

# Rumble™

## BASS AMPLIFIER

**RUMBLE STAGE 800**



**RUMBLE STUDIO 40**



**EXPANDED OWNER'S MANUAL  
REV. A**

**Fender®**

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## INTRODUCTION

This expanded owner's manual is a thorough user's guide of the features and functions of the Rumble Studio 40 and Rumble Stage 800 amplifiers.

As a complement to the Quick Start Guide that comes with each amplifier, this manual presents a deeper, more detailed look at Rumble Studio 40/Stage 800's many versatile capabilities. This includes navigation and modification of the many onboard presets, and comprehensive descriptions of the amplifier and effect models. It also includes step-by-step and fully illustrated instructions for using Rumble Studio 40/Stage 800's Setlist, WiFi, Bluetooth, USB, onboard tuner, EXP-1 Expression Pedal, MGT-4 Footswitch and looping functions.

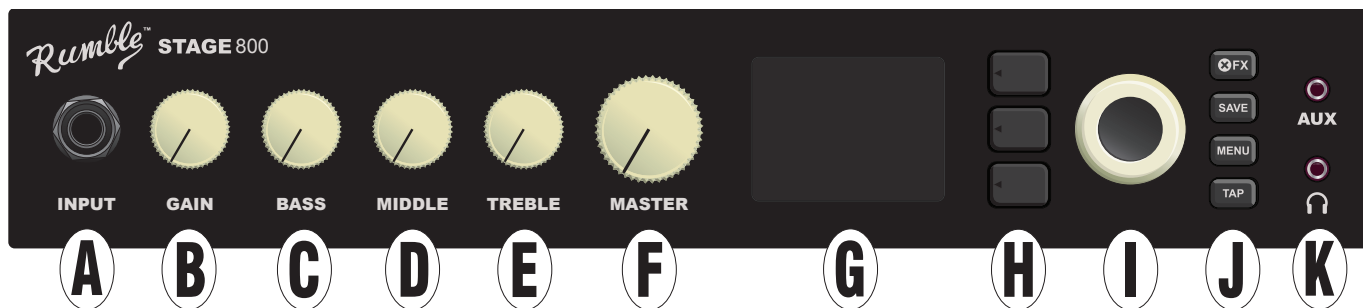
Rumble Studio 40 and Rumble Stage 800 tonal possibilities are virtually endless, especially when paired with the Fender Tone™ app. Be sure to check back regularly for firmware updates that improve and enhance the Rumble bass experience (*see page 61*). While this expanded manual presents the most current version of the amplifiers, also check back for updated manual versions that will serve as even more helpful guides as the Rumble family grows and evolves.



*Rumble Stage 800 (left) and Rumble Studio 40 (right).*

# CONTROL PANEL

The Rumble Studio 40/Stage 800 top control panel consists of an instrument input, five control knobs, a DISPLAY WINDOW, three LAYER pushbuttons, an ENCODER wheel, four UTILITY pushbuttons, an auxiliary input (1/8") and a headphone output (1/8").



**A. INPUT:** Plug instrument in here.

**B. GAIN:** Programmable control knob (*see page 3*) that affects gain setting in each preset.

**C. BASS:** Programmable control knob that affects bass tone setting in each preset.

**D. MIDDLE:** Programmable control knob that affects midrange tone setting in each preset.

**E. TREBLE:** Programmable control knob that affects treble tone setting in each preset.

**F. MASTER VOLUME:** The only non-programmable knob; controls actual overall output level to the speaker(s) and headphone jack.

**G. DISPLAY WINDOW:** Shows preset in use and all its contents and parameters, amplifier and effects menus, and other functions (i.e., tuner, menu functions, etc.).

## H. LAYER BUTTONS

**PRESET LAYER:** Highlights preset layer, where presets are chosen.

**SIGNAL PATH LAYER:** Highlights signal path in each preset, where amp models, effects types and order of effects can be modified.

**CONTROLS LAYER:** Highlights controls layer, where control knob settings can be modified (except Master Volume).

**I. ENCODER:** Multipurpose rotary control with press-switch function. For viewing, selecting and adjusting Rumble Studio 40/Stage 800 presets, controls and other functions.

## J. UTILITY BUTTONS

**X FX:** Bypasses all effects.

**SAVE:** For saving preset modifications and new presets.

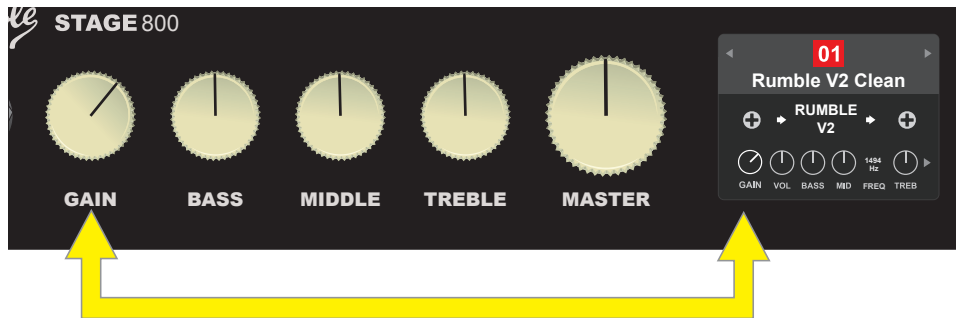
**MENU:** For accessing WiFi, Bluetooth, Tuner, Global EQ, cloud presets and other functions (*see page 33*).

**TAP:** For setting delay times and modulation rate settings; hold to access built-in tuner.

**K. AUXILIARY INPUT, HEADPHONE OUTPUT:** 1/8" auxiliary input for connecting external audio devices, and 1/8" output for headphone use. Headphone output disables internal speaker(s).

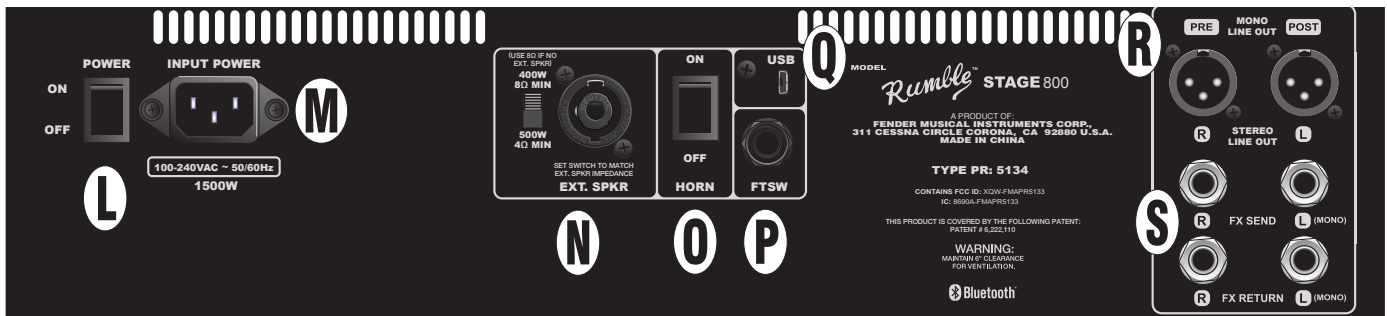


It's important to note that all top control panel knobs except Master Volume (H) are, as described above, "programmable." That means that when a preset is first selected, the physical position of a top control panel knob *may not* indicate the actual setting contained in that preset (the actual setting appears in the display window). Only the Master Volume control is *not* programmable—its physical position always indicates actual overall volume. Once a programmable top control panel knob is turned, however, it and its digital counterpart within a preset become synchronized to the same value, as illustrated here:



Also note that an adjusted control knob setting can be saved in a new preset, or the original preset can be overridden with the adjusted control knob setting. If the adjusted setting is *not* saved, the preset will revert to its pre-programmed control knob settings when returning to the preset after leaving it, or when turning the amplifier off and back on again (see further info under "Editing and Saving Presets," pages 10-13).

## REAR PANEL



Rumble Stage 800 rear panel shown; Rumble Studio 40 rear panel has same features except for external speaker output and impedance switch (N).

**L. POWER:** Turns amplifier on and off. When first switched on, Rumble Studio 40 and Rumble Stage 800 both have a typical start-up-sequence time of 15 seconds before the first preset appears in the DISPLAY WINDOW (G).

For *Rumble Stage 800 only*, when quickly turning the power off and then on again (as during a WiFi update), a brief delay can occur during which the DISPLAY WINDOW will remain blank for 20-30 seconds. This is normal in some high-powered amplifiers such as this one, and the startup sequence will resume with no need to cycle the power switch again.

**M. IEC POWER INLET:** Using the included power cord, connect to a grounded outlet in accordance with the INPUT POWER voltage and frequency specified at the power inlet.

**N. EXTERNAL SPEAKER OUTPUT AND IMPEDANCE SWITCH (RUMBLE STAGE ONLY):** Connect an external speaker cabinet here (8Ω or 4Ω minimum impedance); combination jack works with Speakon® or 1/4" speaker cable. Set switch to match impedance rating of external cabinet; continuous power rating of external cabinet must meet or exceed power rating listed for the chosen switch setting. Set switch to 8Ω when no external cabinet is connected.

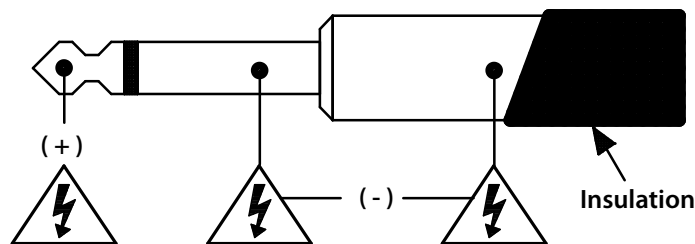
**O. HORN SWITCH:** Turns high-frequency horn on and off.

- P. FOOTSWITCH:** Connect four-button MGT-4 footswitch or EXP-1 Expression Pedal here.
- Q. USB PORT:** Amp connection point for USB audio recording.
- R. LINE OUT:** Balanced line outputs for connection to external recording and sound reinforcement equipment. The line out default setting is PRE/POST (mono), but can be configured as right/left stereo (post) outputs.
- S. FX SEND/RETURN:** Right/left send and return for stereo external effects use. Effects added here are “global” (not preset-specific) and act as the *last* elements in the signal path. Use left channel for mono effects.

