio device or other external sound source here to play a backing track.



Tips:

Signals input through the AUX IN jack are sent directly to the OUTPUT jack without passing through the built-in effects.

13. Input Jack

Connect guitar to this socket.

14. Output / Headphone Jack

Connect the amp or headphones to this socket (6.35mm).

15. USB-C Port

Connect PC for firmware update.

16. AC Adapter Connector

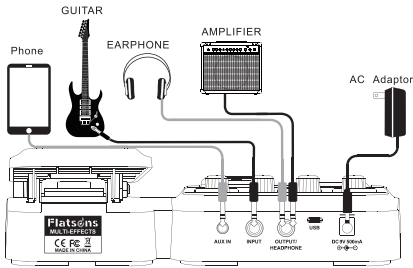
Connect the dedicated AC adapter here for power supply.

Quick Start

1

Connect and Turn On

Connect your instrument and audio equipment.
Turn on the KMF-1.



2

Use Effects

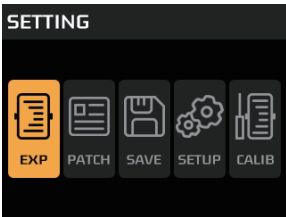
Choose patches, toggle effect modules ON/OFF, and set effects.



3

Adjust Settings

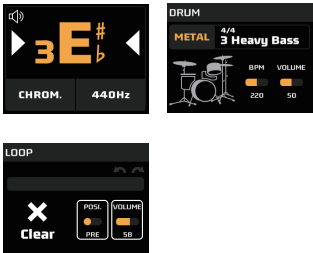
Enter the settings menu to adjust patches, pedal and system settings.



4

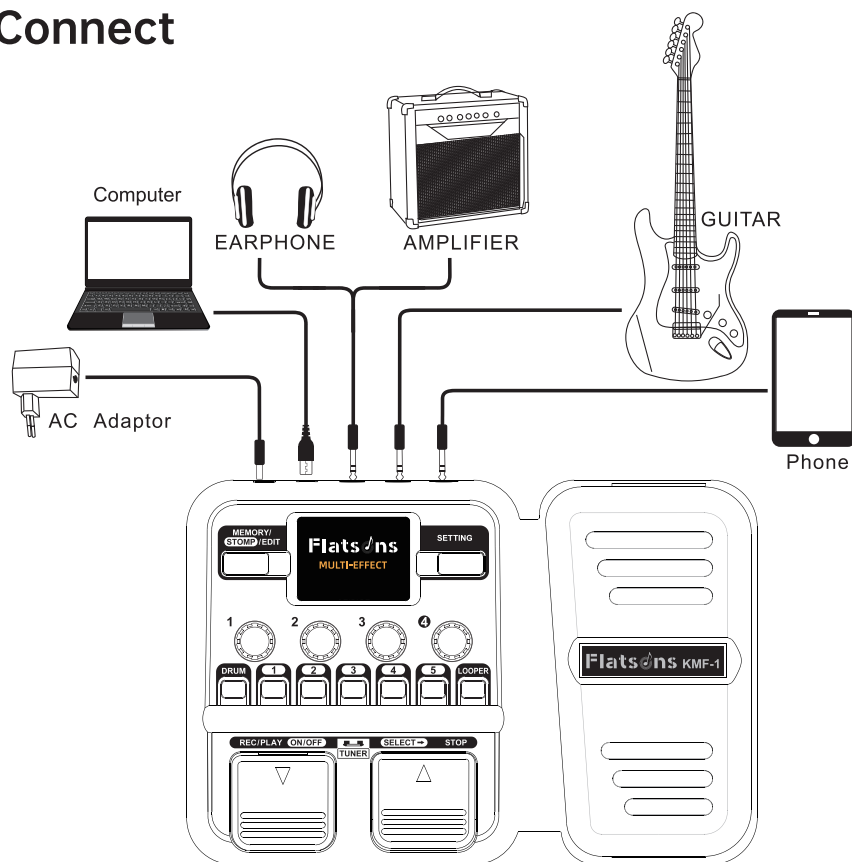
Tune & Rhythm & Looper

Tune your instrument, select rhythms, and use the looper.



Connect and Turn On

Connect



1. Minimize the volume of the guitar amp.
2. For AC power, connect the dedicated AC adaptor to the jack and an outlet. This turns the power ON.
3. To use a computer, connect a USB C cable (not included) to the port and the computer.

**NOTE:**

Firmware updates are available on the Flatsons website (<https://flatsonsaudio.com>).

4. Connect a guitar to the INPUT jack.

**NOTE:**

Connect a guitar to the INPUT jack turns the KMF-1 ON when using battery power.

5. For external input, connect a portable audio player or other device to the AUX IN jack.



NOTE:

Signals from the AUX IN jack go directly to the OUTPUT jack without passing through built-in effects.

6. Connect a guitar amp or headphones to the OUTPUT jack.

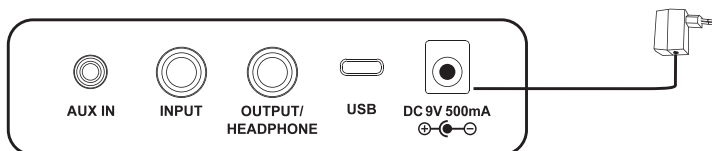
7. Raise the guitar amp volume.

Turn On

KMF-1 has two power supply modes: AC power supply and battery power supply. Please choose one according to the usage scenario.

AC Power Supply

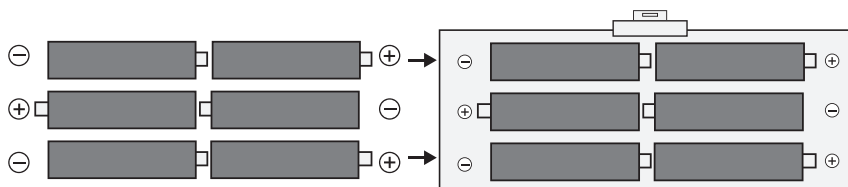
Plug the cable of AC Adapter (9V, 500mA, center minus) into the **DC 9V** Jack.



Batteries Power Supply

1. Open the battery compartment cover on the bottom of the device.

2. Insert 6 AA batteries and close the cover.



NOTE:

- If a dedicated AC adapter is connected, it can run on AC power.
- Use only fresh AA batteries of required specification.
- Do not mix old and new batteries or different types of batteries.
- Remove the batteries if you don't plan to use the device to prevent leakage and damage.

Use Effects

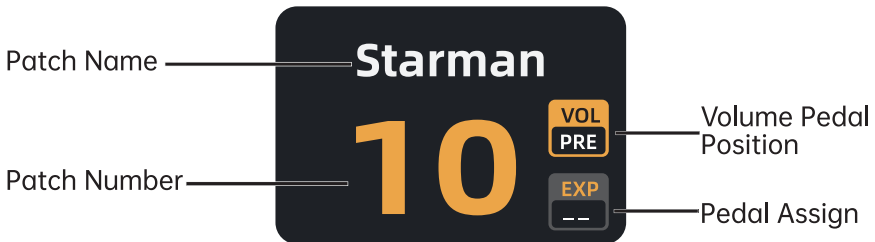
- The KMF-1 comes with 50 pre-installed patches, organized into 5 banks of 10 patches each. Each patch can be edited for effect modules and effects.
- The KMF-1 has 8 effect modules and 77 types of effects, allowing up to 5 simultaneous effects.
- Each effect module offers several effect types, but only one type can be selected per module at a time.

1. Use Patches (MEMORY Mode)

The device comes preloaded with 50 patch memories. Select a patch in MEMORY mode.

(1) Activate MEMORY Mode

Upon powering on the KMF-1, the screen will show the MEMORY mode interface.