## SAFETY NOTE: SPEAKER CABLES

The Rumble Stage 800 amplifier’s high-power class “D” amplifier operates in bridge mode, meaning that voltage is present in both terminals (+) and (-). Use caution when connecting a speaker cable to the External Speaker output on the rear panel—*never* let the tip (+) or sleeve (-) of a speaker cable (*see illustration below*) contact the amp’s metal chassis or any other earth-grounded electrical equipment (i.e., audio mixers and other sound reinforcement devices). A speaker cable plugged into the amp’s External Speaker output should be connected *only* to another speaker cabinet.

Use caution when connecting 1/4” speaker cables with non-insulated (bare metal) plugs—always make speaker cable connections with the amp’s power turned off.



## THERMAL PERFORMANCE AND PROTECTION

Rumble Studio 40 and Rumble Stage 800 use class-D power amplifiers with thermal and short circuit protection. In the event of a short circuit, the amplifier will temporarily mute (no sound from speakers) and resume normal operation when the fault is removed.

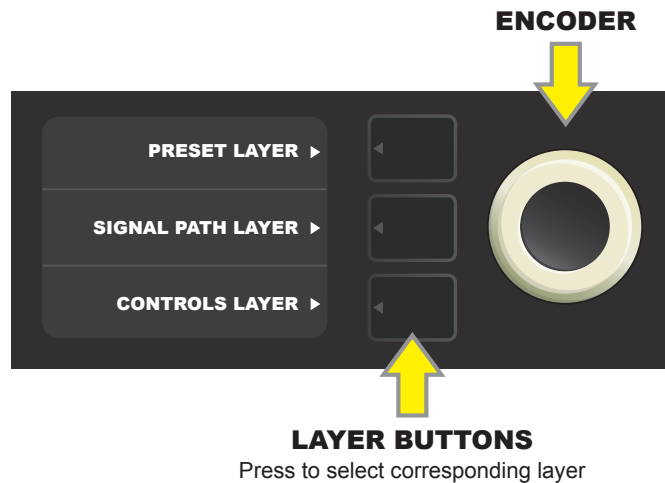
For increased thermal performance, Rumble Stage 800 has variable-speed fan cooling that starts at low speed and increases as amplifier temperature rises with playing use.

Leave at least 6” clearance between the amplifier vents and other objects. If the amplifier vents are blocked or if the amp is used in an extremely hot environment, the amp may overheat and trigger thermal protection, causing temporary speaker muting. Normal operation will automatically resume after the temperature cools to a level within operating range.

Under the most severe operating conditions, the amp can overheat to the point of interrupting power, resulting in a blank DISPLAY WINDOW (G) and no sound from the speakers. In this unlikely event, normal operation will automatically resume after the temperature cools to a level within operating range. Rumble Studio 40 may require the POWER switch (L) to be turned off and back on again after such a power interruption.

# PRESET BASICS

Rumble Studio 40/Stage 800 comes with 100 sequentially numbered presets, and users can create and add even more. Each preset has three “layers” that appear in the DISPLAY WINDOW. These are the PRESET LAYER (top), SIGNAL PATH LAYER (middle) and CONTROLS LAYER (bottom); the three LAYER BUTTONS provide access to each layer (see illustration below).



The PRESET LAYER is active when the amplifier is first turned on (on startup, Rumble Studio 40/Stage 800 loads the last preset used). To scroll through presets, turn the ENCODER (see illustration below); whichever preset is displayed becomes active. Presets can also be selected by footswitch (see pages 48-49).



The first preset (01) is shown here in the PRESET LAYER.

The SIGNAL PATH LAYER of each preset consists of one of Rumble Studio 40/Stage 800’s many amplifier models, and one or more of dozens of effects and their order (or no effects in some cases). The amp model appears in the center of the SIGNAL PATH LAYER display. Effects appear in slots to either side of the amp model, representing their position in the signal path—“pre” to the left (placed “before” the amp) or “post” to the right of the amp model (as in an effects loop). Select any of these items by turning the ENCODER; the selected item in the SIGNAL PATH LAYER will have a white indicator arrow below it and text describing its position above it (see illustration below).



The amp model within the preset is selected here in the SIGNAL PATH LAYER, as indicated by the white arrow and the word “amplifier.” It is flanked by one occupied effect slot (right) and one empty effects slot (left).

The CONTROLS LAYER of each preset displays information on whatever amp or effect is highlighted in the SIGNAL PATH LAYER. Amp control knob settings are displayed by default (*see illustration below*); effects control settings are displayed when an effect is highlighted in the SIGNAL PATH LAYER. Amp and effects controls are selected by turning the ENCODER.



Close-up detail of the CONTROLS LAYER, in which the gain control for the amp model within the preset is selected.

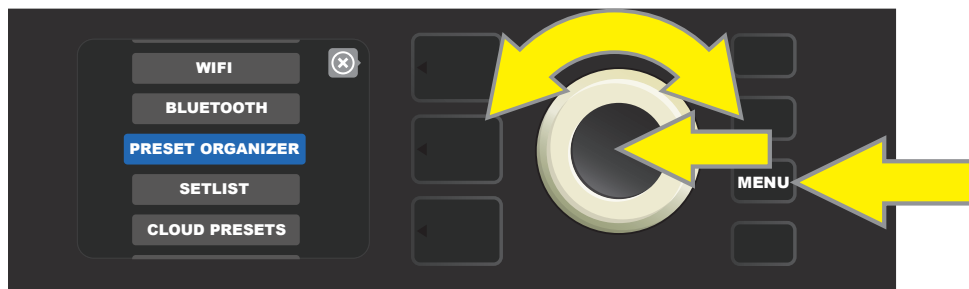
Each preset can be used as is. With many different amp models, effects types and control settings to choose among, however, each preset's SIGNAL PATH LAYER and CONTROLS LAYER settings can easily be modified and saved for personally individualized sounds (*see "Editing and Saving Presets," pages 10-13*).

## ORGANIZING PRESETS

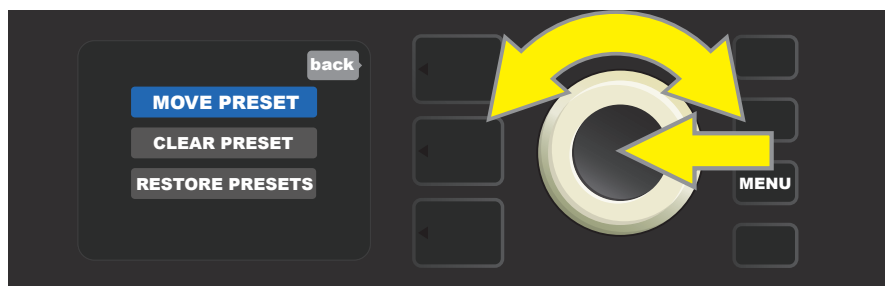
Rumble Studio 40/Stage 800 features a PRESET ORGANIZER menu option that lets the user move a preset (and rename it if so desired), clear a preset, or restore all presets to original factory settings. Each of these functions is described below.

### MOVING A PRESET

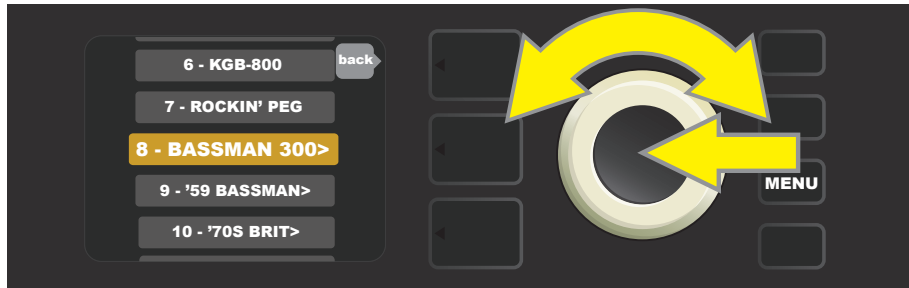
A preset can be moved to another position in the presets list. To do so, press the MENU utility button and use the ENCODER to scroll to and select "PRESET ORGANIZER" (*see illustration below*).



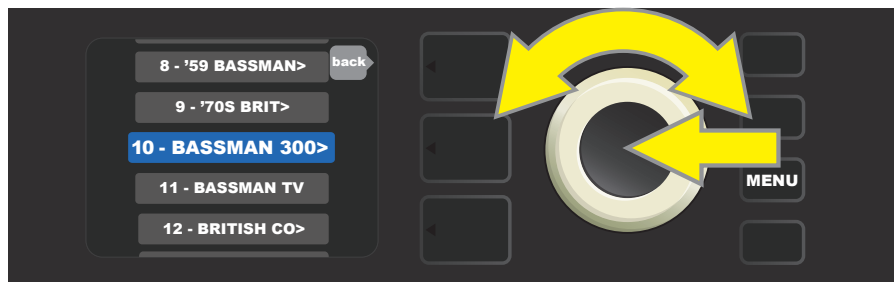
Use the ENCODER to scroll to and select the "MOVE PRESET" option (*see illustration below*).



From the list of presets shown. Use the ENCODER to scroll to and select the preset to be moved. When a preset is selected to be moved, the box containing its name changes from blue to amber (see illustration below).



Turn the ENCODER to move the amber-highlighted preset to a different position in the preset list; then press the ENCODER to assign the preset to that new position. The amber box containing the preset name will then change back to blue (see illustration below).



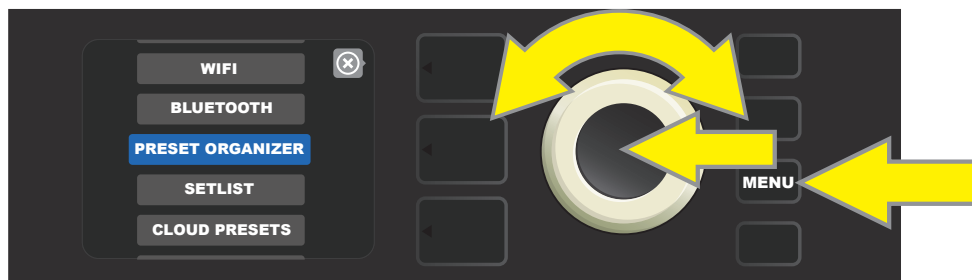
Note that when moving a preset to a new position, it assumes the correct sequential numerical value for that position; accordingly, all other presets are then “shifted” into correct sequential numbering.