(2) Select Banks and Patches

- **Banks**

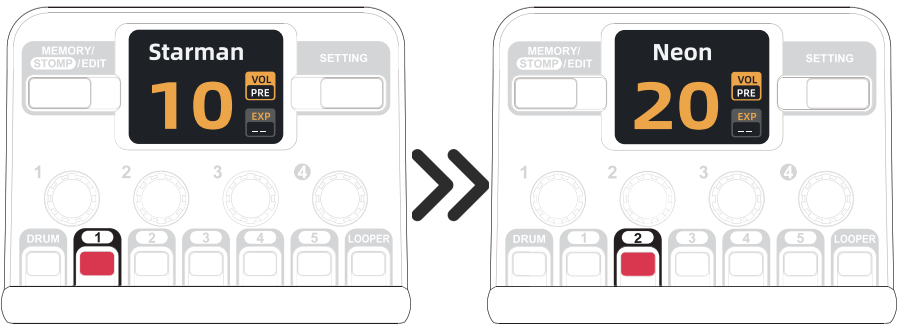
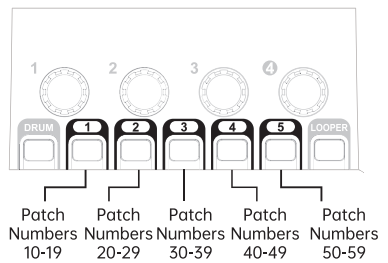
Patches are managed in banks of 10. There are 5 banks in total.

- **Patch memories**

These store effect ON/OFF states and parameter settings. Effects are saved and recalled as patch memories.

Select Bank

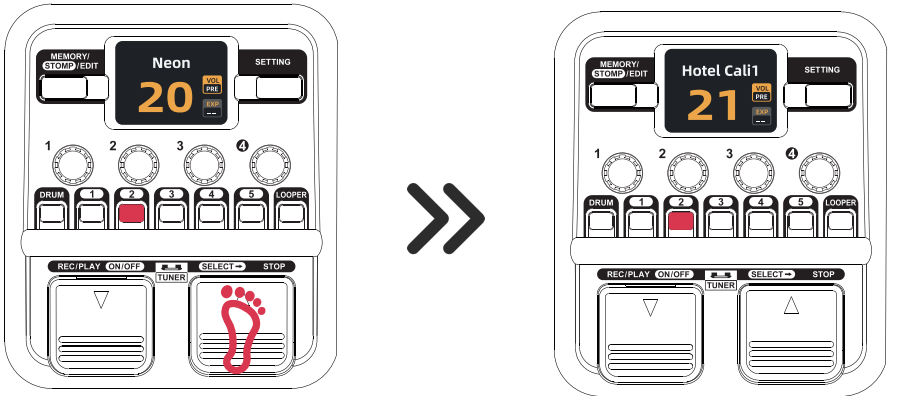
Presse  to select the bank.
The LED of the selected bank will light up.



Switch Patch

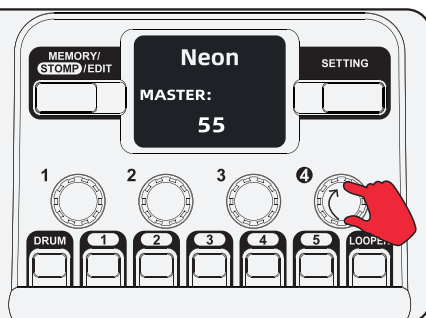
Press  to switch to a lower-numbered patch.

Press  to switch to a higher-numbered patch.



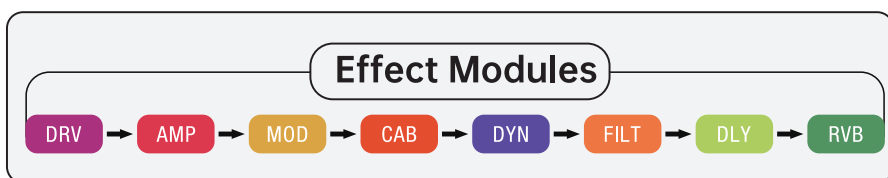
Adjust the overall output volume

In MEMORY mode, turn to ⁴  to adjust the output volume and view the current output volume value of the KMF-1.

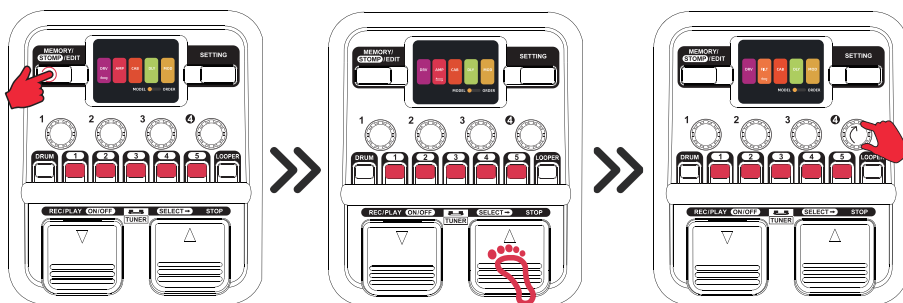


2. Manage Effects Modules (STOMP Mode)

In STOMP mode, you can enable, replace, or disable up to 5 of the 8 effect modules for the selected patch and adjust their order.



Take the default **Starman** patch as an example.



(1) Activate STOMP Mode

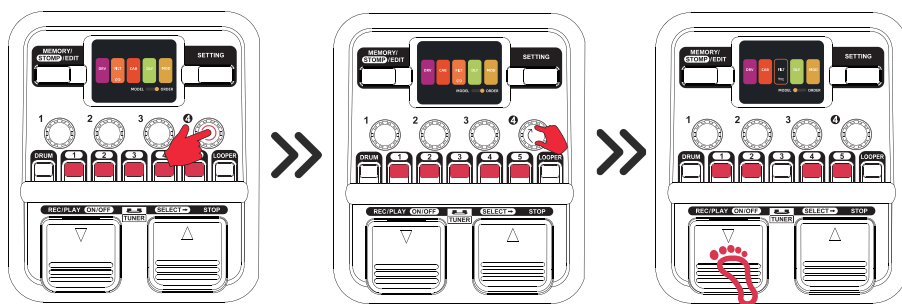
Press  To chose the STOMP mode in order.

(2) Select an Effect Module

Press  And the selection moves to the right.

(3) Switch the Selected Effect Module

⁴  Rotate To switch effect module within the current effect module selected.



(4) Switch the Order of the Selected Effect Module

A. Press  To switch to the ORDER mode from MODEL mode.

B. Rotate  To adjust the order of the selected module.

(5) Turn the Effect Module ON/OFF

Press  And this turns the selected effect ON/OFF.

Tips

MODEL Mode

In ORDER mode, turn  to switch effect modules.

ORDER Mode

In ORDER mode, turn  to adjust the order of effect modules.

Press  to cycle through the MODEL mode and ORDER mode of the selected effects module.

MODEL mode ON display:

MODEL  ORDER

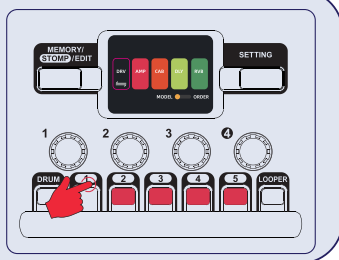
ORDER mode ON display:

MODEL  ORDER



Tips

You can also press the [1] [2] [3] [4] [5] that corresponds to an effect module to turn it ON/OFF.