## CLEARING A PRESET

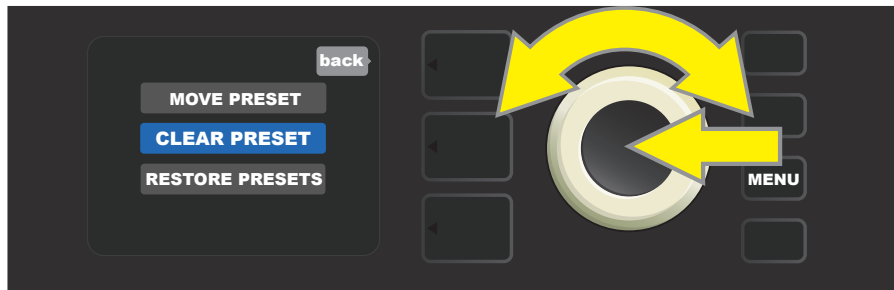
Rumble Studio 40/Stage 800 presets *cannot* be deleted. They can, however, be “cleared”—meaning that the preset remains in place but is “emptied” of its original contents (control settings, amp model, effects). If it is part of a Setlist, the cleared preset will remain in the Setlist.

Note that when a preset is cleared, its original sequential number will remain in place, and it will by default contain only the “Studio Preamp” amp model (and its controls).

To clear a preset, first press the MENU utility button and use the ENCODER to scroll to and select “PRESET ORGANIZER” (see illustration below).



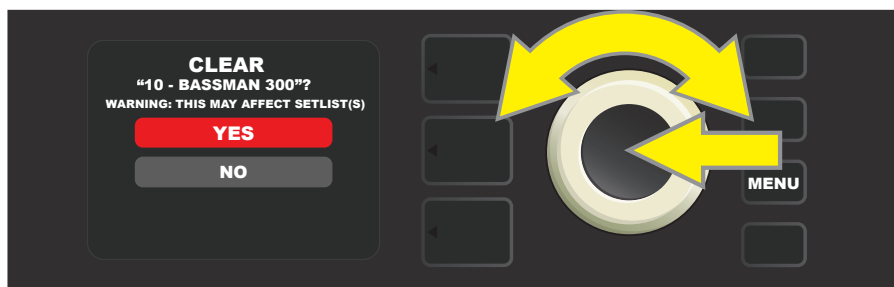
Use the ENCODER to scroll to and select the "CLEAR PRESET" option (see illustration below).



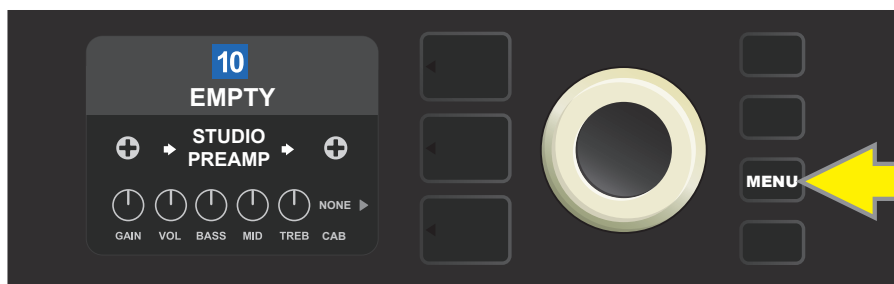
A list of presets will then appear with the preset to be cleared highlighted in red in the middle. Press the ENCODER on the red-highlighted preset to clear the preset (see illustration below).



Rumble Studio 40/Stage 800 will then verify whether the user wants to clear the preset by prompting a choice of "YES" (clear) or "NO" (do not clear). This prompt will also note that clearing the preset may affect Setlists (if indeed that preset is included in a Setlist). Use the ENCODER to select "YES" or "NO," and press the ENCODER on either option (see illustration below).



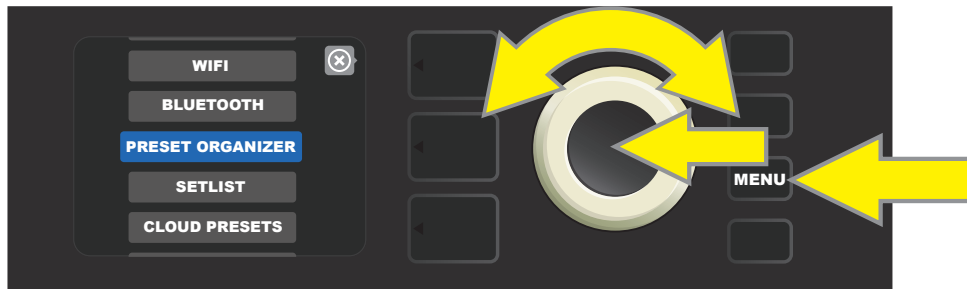
On selecting "YES" (clear preset), the preset will remain in place but will automatically be re-titled "EMPTY." If done clearing presets at this point, return to the main menu by pressing the top LAYER BUTTON corresponding to the onscreen prompt "BACK." To return to the current (and now empty) preset, press the MENU utility button. As noted above, the now-cleared preset will contain only its original sequential number and the default "Studio Preamp" amp model (see illustration below).



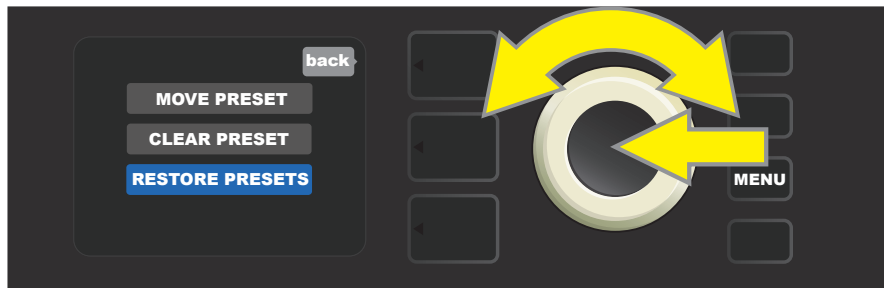


## RESTORING PRESETS

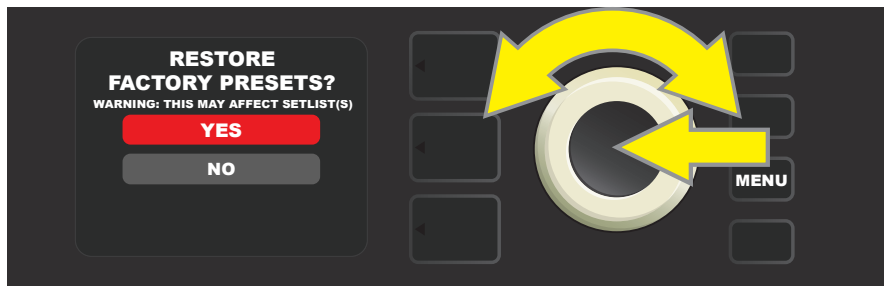
Rumble Studio 40/Stage 800's PRESET ORGANIZER also includes a "RESTORE PRESETS" option that returns *all* presets to the original factory settings. To do this, first press the MENU utility button and use the ENCODER to scroll to and select "PRESET ORGANIZER" (see illustration below).



Use the ENCODER to scroll to and select the "RESTORE PRESETS" option (see illustration below).



Rumble Studio 40/Stage 800 will then verify whether the user wants to restore all amp presets by prompting a choice of "YES" (restore) or "NO" (do not restore), made by pressing the LAYER BUTTON corresponding to either choice (see illustration below).



## EDITING AND SAVING PRESETS

Within each preset, the amplifier control knob settings, amp models, and effects types and parameters can be tailored to individual preference. When a preset is selected, the box containing its number is blue, indicating that no edits have been made to it (*see illustration below*).



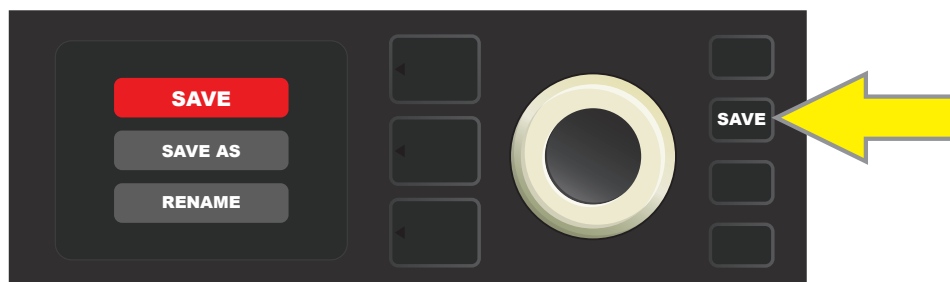
When edits to a preset have been made, the box containing the preset number changes to red, and the SAVE utility button illuminates (*see illustration below*). If an edited setting is not saved, the preset will revert to its previous settings when returning to the preset after leaving it, or when turning the amplifier off and back on again.



## SAVING EDITED PRESETS

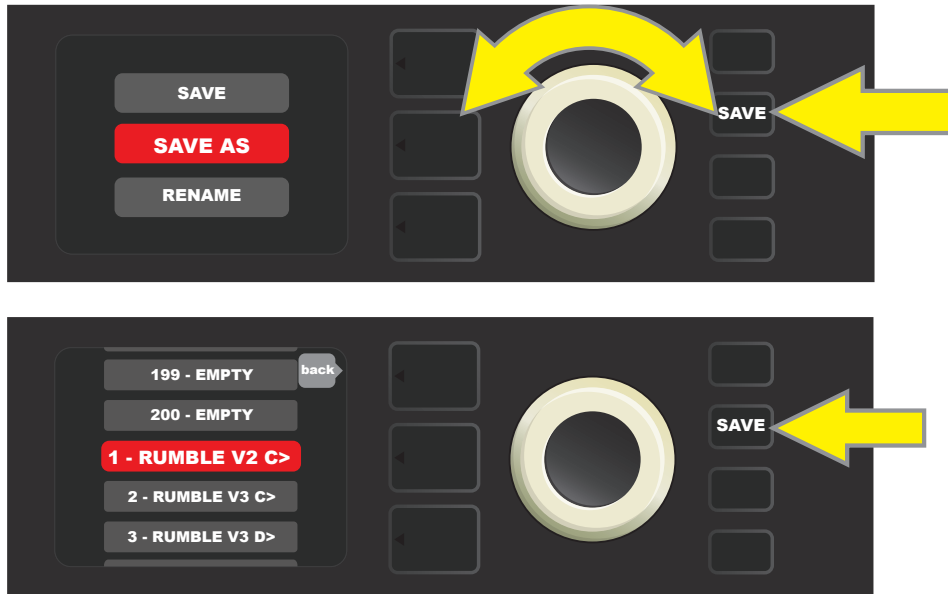
Once a preset is edited, there are three options for saving it. These options are accessed by pressing the SAVE utility button and using the ENCODER to scroll to and select one of the three options, described below.

**SAVE:** For saving the edited preset using the same name and in its original position (*see illustration below*).

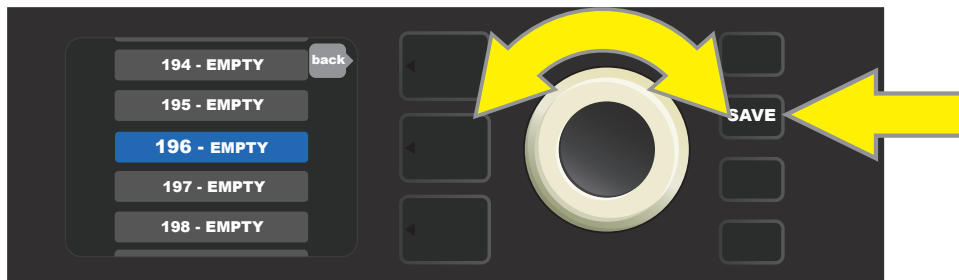


**SAVE AS:** For moving the edited preset to a different position and saving it with or without a different name. The preset can be moved to a numbered empty slot, or it can replace (overwrite) an existing preset occupying another numbered slot.

To move the edited preset to an empty slot and save it with the same name, first press the SAVE utility button; use the ENCODER to scroll to and select "SAVE AS." The preset name will be highlighted in red (see illustrations below).



Move the highlighted preset by turning the ENCODER to any empty preset slot (which will then be highlighted in blue); press the SAVE utility button to save the edited preset to the empty slot (see illustration below).



To move the edited preset to an empty slot and save it with a *different* name, follow the same steps above; but instead of pressing the SAVE utility button at the end, press the ENCODER to activate a cursor. Enter a new name by scrolling through and selecting characters by turning and pressing the ENCODER. (see illustration below). Press the SAVE utility button when renaming is complete, or press the top LAYER button (corresponding with onscreen prompt "back") to return to the previous screen.



To move the edited preset to a slot already occupied by an existing preset and save it with the same name, press the SAVE utility button and use the ENCODER to scroll to and select "SAVE AS" (as described on page 11); as noted previously, the name of the preset to be moved will be highlighted in red.

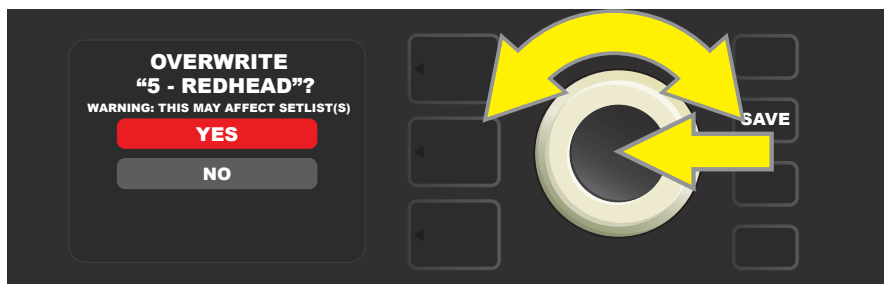
Move the highlighted preset by turning the ENCODER to any already-occupied preset slot (red); press the SAVE utility button to save the edited preset to that slot and overwrite the previous preset (see illustrations below).



Note that when overwriting a preset in this manner, the preset previously assigned to the position selected *is erased from the amplifier*. The only way to recover it is to use the "RESTORE PRESETS" option in the PRESET ORGANIZER (see page 9), an option that returns *all* presets to the original factory settings.

To move the edited preset to a slot already occupied by an existing preset and save it with a *different* name, press the SAVE utility button and use the ENCODER to scroll to and select "SAVE AS," after which the name of the preset to be moved will be highlighted in red (as described above and on page 11). Then move the highlighted preset by turning the ENCODER to any already-occupied preset slot (red).

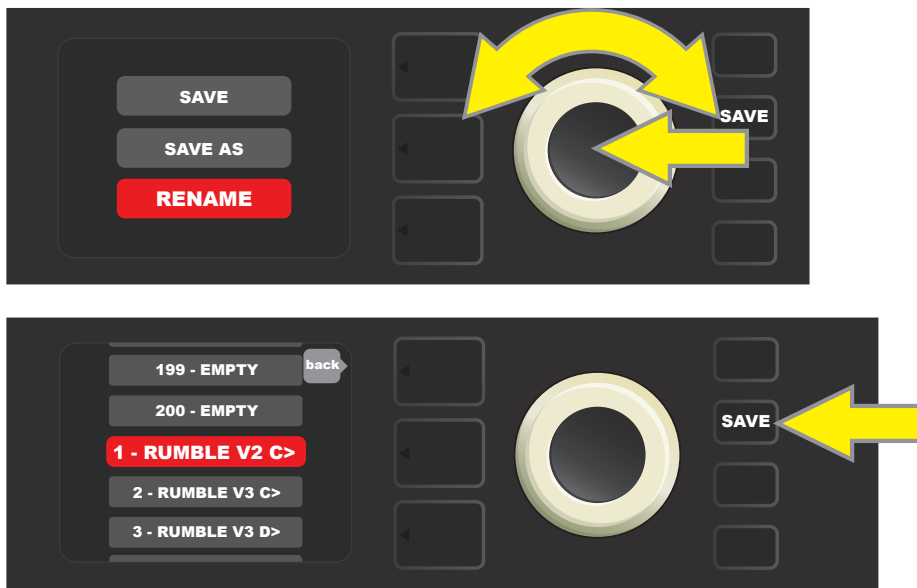
At the new position, press the ENCODER. The user will then be prompted to OVERWRITE the existing preset in that position. Use the ENCODER to scroll to and select either "YES" or "NO" (see illustration below).



Selecting "YES" takes the user to the renaming screen; use the ENCODER to enter a new name using the process described at the bottom of page 11. Press the SAVE utility button when renaming is complete. Selecting "NO" returns the user to the previous screen in which the preset name is highlighted in red in its original position.

Note that when overwriting a factory preset in this manner, the preset previously assigned to the position selected *is erased from the amplifier*. The only way to recover a factory preset is to use the "RESTORE PRESETS" option in the PRESET ORGANIZER (see page 9), an option that returns *all* presets to the original factory settings.

**RENAME:** For saving the edited preset in its original position and giving it a different name. To do this, press the SAVE utility button and use the ENCODER to scroll to and select "RENAME." The preset name will be highlighted in red (see illustrations below). Use the ENCODER to enter a new name using the process described on page 11, then press the SAVE utility button when renaming is complete.



## EDITING PRESET AMPLIFIER CONTROL KNOB SETTINGS

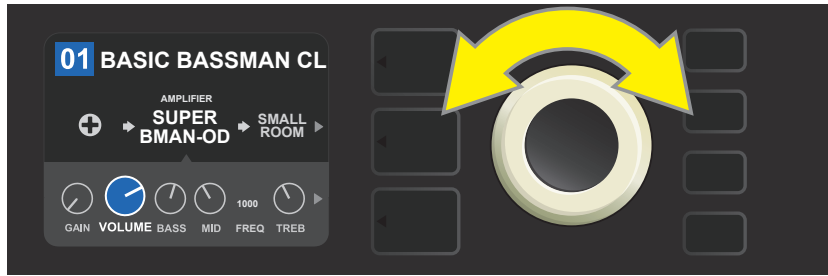
As noted in the "Control Panel" section above, users can change a preset's amplifier control knob settings by turning the physical control knobs on the top panel (except for Master Volume). This synchronizes the modified settings of the physical control knobs with their corresponding digital counterparts.

These settings can also be changed by editing the digital control knob positions within the CONTROLS LAYER, which displays the controls specific to the amp in use. To do this, first access the CONTROLS LAYER by pressing its LAYER BUTTON (see illustration below).



Press the bottom LAYER BUTTON to access the CONTROLS LAYER for the amp model within the preset.

Once in the CONTROLS LAYER, turn and press the ENCODER to scroll through and select a specific digital amp control knob. Then turn the ENCODER again to change that control's setting. When a control setting is changed, the box containing the preset number changes from blue to red (indicating that a preset edit has been made), and the SAVE utility button illuminates. With the new control setting in place, further edits can then be made or the SAVE utility button can be pressed to keep completed edits (see illustrations on following page).



Turn the ENCODER to scroll among amp model control knobs.