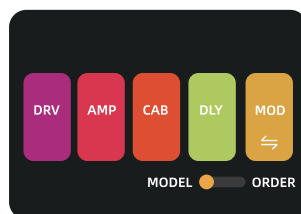
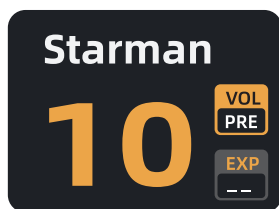
3. Edit Effects (EDIT Mode)

In EDIT mode, you can change effects and adjust parameters in a patch memory. Select a patch memory in MEMORY mode first to edit it in EDIT mode.

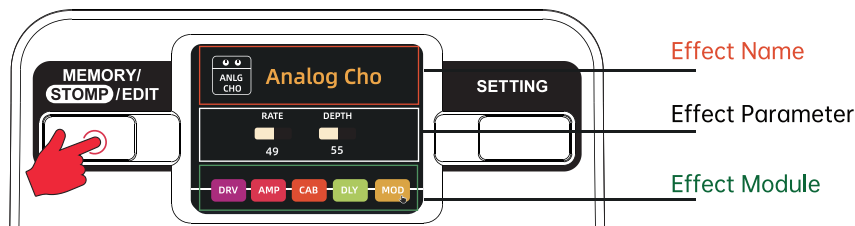
(1) Activate EDIT mode

A. Select the patch with settings you want to change (MEMORY Mode).

B. Manage the selected patch effect modules (STOMP Mode).



C. Press  repeatedly, cycles through the EDIT modes.



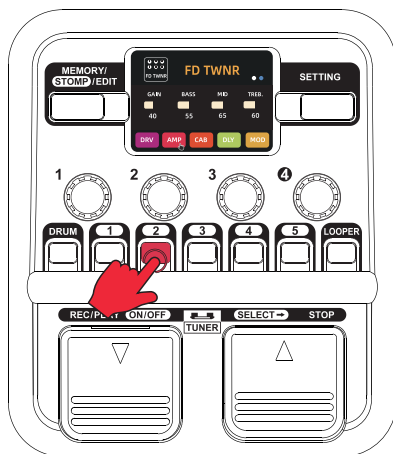
NOTE:

Before editing the effect, please select the patch and manage the effect module in advance.

(2) Select Effects Module to Edit

Press  to select the effect module to edit.

The selected effect module will light up on the corresponding sequence number  key.



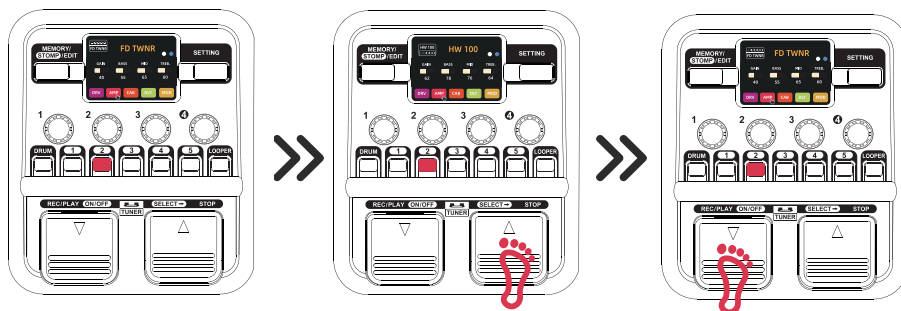
NOTE:



Press the same  as in step (2) again can turn the effect ON/OFF.

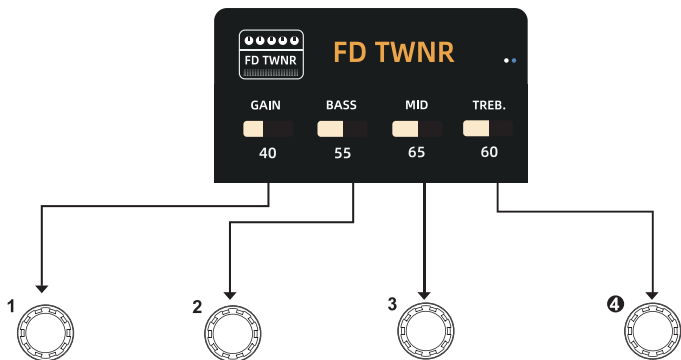
(3) Select Effects to Edit

- Press  to switch to the next effect.
- Press  to switch to the previous effect.



(4) Adjust the Effect Parameters

Rotate the corresponding knobs 1 2 3 4 to adjust the effect parameters.



NOTE: If an effect has 5 or more parameters, press 4 to change the screen.

A diagram showing the transition between two screens. On the left, the 'FD TWRN' screen is shown with knobs 1, 2, 3, and 4. A double arrow points to the right, where the same screen is shown again, but with knob 4 highlighted by a red hand icon, indicating it is the knob to press to change the screen.

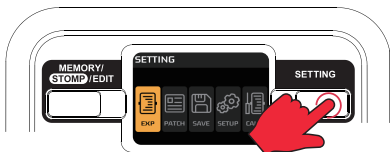
Adjust Patch & System Settings

Manage Patch Name and Level (SETTING-PATCH)

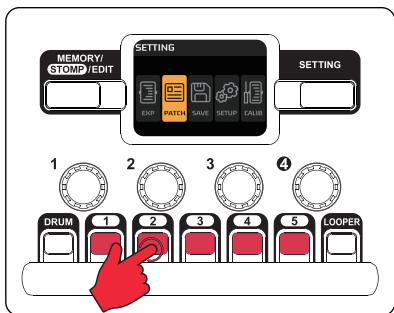
(1) Select the patch with settings you want to change.



(2) Press  to open the SETTING screen.

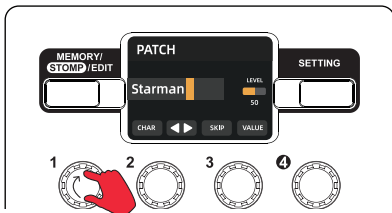


(3) Press  twice to open PATCH screen.



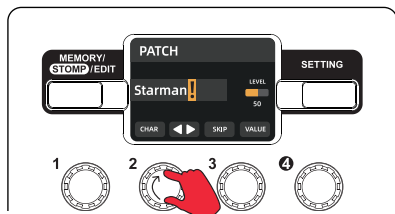
(4) Change patch name

Turn  This moves the cursor.



Turn 

This changes the character at the cursor position.



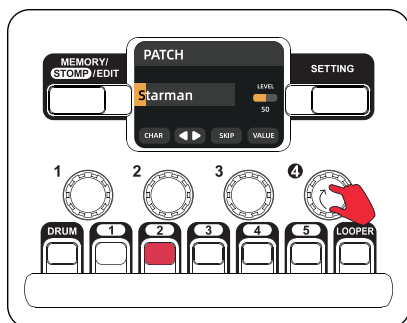
Tips:



- The characters and symbols that can be used are as follows.
(space)! " # \$ % & ' () * + , - . / 0-9 , ; < = > ? @, A-Z, [\] ^ _ ` , a-z, { | } ~
- Turn to change the character type.

(5) Change patch level

Turn  to change the patch level.



Tips:

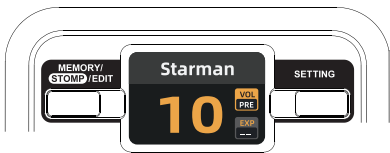


Press  to end patch setting and return to the original screen.

Save and Swap Patches (SETTING-SAVE)

Patch changes can be saved to the same or a different patch. Patch contents can be swapped with another patch.