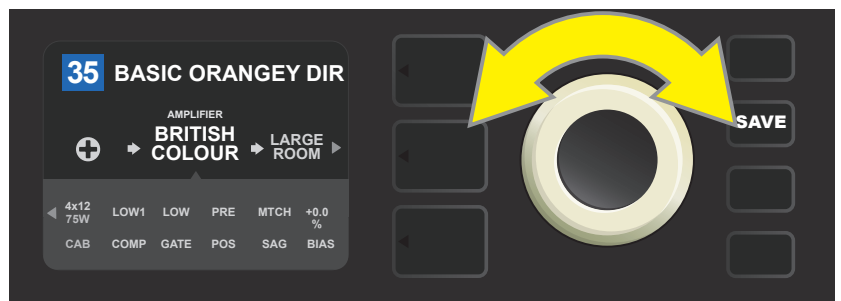
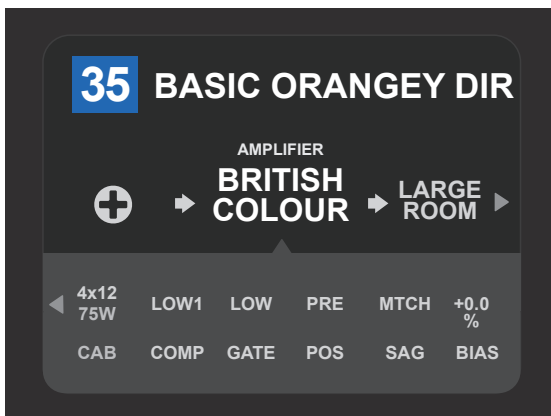


Press the ENCODER to select an amp model control knob for adjustment.



Turn the ENCODER again to adjust the selected amp model control knob to preference.

Additional amp and control settings can be found by continuing to scroll through the CONTROLS LAYER of various amp models within the presets. These consist of “deeper” parameters such as (depending on amp) compression sag, bias and gate controls. Different speaker cabinet models are also included. Scroll through, select, adjust and save these additional parameters in the same manner described directly above (see illustrations below).



Scroll among, select and adjust additional CONTROLS LAYER amp and control settings using the ENCODER.

Close-up detail showing additional amp and control settings found in the CONTROLS LAYER; in this case for the “British Colour” amp model.



## REPLACING PRESET AMPLIFIER MODELS

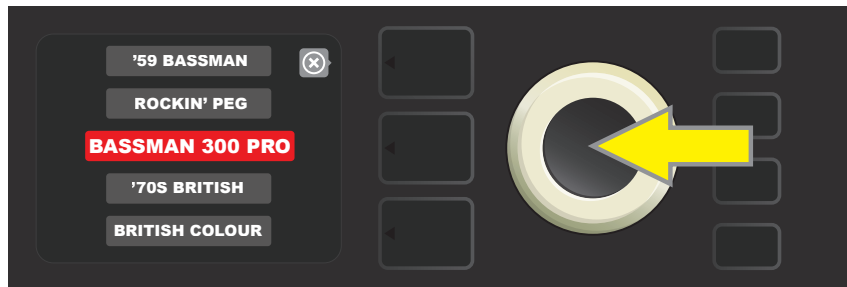
To replace an amplifier model within a preset, access the SIGNAL PATH LAYER by pressing its LAYER BUTTON. The preset amp model will be highlighted. Press the ENCODER to access and scroll through a menu of amp models; select a new amp model by pressing the ENCODER again. When a new amp model is selected, the box containing the preset number changes from blue to red (indicating that a preset edit has been made), and the SAVE utility button illuminates (see illustrations below). With the new amp model in place, further edits can then be made or the SAVE utility button can be pressed to keep completed edits. Note that pressing the PRESET LAYER button corresponding to the circled "X" in the DISPLAY WINDOW closes the amp menu.



To replace preset amp model highlighted in the SIGNAL PATH LAYER (as indicated here by the white arrow below it and the label "amplifier" above it) with a different amp model, first press ENCODER to access a menu of other amp models.



Turn ENCODER to scroll through menu of amp models.



Press ENCODER again to select a new amp model for the preset.



With the new amp model in place, continue editing other parameters or press the illuminated SAVE utility button to keep completed edits.

## AMPLIFIER AND CABINET MODELS

This table lists the preset amplifier and speaker cabinet models in Rumble Studio 40/Stage 800, with a brief description of each. Rumble models will be continually revised and updated; this manual indicates current amp models in use at time of initial publication.

### AMP MODELS

<b>Studio Preamp</b>	Direct-to-mixing-desk studio purity with clean, uncolored tonal response
<b>Tube Preamp</b>	Similar to the above, but like a tube console for increased harmonic coloration
<b>Rumble® V3</b>	Based on the clean-to-gritty tone of Fender's best-selling bass amps
<b>Bassman® TV</b>	Based on the original-era boom of Fender's vintage "TV-Front" Bassman
<b>Dual Showman®</b>	Based on the '60s/'70s all-tube Fender classic used on big stages everywhere
<b>'59 Bassman®</b>	Based on Fender's celebrated open-back 4x10 combo of the late 1950s
<b>Rumble V2</b>	Based on Fender's popular Rumble V2 series of 2010-2014
<b>Bassman® 300 Pro</b>	All-tube giant with distinctively versatile tone shaping and blendable overdrive
<b>Monster</b>	High-gain all-tube boutique guitar amp model re-imagined for bass
<b>'70s British</b>	Inspired by a late '60s/early '70s Marshall Super Bass, a quintessential early hard-rock bass amp
<b>British Colour</b>	Inspired by the "sludgy" majesty of 1970s-era Orange amps
<b>British Watts</b>	Inspired by the classic cleaner-toned British stack, the original 100-watt Hiwatt DR103
<b>Redhead</b>	Inspired by the full-range high-end 1990s indispensability of the SWR® Redhead
<b>KGB-800</b>	Based on the '80s/'90s-era power and clarity of the Gallien-Krueger 800RB
<b>Rockin' Peg</b>	Inspired by the seismic all-tube sound of the Ampeg SVT
<b>Super Bassman</b>	Based on the "Vintage" channel of Fender's present-day flagship bass amp
<b>Super Bassman OD</b>	Fender's present-day flagship bass amp, with blendable tube overdrive
<b>'66 Flip-Top</b>	Based on the beloved mid-'60s Ampeg B-15NF

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## CABINET MODELS

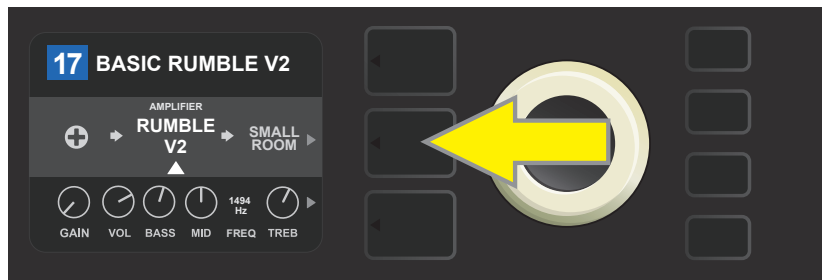
<b>1x8</b>	Under-powered vintage small-speaker sound with interesting bass tonality
<b>1x10 Rumble® V2</b>	Variation on single 10" Fender combo amp punch
<b>1x12 Rumble V2</b>	Variation on single 12" Fender combo amp punch
<b>1x15 Rumble V2</b>	Variation on single 15" Fender combo amp boom
<b>1x10 Rumble V3</b>	Based on the tight punch of Fender's Rumble 40 Combo
<b>2x10 Rumble V3</b>	Based on Fender's popular and versatile Rumble 500 Combo
<b>1x15 TV</b>	Based on the single 15" boom of Fender's vintage "TV Front" Bassman®
<b>1x18</b>	Based on the single 18" might of SWR's earth-shaking Big Ben subwoofer
<b>2x10 Redhead</b>	Based on SWR's acclaimed full-range hi-fi combo, the Redhead
<b>2x12 Open</b>	Based on the sound of the open-back Fender Twin-Reverb®
<b>2x12 Sealed</b>	Based on the sound of the closed-back Fender Bandmaster® cab
<b>2x15 Pro</b>	Based on the deep double wallop of Fender's 2x15 cab with cast-frame drivers
<b>2x15 D130</b>	Based on the Fender Showman® cab with the distinctive attack of JBL® D130F speakers
<b>4x10 Pro</b>	Based on the powerful punch of Fender's 4x10 cab with cast-frame drivers
<b>4x10 Goliath</b>	Based on the first truly full-range, high-end 4x10 cab, the SWR® Goliath
<b>'59 Bassman</b>	Based on Fender's celebrated open-back 4x10 combo of the late 1950s
<b>4x12 75 Watt</b>	Based on the Marshall 1960B cabinet with four 12" 75-watt Celestion® speakers
<b>4x12 GB</b>	Based on a Marshall cabinet with four 12" Celestion® Greenback speakers
<b>4x12 V30</b>	Based on a Marshall cabinet with four 12" Celestion® Vintage 30 speakers
<b>8x10 Vintage</b>	Inspired by the old-school seismic might of the Ampeg SVT 8x10 cabinet
<b>8x10 Neo</b>	Based on Fender's 8x10 cab with neodymium speaker magnets
<b>8x10 Pro</b>	Based on Fender's clear-sounding 8x10 cab with ceramic drivers
<b>1x15 Flip-Top</b>	Based on a mid-'60s Ampeg B-15NF speaker cabinet

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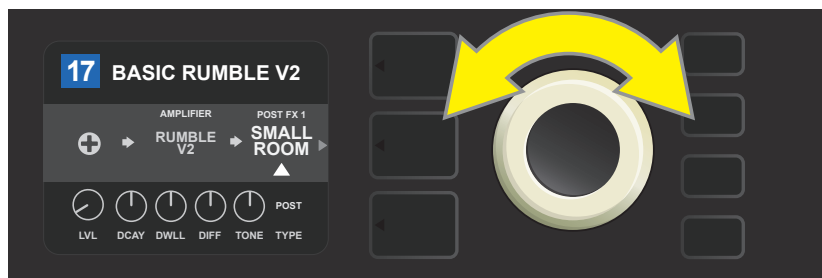
# EDITING EFFECTS

In addition to amp models, each preset also features various combinations of effects. Effects can be edited in several ways—they can be **bypassed**, **replaced**, **moved**, **added** or **deleted**. Further, the individual settings of each effect can be modified. Each option is explained below and on the following pages.

Editing the types of effects in use and their position in the signal path happens in the SIGNAL PATH LAYER. To do this, first access the SIGNAL PATH LAYER by pressing its corresponding LAYER BUTTON, which will automatically highlight the *amplifier* model in use first. To highlight an *effect*, turn the ENCODER in either direction (see illustrations below). The effect will be highlighted with a white arrow below it and a label above it.