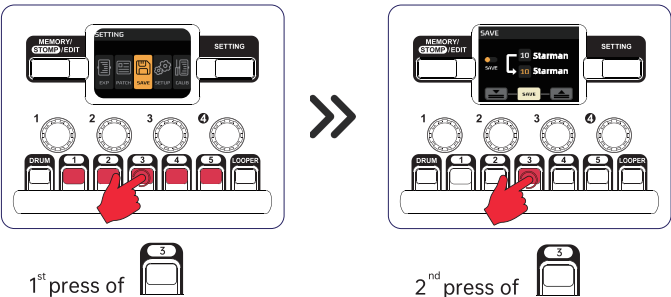
(1) Select the patch with settings you want to change.



(2) Press  to open the SETTING screen.



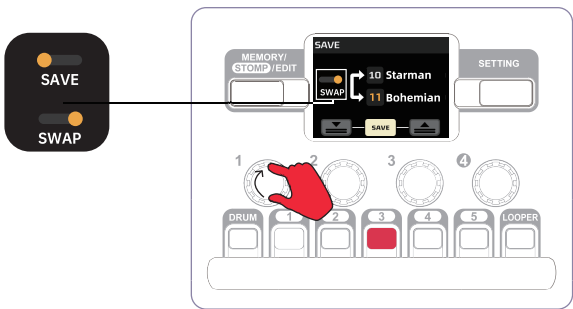
(3) Press  twice to open SAVE screen.



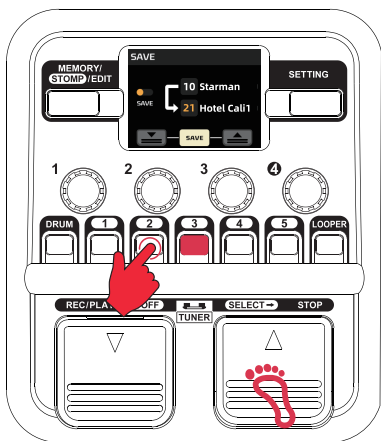
1st press of 

2nd press of 

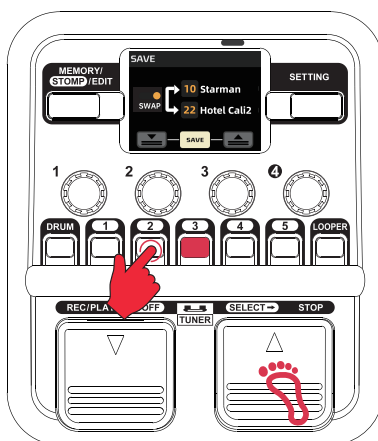
(4) Rotate  to select Save/Swap.



(5) Use  ,  and  to select the destination patch number.

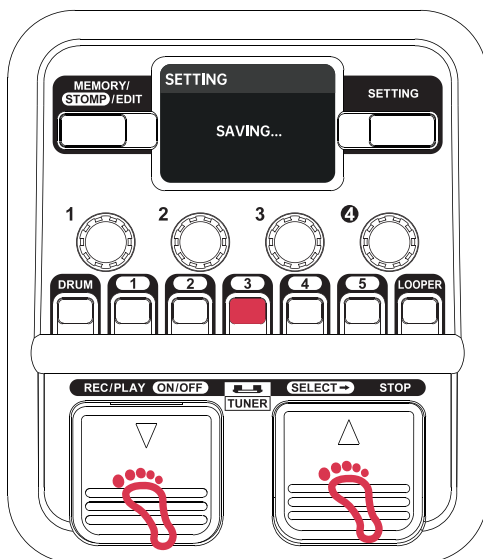


Save Patch



Swap Patch

(6) Press  and  at the same time to Save or Swap the patch.



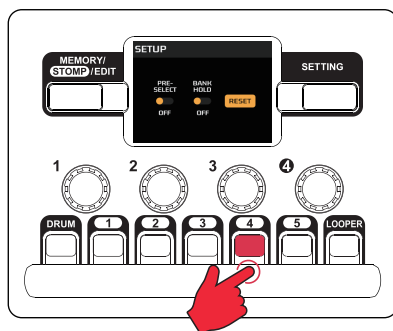
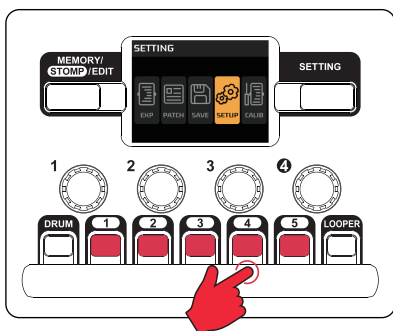
Set the Preselect, Bank Hold, Reset Functions (SETTING-SETUP)

Under the SETTING-SETUP function, you can configure Preselect, Bank Hold, and Reset.

- (1) Press  to open the SETTING screen.



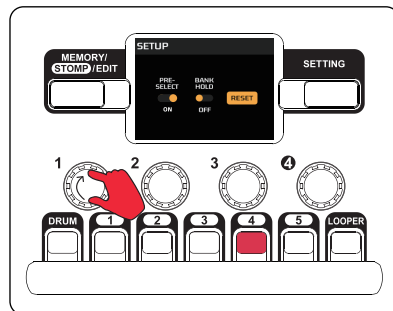
- (2) Press  twice to open SETUP screen.



A. Preselect Functions

This function lets you switch to any patch while keeping the tone of the current patch.

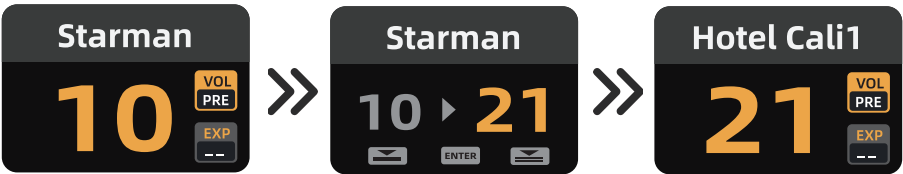
- 1  Turn  to turn ON /OFF Preselect Functions.



When PRESELECT is ON

In MEMORY mode, use  and  to open a screen where you can select the number of the preselected destination patch.

Press  and  at the same time to switch to the selected patch.



When PRESELECT is OFF

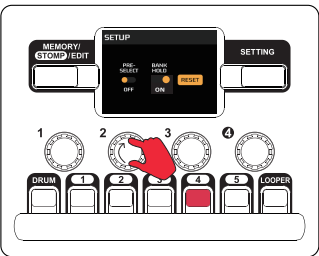
In MEMORY mode, use  and  to change the patch.



B. Bank Hold Functions

This function allows patch switching to be limited to the current bank

Turn  to turn ON /OFF Preselect Functions.



When BANK HOLD is ON

Switching down from the bank's lowest patch, it will activate this bank's highest patch.

Switching up from the bank's highest patch will activate this bank's lowest patch.

Example: current patch in Bank 1 switches up.



When BANK HOLD is OFF

Moving down from a bank's lowest patch or up from its highest patch will access a patch in the subsequent bank.

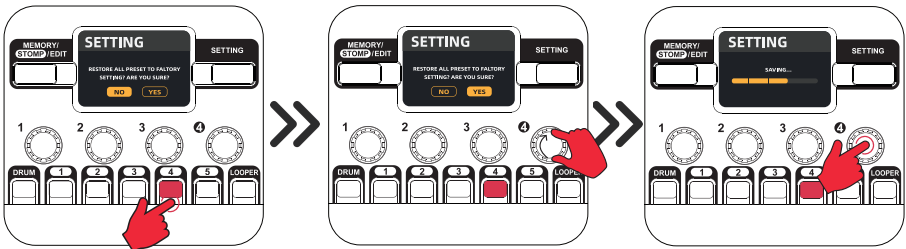
Example: current patch in Bank 1 switches up.



C. Reset Functions

This function performs a factory reset.

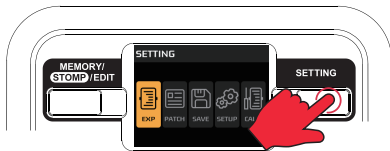
Press  , Turn  to YES, and Press  to restore factory settings.



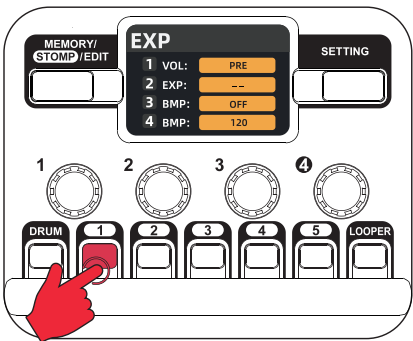
Use the Expression Pedal

Set the Pedal Parameter (SETTING-EXP)

1. Press  to open the SETTING screen.



2. Press  to open EXP screen.



3. Turn     to set the pedal parameter.

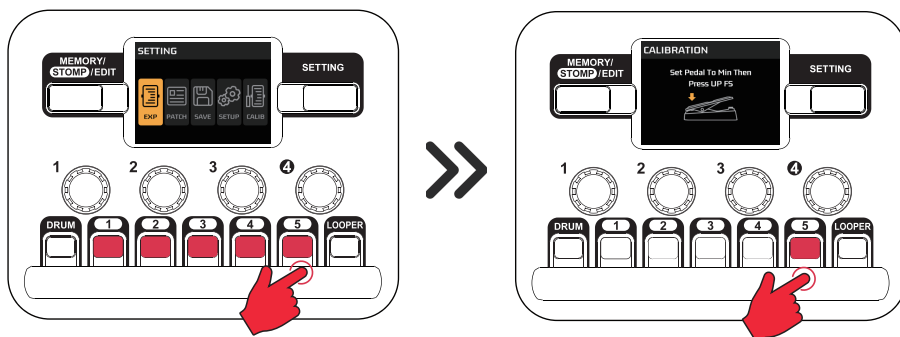
Item	Operation	Explanation
VOL	Turn 	Volume pedal before or after the signal chain.
EXP	Turn 	Pedal controls Volume or Effects module.
BPM	Turn 	Time and Space effects BPM control able/enable.
BPM	Turn 	Time and Space effects BPM.

Set the Pedal Calibration (SETTING-CALIB)

1. Press  to open the SETTING screen.



2. Press  twice to open CALIBRATION screen.



3. Operate the pedal as shown on the display, and press  each time. Finally, press  to save the pedal calibration.

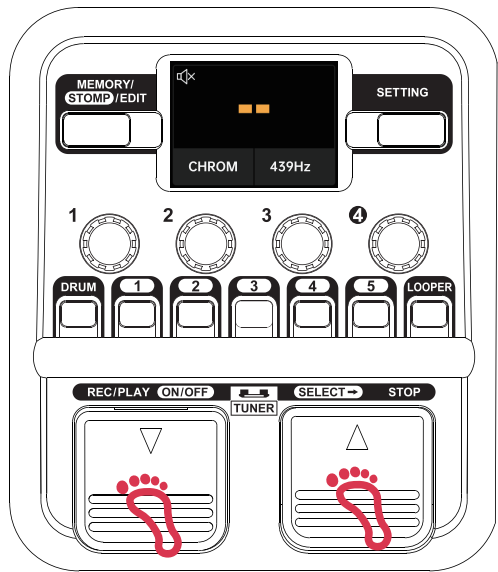


Use the Tuner

Use this to tune the connected guitar.

Activate the Tuner

When using MEMORY, STOMP or EDIT mode, press  and  at the same time. This activates the tuner.





Tips:

Pressing  or  will close the tuner and return to the original screen.

Tune a Guitar

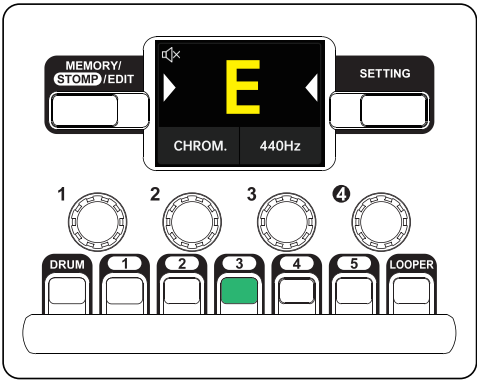
Play the open string that you want to tune and adjust its pitch. The display will differ according to the selected tuner type.

- 1  Turn  to set the tuning type to chromatic tuner or guitar standard.
- 2  Turn  to set the standard pitch. This sets middle A between 430 and 450 Hz.

• **Chromatic tuner (CHROM)**

The nearest note name and pitch detuning will be displayed on the screen and indicated by the LEDs.

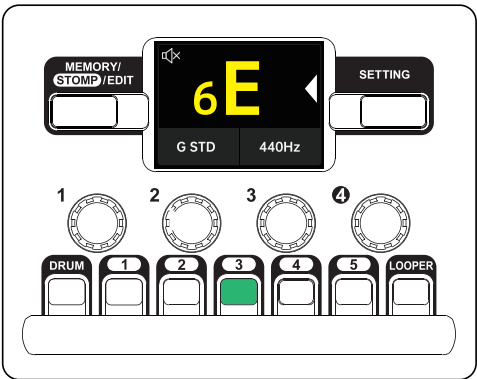
When the pitch is accurate, the LED at the center of the meter will light green.



• **Guitar Standard (G STD)**

The nearest string number, note name, and pitch detuning will be displayed on the screen and indicated by the LEDs.

When the pitch is accurate, the center LED of the meter will light up green.

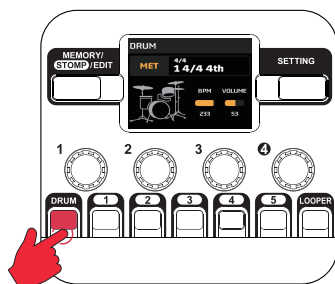


Use Rhythms

You can play along with the built-in drum machine. There are 6 drum styles and 42 drum rhythms.

Activate the Rhythm Function

Press  to open the RHYTHM screen.



Tips:



Press  to return to the original mode.

Set the Rhythm

Turn  to select the rhythm style.

Turn  to select the rhythm pattern.

Turn  to adjust the tempo (40 to 240).

Turn  to adjust the volume (0 to 100).

Start / Stop Rhythm Playback

Press  to start rhythm playback. The red light at the DRUM button flashes.

Press  to stop rhythm playback. The red light at the DRUM button stops flashing.

Use the Looper

You can use the looper function for 30 seconds of infinite overdub recording.

Activate the Looper

When using MEMORY, STOMP or EDIT mode, press  to open the LOOPER screen.



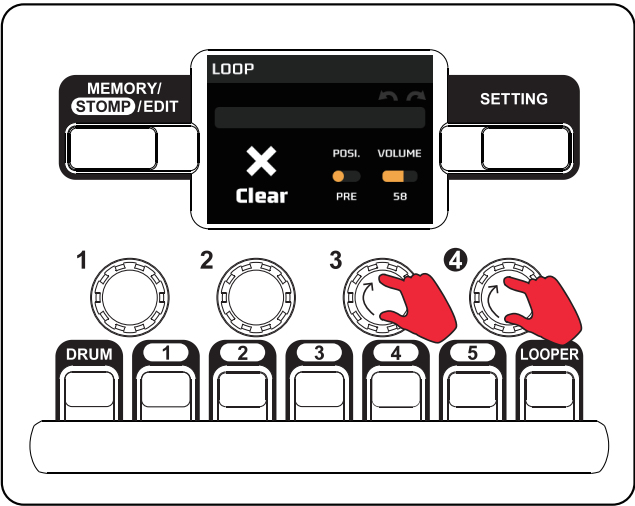
Tips:

Press  to return to the original mode.