To access effects, first press the middle LAYER BUTTON to enter SIGNAL PATH LAYER.



Turn the ENCODER in either direction to highlight an effect (as indicated here by the white arrow below it and label above it).

For each preset, note that a placeholder symbol consisting of a plus sign (+) in a circle appears at the right and left ends of the SIGNAL PATH LAYER (see illustration below). This symbol indicates an open slot into which an effect can be moved or added (see “Adding an Effect,” page 22). In many presets that include one or more effects, the user must scroll to the far right or far left using the ENCODER in order to see this symbol.



Close-up detail of a different preset that includes an open slot in which an effect can be placed, marked here by a placeholder symbol (a plus sign in a circle) at the far left end of the SIGNAL PATH LAYER.

## BYPASSING AN EFFECT

There are two ways to **bypass** effects. The first is a general on-off feature that simply turns off all effects in all presets with a single press of a button. The second lets users bypass specific individual effects within a preset.

To turn off (and back on) *all* Rumble Studio 40/Stage 800 effects in *every* preset, press the X FX utility button. There is no option to save; this is merely a quick way to turn all effects off and back on. When pressed, X FX utility button illuminates and a blue “bypass” label appears above each effect (see *illustration below*). If specific effects have already been bypassed in a preset, use of the X FX utility button will *not* turn them back on.

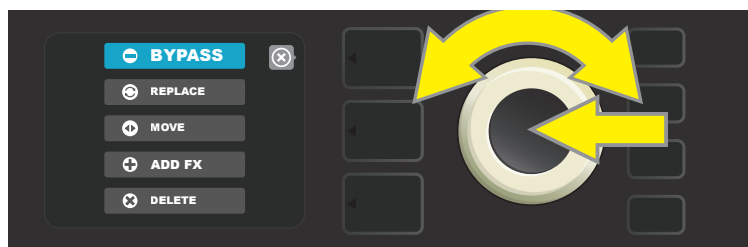


The “X FX” utility button illuminates when pressed, bypassing all effects in all presets (indicated by blue “BYPASS” labels above each effect).

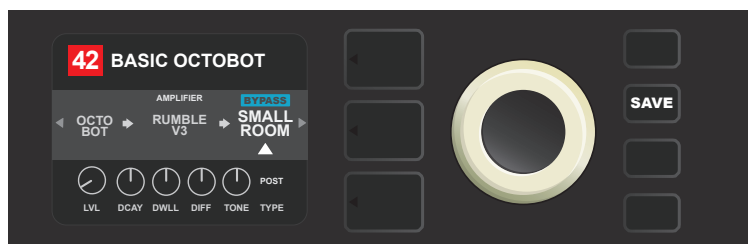
To bypass specific individual effects within a preset, highlight it in the SIGNAL PATH LAYER and press the ENCODER. Select “BYPASS” from the menu of effects placement options and press the ENCODER again. The SIGNAL PATH LAYER will then indicate that the effect has been bypassed; the box containing the preset number will change from blue to red (indicating that a preset edit has been made), and the SAVE utility button will illuminate. With the effect now bypassed, further edits can then be made or the SAVE utility button can be pressed to keep completed edits (see *illustrations below*).



To bypass a highlighted effect, first press the ENCODER to access the menu of effects placement options.



Turn ENCODER to highlight “BYPASS” in effects placement options menu, then press the ENCODER to select it.

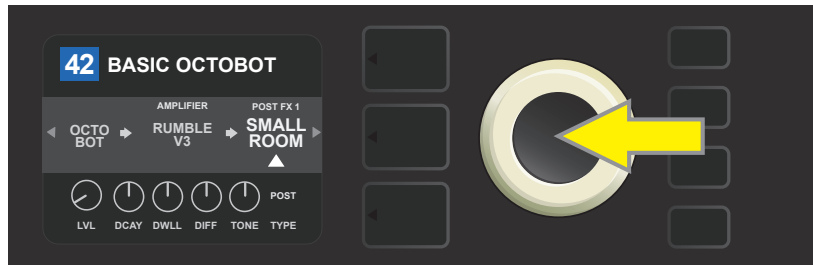


With the effect bypassed (as indicated here by white arrow below it and blue box containing the label “BYPASS” above it), continue editing other parameters or press the illuminated SAVE utility button to keep completed edits.

## REPLACING AN EFFECT

To **replace** an effect, highlight the effect to be replaced in the SIGNAL PATH LAYER and press the ENCODER. Select “REPLACE” from the menu of effects placement options and press the ENCODER again. Select one of the effects categories that will appear—Stompbox, Modulation, Delay or Reverb—and press the ENCODER to access the effects in that category. Scroll through the effects and press the ENCODER to select one as a replacement.

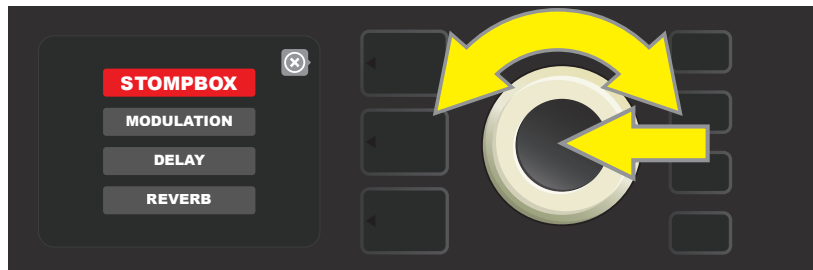
The SIGNAL PATH LAYER will then display the new effect and indicate that the original effect has been replaced; the box containing the preset number will change from blue to red (indicating that a preset edit has been made), and the SAVE utility button will illuminate. With the effect now replaced, further edits can then be made or the SAVE utility button can be pressed to keep completed edits (*see illustrations below and on next page*). Note that pressing the PRESET LAYER button corresponding to the circled “X” in the DISPLAY WINDOW closes the effects placement option and effects category menus; pressing it when it corresponds to the label “back” (as on the effects menu) returns the user to the previous screen.



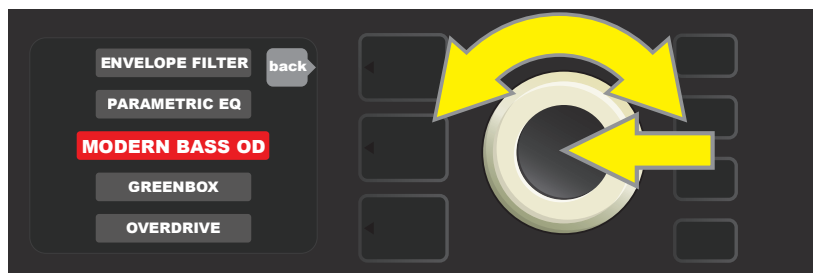
To replace a highlighted effect, first press the ENCODER to access the menu of effects placement options.



Turn the ENCODER to highlight “REPLACE” in effects placement options menu, then press the ENCODER to select it.



Turn the ENCODER to highlight an effects category, then press ENCODER to select it.



Turn the ENCODER to highlight a replacement effect, then press ENCODER to select it.



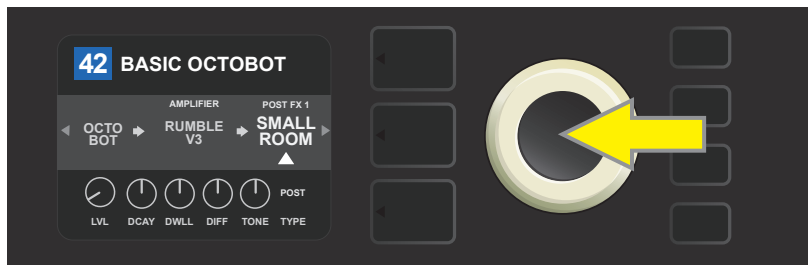


With the effect replaced (as indicated here by white arrow below it and label above it), continue editing other parameters or press the illuminated SAVE utility button to keep completed edits.

## MOVING AN EFFECT

To **move** an effect to a different position in the signal path, highlight the effect to be moved in the SIGNAL PATH LAYER and press the ENCODER. Select "MOVE" from the menu of effects placement options and press the ENCODER again. An amber box will appear around the selected effect name, along with a blinking white arrow indicating that the effect is ready to be moved. Turn the ENCODER to reposition the selected effect; press the ENCODER to place the effect in a new position.

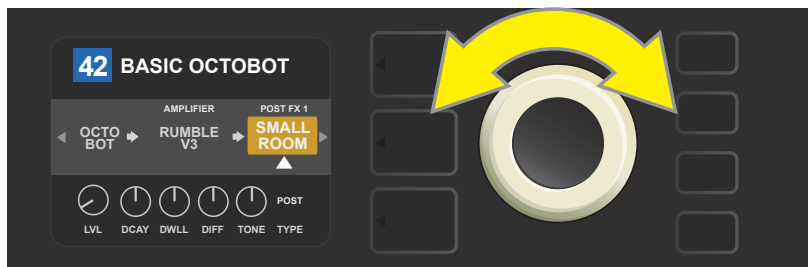
The SIGNAL PATH LAYER will then display the effect in its new position; the box containing the preset number will change from blue to red (indicating that a preset edit has been made), and the SAVE utility button will illuminate. With the effect now moved, further edits can then be made or the SAVE utility button can be pressed to keep completed edits (see illustrations below and on next page).



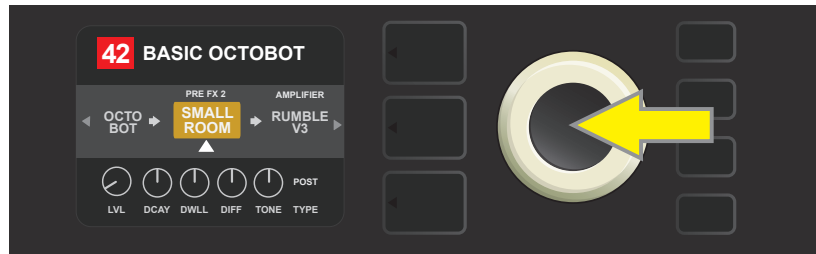
To move a highlighted effect, first press the ENCODER to access the menu of effects placement options.



Turn the ENCODER to highlight "MOVE" in effects placement options menu, then press the ENCODER to select it.