Set the Looper

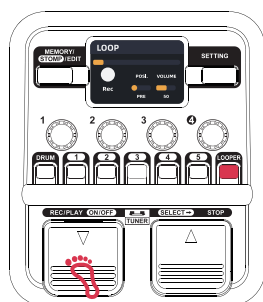
Turn  to set POSI, determining whether the phrase loops before the effect (PRE) or after the effect (POST).

Turn  to adjust the volume (0 to 100).

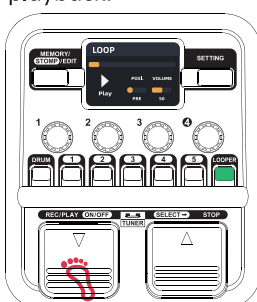


Record and Play Loops

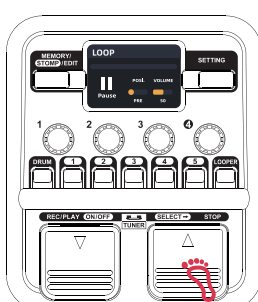
Press  to start loop recording.



Press  again to stop recording and start loop playback.



Press  to pause / stop loop playback.



NOTE: Sound input through the AUX IN jack will not be recorded.

Overdubbing Loops

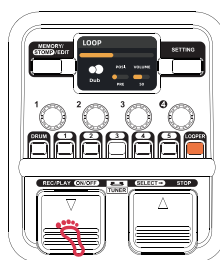
Additional performances can be added to the recorded loop.

1. Press  during loop playback to start overdubbing.

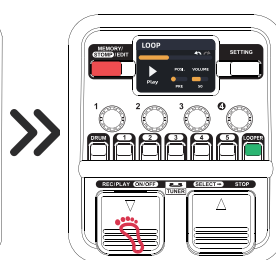
2. Press  during overdubbing to stop overdubbing but continues loop playback.

3. Press and hold  for 2 seconds during playback to delete the most recent overdub, while the original loop continues.

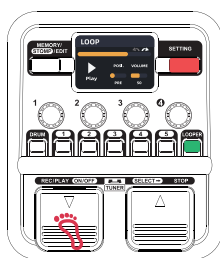
4. Press  to pause / stop loop playback.



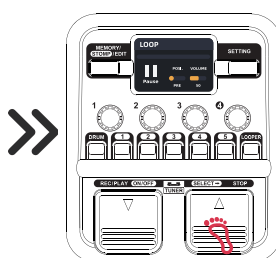
Start Overdubbing



Stop Recording
Start Playback



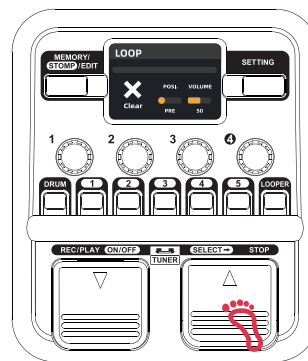
Delete Overdub



Pause Loop Playback

Clear the Loop

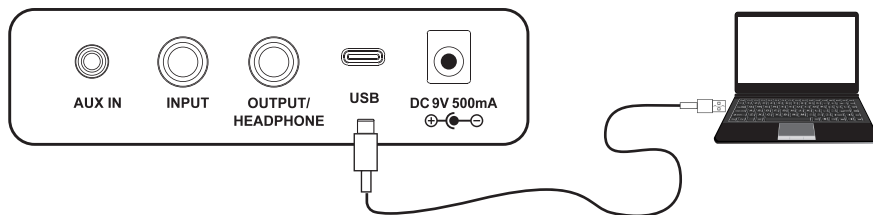
When loop playback is paused / stopped, press  to clear the recorded loop.



Update the Firmware

Check the Flatsons website (<https://flatsonsaudio.com>) and download firmware for the KMF-1.

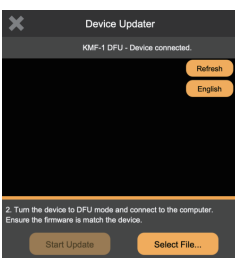
1. While pressing both  and , use a USB C cable to connect the and the computer.



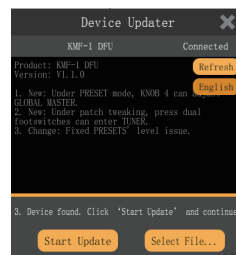
2. Connect the DC power to enter DFU mode.

Device Firmware Update

3. Select the firmware in KMF-1 DFU updaters.



4. Start update and wait for the update to complete.



5. After updating completes, disconnect the USB cable and turn the power off.



NOTE:

- Ensure the USB-C cable remains connected during the firmware update.
- If the firmware update fails, restart the process from the beginning to update the firmware again.
- Saved patches will not be erased during the firmware update.

Appendix

The trademarks or registered trademarks of manufacturer and product names mentioned in this patch list belong to their respective owners and do not imply any association with Flatsons. The product and artist names are solely used to describe the sonic characteristics referenced during the development of this product.

Patch List

10-19	20-29	30-39	40-49	50-59
Starman	Neon	Bossa nova	MsBg Clean	Yellow
Bohemian	Hotel Cali1	EveryBreath	MsBg Drive	Redbone
Smells like	Hotel Cali2	Cory Funk	Djent	Rose NaNa
VooDoo	Beat it	Gary moore	Fade Black1	Ambinet
Come as you	Crazy train	Sultan Swin	Fade Black2	Neosoul
Nirvana	City Pop	FD clean	Back in Bk	Jazz
Don't Cry	Supersition	MarS Clean	EVH	Core
Slash	Snow Hey Oh	MarS Drive	Suede	Blues
Crossroad	Can't stop	UK AC Clean	Wake me up	Wave
Slow Dance	Creep	UK AC Drive	Zombie	1979

Effect List

NAME	Explanation
AMP	Amplifier modeling. It replicates the sound characteristics of various guitar amplifiers.
CBA	Cabinet simulation. This replicates the sound of different speaker cabinets often used with amplifiers.
DRV	Drive or Distortion. Effects that add gain, distortion, or overdrive to the guitar signal for a more aggressive or gritty sound.
MOD	Modulation effects. These include effects like chorus, flanger, phaser, and tremolo, which modify the pitch or amplitude of the signal to create a dynamic sound.
DLY	Delay. An effect that repeats the sound of the guitar after a set time interval, creating an echo-like effect.
DYN	Dynamics effects. These control the volume and tone dynamics, including compressors, limiters, and noise gates.
RVB	Reverb. An effect that simulates the natural reverberations of a space, adding depth and ambiance to the sound.
FILT	Filter effects. These modify the frequency content of the signal, such as wah-wah pedals or equalizers.

AMP (Amp Modeling) Module

Effect Name	Explanation
FD DLXR	Based on Fender Deluxe Reverb
FD B-MAN	Based on Fender Bassman
FD TWNR	Based on Fender Twin Reverb
HW 100	Based on Hiwatt Custom 100
BG MK1	Based on Mesa Boogie MKI
UK 15A	Based on Vox AC15
UK 30A	Based on Vox AC30
MS 1959	Based on Marshall 1959
MS 45	Based on Marshall JTM45
MS 800	Based on Marshall JCM800
MS 1987	Based on Marshall 1987X
SLO 100	Based on Soldano SLO-100

AMP (Amp Modeling) Module

Effect Name	Explanation
RECTI	Based on Mesa Boogie Dual Rectifier
DZ VH4	Based on Diezel VH4
FD SRVB	Based on Fender Super Reverb
MS BB	Based on Marshall Blues Breaker
MATCH 30	Based on Matchless 30watt
BGR UBER	Based on Bogner Uberschal

CAB (Cabinet Simulation) Module

Effect Name	Explanation
FD 1x12	Based on Fender 1x12
FD 4x10	Based on Fender 4x10
FD 2x12	Based on Fender 2x12
HW 4x12	Based on Hiwatt 4x12
BG 1x12	Based on Mesa Boogie 1x12
UK 1x12	Based on Vox 1x12
UK 2x12	Based on Vox 2x12
MS 4xG12T	Based on Marshall 1960A
MS 4xGB12	Based on 4x12 with GB12
MS 4xV30	Based on 4x12 with Celestion V30
MS 4xCB12	Based on 4x12 with Close Back
SLO 4x12	Based on Soldano 4x12
BG 4x12	Based on Mesa Boogie 4x12
DZ 4x12	Based on Diezel 4x12
FD 3x10	Based on Fender 3x10
MS 2x12	Based on Marshall 2x12
MATCH 2x12	Based on Matchless 2x12
BGR 4x12	Based on Bogner 4x12

DRV (Drive) Module

Effect Name	Explanation
DIST PLUS	Models an MXR Distortion+, offering a simple yet classic distortion sound.
RC BOOST	Models a Xotic RC Booster, providing a clean boost with flexible EQ options.
EP STOMP	Models a Xotic EP Booster, known for its rich, vintage boost sound based on the Echoplex preamp.
DIST 1	Models a BOSS DS-1, offering a classic hard-edged distortion favored in rock and metal.
TS DRIVE	Models an Ibanez TS-808, providing the iconic mid-boosted overdrive tone.
DYN DRIVE	Models a BOSS DN-2, featuring dynamic drive with touch-sensitive response.
GOLO ORIVE	Models a Klon Centaur, known for its transparent overdrive with minimal coloration.
SQUEAK	Models a Proco Rat, delivering a high-gain distortion that's ideal for aggressive playing styles.
SWEET DRIVE	Models a Mad Professor Sweet Honey, offering a warm, natural overdrive sound.
REO CRNC	Models an MI Audio Crunch Box, known for its British-style high-gain distortion.
OCT FUZZ	Models an Octave Fuzz, providing a fuzz effect with an octave-up harmonics.
NYC MUFF	Models an Electro-Harmonix Big Muff, known for its creamy, sustaining fuzz tone.

MOD (Modulation) Module

Effect Name	Explanation
SUPER CHO	Models a BOSS CH-1, providing a classic stereo chorus effect for thickening sound.
ST CHO	Models a Stereo Chorus, delivering a lush, wide chorus effect.
VIN FLNG	Models a Vintage Flanger, recreating classic tape flanging sounds.
ANLG CHO	Models a BOSS CE-2, known for its warm, analog chorus effect.
PH 90	Models an MXR Phase 90, providing a classic four-stage phasing effect.
PH 100	Models an MXR Phase 100, offering a broader range of phasing sounds compared to the Phase 90.
THE VIBE	Models a Fulltone Deja Vibe, known for its authentic Uni-Vibe sound.
TREMOLO	Models a Tremolo effect, modulating the volume to create a pulsing sound.
ROTARY	Models a Rotary speaker effect, simulating the sound of rotating speakers for a swirling effect.
VIBRATO	Models a Vibrato effect, modulating pitch to create a warbling sound.
DETUNE	Models a Detune effect, slightly detuning the signal to create a chorus-like effect.
PITCH SHFT	Models a Pitch Shifter, allowing for real-time pitch shifting effects.

DLY (Delay) Module

Effect Name	Explanation
ANLG DELAY	Models an Analog Delay, providing warm, natural delay sounds with gradual decay.
DELAY	Models a Digital Delay, offering crisp, clear delay repetitions with adjustable parameters.
MOD DELAY	Models a Modulation Delay, combining delay with modulation effects for a swirling sound.
TAPE ECHO	Models a Tape Echo, recreating the sound of vintage tape echo machines with variable tape speed.
REVRSDelay	Models a Reverse Delay, playing back the delayed signal in reverse for unique soundscapes.
A-PAN DELAY	Models a Pan Delay, creating a delay effect that pans between left and right channels.

DYN (Dynamics) Module

Effect Name	Explanation
NOISE GATE	Models an ISP Noise Gate, providing noise suppression without affecting the original tone.
CRAY COMP	Models an MXR DYNA Compressor, offering classic compression to enhance sustain and dynamics.
COMP	Models a ROSS Compressor with added tone controls for versatile compression.
SPOT BOOST	Models a TC Electronic Spark Boost, allowing for clean boost and enhanced tonal control.

RVB(Reverb) Module

Effect Name	Explanation
ROOM	Models a Room Reverb, simulating the sound of a small room for natural ambiance.
HALL	Models a Hall Reverb, recreating the spacious reverb sound of a large concert hall.
PLATE	Models a Plate Reverb, known for its bright and dense reverb sound.
SPRNG	Models a Spring Reverb, capturing the boingy, vintage sound of spring reverb units.

FILT (Filter)

Effect Name	Explanation
GT CEQ	Models a BOSS GE-7, offering 7-band equalization for precise tone shaping.
GT CEQ10	Models an MXR Ten Band EQ, providing extensive EQ control over a wide frequency range.
PITCH SHFT	Models a Pitch Shifter, allowing for real-time pitch shifting effects.
AUTO WAH	Models an Auto Wah, creating a wah effect that responds automatically to the input signal.

EXP List

Effect Name	Control Parameter
--	No Control Assigned
WAH	Central Frequency
DRV	Volume
AMP	Gain
MOD	Intensity, Width, Volume, Depth, Speed, Rate, Balance, MIX, Key
DLY	Intensity, Volume, MIX
RVB	Volume

Rhythm List

Style	Number	Control Parameter	Time Sig.
METRO	1	4/4 4th	4/4
METRO	2	4/4 8th	4/4
METRO	3	4/4 16th	4/4
METRO	4	4/4 2nd Tri	4/4
METRO	5	4/4 4th Tri	4/4
METRO	6	4/4 8th Tri	4/4
METRO	7	4/4 4th	3/4
METRO	8	3/4 8th	3/4
ROCK	1	Standard	2/4
ROCK	2	Swing Rock	12/8
ROCK	3	Power Beat	4/4
ROCK	4	Smooth	4/4
ROCK	5	Mega Drive	4/4
ROCK	6	Hard Rock	4/4
ROCK	7	Boogie	4/4
BLUES	1	Slow Blues	12/8
BLUES	2	Chicago	4/4
BLUES	3	RGB	4/4
BLUES	4	Blues Rock	4/4
BLUES	5	Road Train	12/8
BLUES	6	Shuffle	4/4
METAL	1	2× Bass	4/4
METAL	2	Close Beat	4/4
METAL	3	Heavy Bass	4/4
METAL	4	Fast	4/4
METAL	5	Holy Case	4/4
METAL	6	Open Hat	4/4
METAL	7	Epic	4/4
FUNK	1	Bouns	4/4
FUNK	2	East Coast	4/4
FUNK	3	New Mann	4/4
FUNK	4	R&B Funk	4/4
FUNK	5	80 Funk	4/4
FUNK	6	Soul	4/4
FUNK	7	Uncle Jam	4/4
POP	1	Beach Side	2/4
POP	2	Big City	4/4
POP	3	Funky Pop	4/4
POP	4	Modern	4/4
POP	5	School Pop	4/4
POP	6	Motown	4/4
POP	7	Resistor	4/4

Troubleshooting

Unable to Power On:

- Ensure the power connection is correct.
- Verify that the adapter type is DC 9V/500mA with a center-negative polarity.
- If using batteries, check that the cable is fully inserted into the input jack.