The selected effect, highlighted with a white arrow below it and label above it, appears in an amber box indicating that it is ready to be moved to a different position in the signal path by turning the ENCODER.



After moving the selected effect by turning the ENCODER, press the ENCODER to select its new position in the signal path.



With the effect moved to a new position (as indicated here by white arrow below it and label above it), continue editing other parameters or press the illuminated SAVE utility button to keep completed edits.

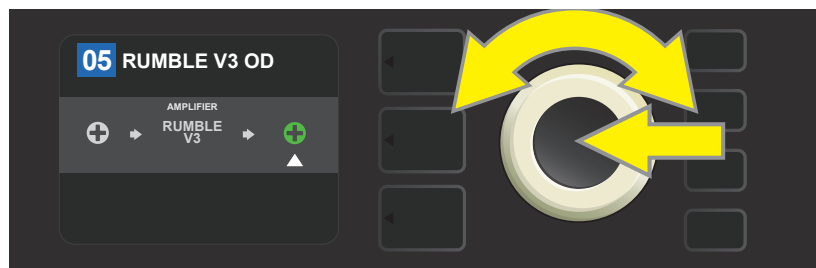
## ADDING AN EFFECT

There are two ways to **add** an effect.

In the first method, highlight one of the two placeholder plus-sign symbols in the SIGNAL PATH LAYER by turning the ENCODER. The circle containing the plus-sign symbol will turn green. Press the ENCODER to see a menu of effects categories—Stompbox, Modulation, Delay and Reverb. Highlight a category by turning the ENCODER, then press the ENCODER to access the effects in that category. Scroll through the effects and press the ENCODER to select an effect.

The SIGNAL PATH LAYER will then display the newly added effect in a green box with a blinking white arrow below it and a label above it, indicating that the effect can be moved to a different position (if preferred) by turning and then pressing the ENCODER.

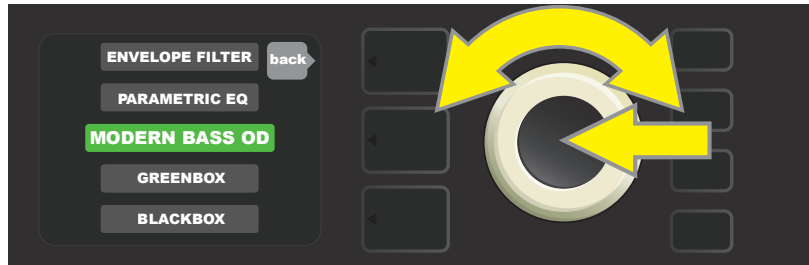
When an effect is added, the box containing the preset number will change from blue to red (indicating that a preset edit has been made), and the SAVE utility button will illuminate. With the effect now added, further edits can then be made or the SAVE utility button can be pressed to keep completed edits (*see illustrations below and on next page*). Note that pressing the PRESET LAYER button corresponding to the circled “X” in the DISPLAY WINDOW closes the effects category and effect menus; pressing it when it corresponds to the label “back” returns the user to the previous screen.



To add an effect, highlight the placeholder plus-sign symbol by turning the ENCODER to it. The circle containing the plus-sign symbol will turn green. Press the ENCODER to access a menu of effects categories.



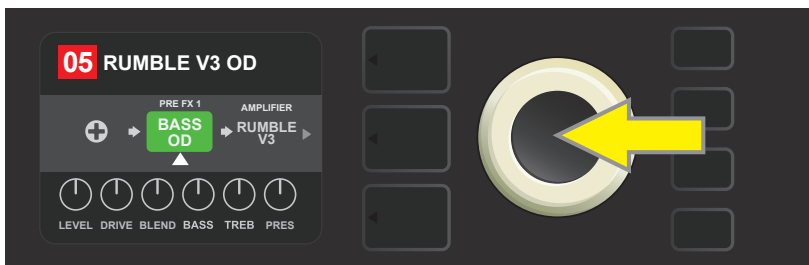
Select an effects category by scrolling to it and pressing the ENCODER.



Select an effect by scrolling to it and pressing the ENCODER.



The newly added effect, highlighted with a white arrow below it and label above it, appears in a green box indicating that it can be left in place or moved to a different position in the signal path by turning the ENCODER.



After moving the newly added effect by turning the ENCODER, press the ENCODER to select its new position in the signal path.

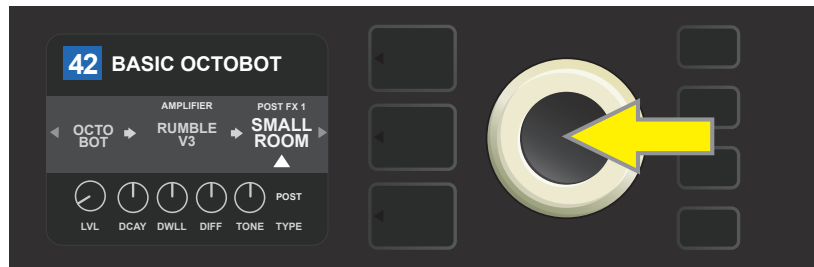


With the added effect in position (as indicated here by white arrow below it and label above it), continue editing other parameters or press the illuminated SAVE utility button to keep completed edits.

In the second method of adding an effect, highlight an existing effect in the SIGNAL PATH LAYER and press the ENCODER. Select "ADD FX" from the menu of effects placement options and press the ENCODER again. Select one of the four effects categories that will appear and press the ENCODER to access the effects in that category. Scroll through the effects and press the ENCODER to select an effect.

The SIGNAL PATH LAYER will then display the newly added effect in a green box with a blinking white arrow below it and a label above it, indicating that the effect can be moved to a different position (if preferred) by turning and then pressing the ENCODER.

When an effect is added, the box containing the preset number will change from blue to red (indicating that a preset edit has been made), and the SAVE utility button will illuminate. With the effect now added, further edits can then be made or the SAVE utility button can be pressed to keep completed edits (*see illustrations below and on next page*).



In another way to add an effect, highlight an existing effect within a preset by turning the ENCODER to it and pressing the ENCODER to see a menu of four effects categories.



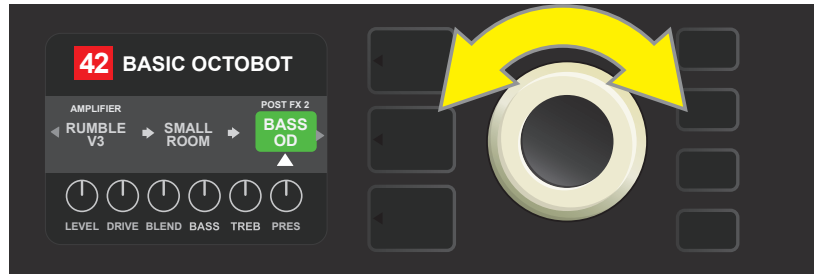
Select "ADD FX" in the effects placement options menu by scrolling to it and pressing the ENCODER.



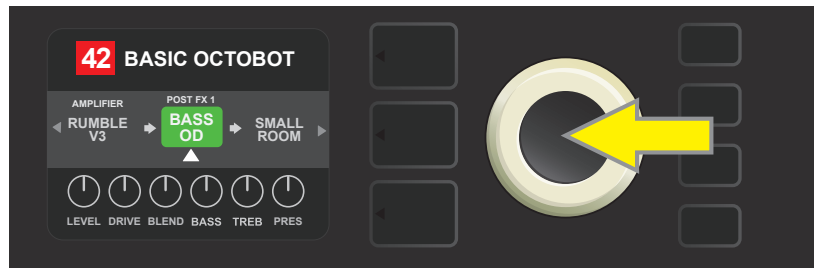
Select an effects category by scrolling to it and pressing the ENCODER.



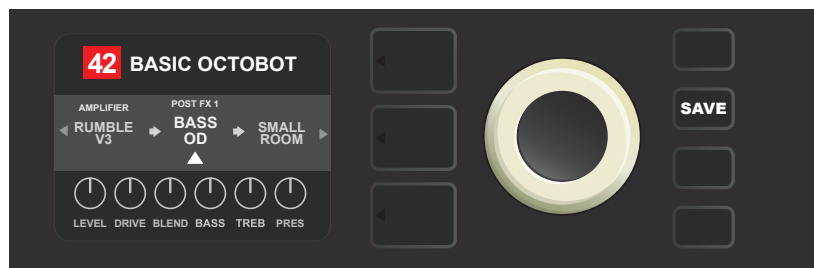
Select an effect by scrolling to it and pressing the ENCODER.



The newly added effect, highlighted with a white arrow below it and label above it, appears in a green box indicating that it can be left in place or moved to a different position in the signal path by turning the ENCODER.



After moving the newly added effect by turning the ENCODER, press the ENCODER to select its new position in the signal path.

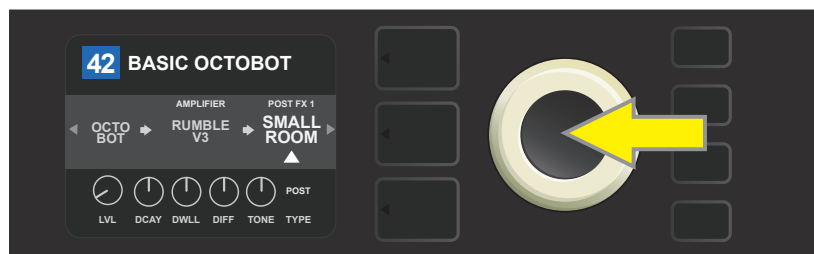


With the added effect in position (as indicated here by white arrow below it and label above it), continue editing other parameters or press the illuminated SAVE utility button to keep completed edits.