No Sound or Low Volume:

- Ensure all cables are securely connected.
- Make sure the input device is not muted.
- Check the volume settings on your amplifier or headphones.
- Verify that the volume levels on all devices are appropriately set. In STOMP mode, rotate Knob 4 to view the current volume level.

Excessive Noise:

- Ensure proper cable connections.
- Check the instrument's output jack.
- Confirm that you are using the correct power adapter.
- If the noise is coming from the instrument, try using the noise reduction module to decrease it.

Sound Issues:

- Check effect parameter settings. Excessive effect settings may cause abnormal noise.
- Check the CAB settings. If you are using a real cabinet or amplifier, disable the CAB simulation to avoid unnatural sound layering and harsh noise from double simulation.

Expression Pedal Not Working Properly:

- Check the expression pedal settings.
- Calibrate the expression pedal.

Safety Instruction



Before using this product, please carefully read the following instructions and the user manual. Adherence to these guidelines is essential.

Operation

- Always use a DC 9V 500mA AC adapter. Use of an adapter other than that specified could damage the unit or cause malfunction and pose a safety hazard. Always connect the AC adapter to an AC outlet that supplies the rated voltage required by the adapter.
- Unplug the unit during lightning storms or when unused for long periods of time.

Maintenance

- Avoid dropping objects (e.g., flammable materials, coins, pins) or spilling liquids (e.g., water, beverages) into the device.
- Do not attempt to disassemble or modify the internal components of the device or the AC adapter.
- Before cleaning the device, turn off the power and unplug the AC adapter.

Placement

- Do not place the device in areas with excessively high temperatures (e.g., inside a vehicle under direct sunlight, near heat ducts, or on top of heat-generating equipment).
- Avoid placing the device in damp locations (e.g., bathrooms, washrooms, or wet floors) or where it may be exposed to rain.
- Avoid locations with excessive dust or strong vibrations.

Malfunction

- If the unit malfunctioned, disconnect the AC adapter and turn the power OFF immediately. Then, disconnect all other connected cables.
- Prepare information including the model name, serial number, specific symptoms related to the malfunction, your name, address and telephone number and contact the store where you bought the unit, or contact Flatsons Support (service@flatson-saudio.com).

Specification

Effect Modules	8 Modules
Effects	18 Amp, 18 Cab, 12 Drive, 6 Delay, 4 Reverb, 4 Dynamic, 3 Filter, 12Modulation
Maximum number of simultaneous effects	Max. 5
User Patch	50
IR Sampling	512-point.
Power	9V DC, 500mA (Center Negative)
A/D Conversion	24-bit
D/A Conversion	32-bit
Display	2.4" TFT 240 RGB* 320
INPUT	Standard mono phone jack Rated input level: -12 dBu Input impedance (line): 470 k Ω
AUX IN	Stereo mini jack Rated input level: -10 dBu Input impedance (line): 4.7 k Ω
OUTPUT	Standard stereo phone jack (combined line/headphone) Maximum output level: Line +8.2 dBu (10 k Ω) Headphones 50 mW + 50 mW (32 Ω load)
Input S/N	104 dB
Noise floor (residual noise)	-96 dBu
Dimension	243(L)×165(W)×59(H)mm
Weight	710g

Explore Our Premium Music Gear Collection



Digital Piano



**Wireless
Guitar System**



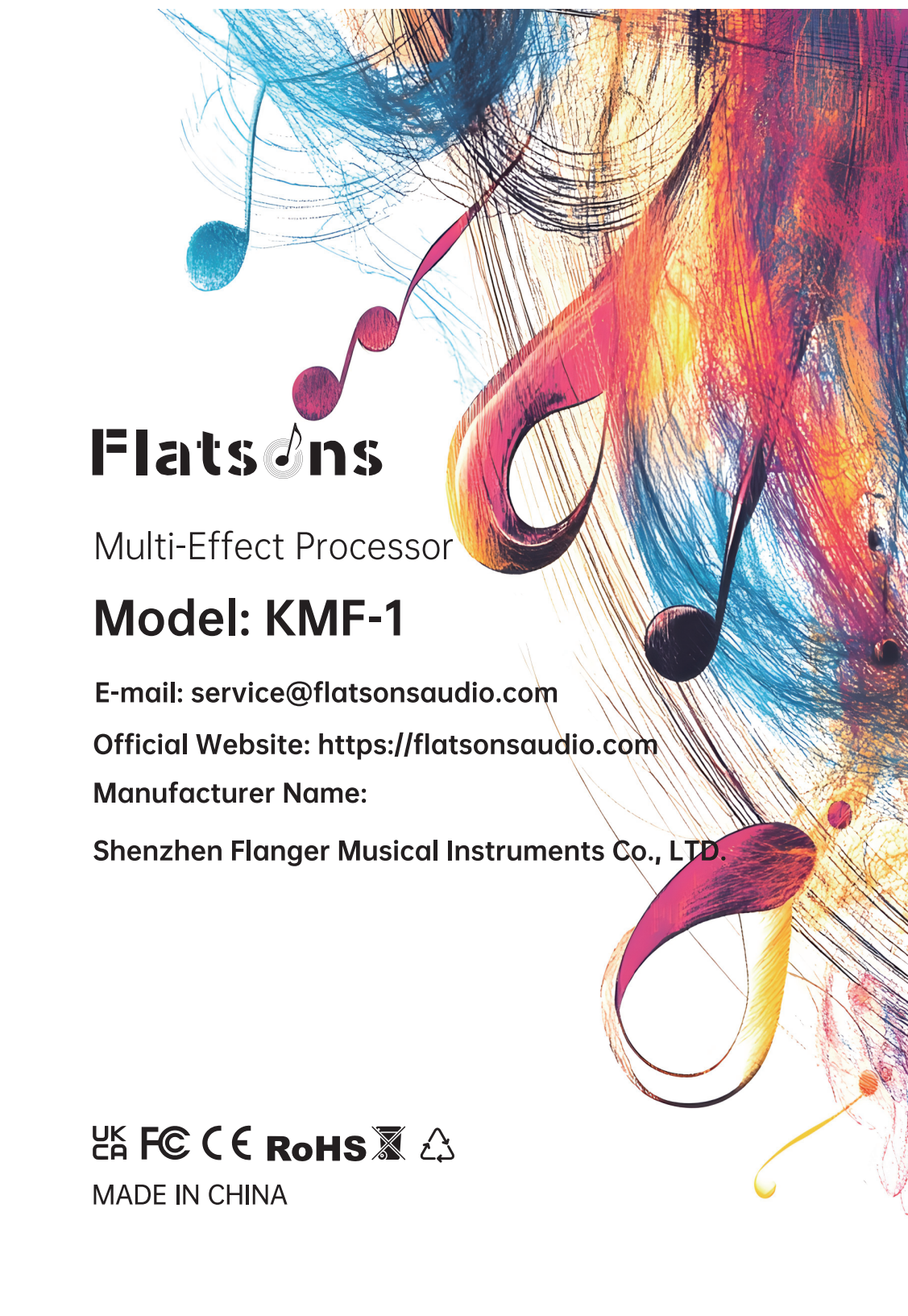
Mini Guitar Amp



Controller Keyboard



<https://flatsonsaudio.com>



Flatsons

Multi-Effect Processor

Model: KMF-1

E-mail: service@flatsonsaudio.com

Official Website: <https://flatsonsaudio.com>

Manufacturer Name:

Shenzhen Flanger Musical Instruments Co., LTD.

UK
CA **FC** **C** **E** **RoHS**  

MADE IN CHINA