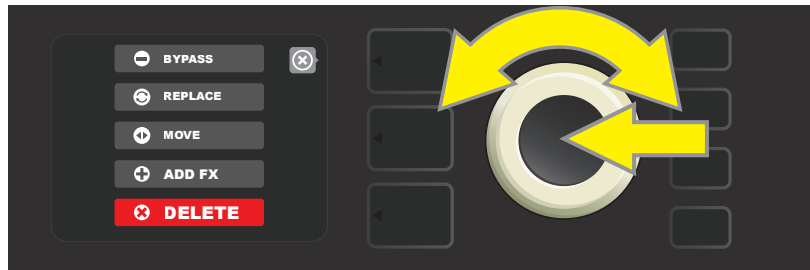
## DELETING AN EFFECT

To **delete** an effect from the signal path, highlight the effect in the SIGNAL PATH LAYER and press the ENCODER. Select "DELETE" from the menu of effects placement options and press the ENCODER again; the effect will be removed from the signal path and another effect in use (if any) will shift into its place. If the deleted effect was the only effect in the signal path (pre or post), a placeholder symbol consisting of a plus sign (+) in a circle will appear in its spot.

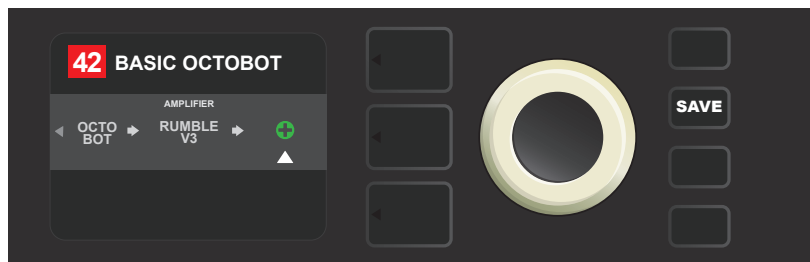
When an effect is deleted, the box containing the preset number will change from blue to red (indicating that a preset edit has been made), and the SAVE utility button will illuminate. With the effect now deleted, further edits can then be made or the SAVE utility button can be pressed to keep completed edits (see illustrations below and on next page).



To delete a highlighted effect, first press the ENCODER to access the menu of effects placement options.



Select "DELETE" in the effects placement options menu by scrolling to it and pressing the ENCODER.



The SIGNAL PATH LAYER will then show the effect has been deleted (as indicated by white arrow), either by replacing it with a plus-sign placeholder symbol (as seen here) or by shifting another effect (if present) into its position.

## EDITING EFFECTS SETTINGS

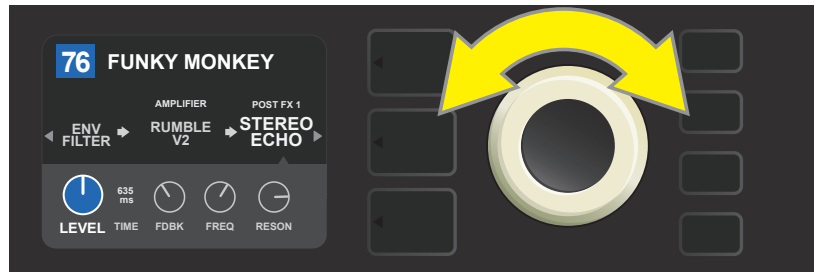
To edit the control settings of a particular effect, turn the ENCODER to highlight the effect in the SIGNAL PATH LAYER, then press the CONTROLS LAYER button, which presents the individual controls for each effect. Turn the ENCODER to scroll through available effect controls, which will each turn blue as they're highlighted, and press the ENCODER to select a specific effect control, which will then turn red.

After selecting a specific effect control, turn the ENCODER to edit that specific effect control to preference, and press the ENCODER again to keep the edited effect control setting. The edited effect control will then turn from red back to blue. When an effect control is edited, the box containing the preset number will change from blue to red (indicating that a preset edit has been made), and the SAVE utility button will illuminate. With the effect now edited, further effects control edits can then be made or the SAVE utility button can be pressed to keep completed preset edits (see illustrations below and on next page).



To edit the settings of a particular effect, highlight the effect in the SIGNAL PATH layer by scrolling to it with the ENCODER; then press the CONTROLS LAYER button.





*In the CONTROLS LAYER, highlight an effect control by scrolling to it using the ENCODER; each effect control turns blue as it's highlighted.*



*Press the ENCODER to select a specific effect control for adjustment, which will then turn red.*



*Turn the ENCODER to edit the selected effect control to preference.*



*Press the ENCODER to keep the edited effect control setting; the effect control will return to blue.*



*With the specific effect control edited to preference, continue editing other parameters or press the illuminated SAVE utility button to keep completed edits.*

## USING THE TAP TEMPO BUTTON

In presets that include **Modulation** effects, **Delay** effects or both\*, the TAP utility button flashes in time with the default rate of the *first* delay effect in the signal path (or *first* modulation effect if no delay effect is present). This rate can be left as is, or it can be modified using the TAP utility button. To set a new TAP tempo, tap the flashing TAP utility button at the desired tempo at least two times (see *illustration below*). The TAP utility button will function regardless of which layer is highlighted (PRESET LAYER, SIGNAL PATH LAYER or CONTROLS LAYER).



To change the tempo of the first delay effect (or modulation effect if no delay effect is present), tap the TAP utility button at the desired tempo.

Various time parameters for *all* delay and modulation effects in the signal path can be adjusted in the CONTROLS LAYER without use of the TAP utility button. In the SIGNAL PATH LAYER, use the ENCODER to highlight the delay or modulation effect to be modified; its controls will then appear in the CONTROLS LAYER. Enter the CONTROLS LAYER by pressing its corresponding layer button, and scroll to the time parameter to be changed using the ENCODER. Press and turn the ENCODER to select and adjust the desired time value, during which the window containing the time value will turn red; press the ENCODER again to keep the new time value (see *illustration below*).



Delay and modulation effects tempos can also be changed by highlighting the time parameter's numerical value in the CONTROLS LAYER, then pressing and turning the ENCODER to set the desired tempo.

\* Rumble Studio 40/Stage 800 modulation and delay effects are listed on pages 30 and 31.

## EFFECTS TYPES

Rumble Studio 40/Stage 800 onboard effects are organized into four category menus: **Stompbox** effects (18), **Modulation** effects (13), **Delay** effects (9) and **Reverb** effects (12). Names and descriptions of each appear below, by category. Rumble Studio 40/Stage 800 effects will be continually revised and updated; this manual indicates current effect types in use at time of initial publication.

### STOMPBOX EFFECTS

<b>Modern Bass OD</b>	DI with overdrive inspired by the Tech 21 SansAmp Bass Driver
<b>Greenbox</b>	Overdrive effect inspired by the original late-'70s Ibanez TS808 Tube Screamer
<b>Overdrive</b>	Versatile Fender overdrive specially designed for flexibility
<b>Blackbox</b>	Distortion effect inspired by the Pro Co RAT
<b>Yellowbox</b>	Distortion effect inspired by the '70s-era MXR Distortion Plus
<b>Orangebox</b>	Distortion effect inspired by the original late-'70s Boss DS-1
<b>Big Fuzz</b>	Distortion effect inspired by the Electro-Harmonix Big Muff
<b>Varifuzz</b>	Versatile Fender fuzz with bass tightness control
<b>Octobot</b>	Synth-like combination of octave-down effect plus octave-up fuzz
<b>Ranger Boost</b>	Distortion effect inspired by the '60s-era Dallas Rangemaster Treble Booster
<b>Simple Comp</b>	Compressor effect inspired by the classic MXR Dyna Comp
<b>Compressor</b>	Compressor with added gain, threshold, attack and release controls
<b>Pedal Wah</b>	Dual-mode wah inspired by the Dunlop Cry Baby and '60s-era Vox Clyde McCoy wah pedal
<b>Touch Wah</b>	Similar to Pedal Wah above, but controlled by picking dynamics rather than an expression pedal

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## STOMPBOX EFFECTS (CONTINUED)

<b>Envelope Filter</b>	Inspired by the funktastic 1970s Mu-Tron III.
<b>EQ Parametric</b>	Parametric midrange equalizer plus bass and treble controls
<b>EQ7 Graphic (Bass)</b>	Seven-band graphic equalizer based on the Boss GE-7B
<b>EQ7 Graphic (Wide)</b>	Seven-band graphic equalizer based on the Boss GEB-7

## MODULATION EFFECTS

Note that the TAP utility button works with Rumble Studio 40/Stage 800 modulation effects, and flashes when a preset using one or more modulation effects is in use.

<b>Sine Chorus</b>	Smoothly rounded chorus effect that uses a sine wave for modulation
<b>Triangle Chorus</b>	Distinctive chorus effect that uses a triangle wave for modulation
<b>Sine Flanger</b>	Smoothly rounded flanging effect that uses a sine wave for modulation
<b>Triangle Flanger</b>	Distinctive flanging effect that uses a triangle wave for modulation
<b>Vibratone</b>	Classic late-'60s/early-'70s Fender effect with a rotating speaker baffle
<b>Vintage Tremolo</b>	Classic Fender "stuttering" photoresistor tremolo, as heard in Fender amps such as the Twin Reverb
<b>Sine Tremolo</b>	Smoothly pulsating tube bias tremolo, as heard in amps such as the Fender Princeton Reverb
<b>Ring Modulator</b>	Creatively non-harmonic dissonance from the early era of electronic music
<b>Step Filter</b>	Rhythmically choppy modulation effect that dices notes into distinctly alternating "steps"
<b>Phaser</b>	Long-indispensable jetliner "whoosh" heard on countless recordings

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## MODULATION EFFECTS (CONTINUED)

<b>Phaser 90</b>	Phase shifter effect inspired by the classic '70s MXR Phase 90
<b>Pitch Shifter</b>	Simple pitch shifter that adds another note above or below the dry signal pitch
<b>Diatonic Pitch</b>	Pitch shifter that produces a chosen musical interval to create harmonized notes in key

## DELAY EFFECTS

Note that the TAP utility button works with Rumble Studio 40/Stage 800 delay effects, and flashes when a preset using one or more delay effects is in use.

<b>Mono Delay</b>	Clean, simple and pristine signal repetition
<b>Tape Delay</b>	Based on the analog classic Maestro Echoplex, which had tape imperfections that created distinctive “wow” and “flutter”
<b>Stereo Tape</b>	Similar to Tape Delay above, but with stereo expansion
<b>Multi Tap</b>	Rhythmic delay that can be subdivided into multiple “taps” with differing time intervals
<b>Mono Echo Filter</b>	Mono echo with an evenly spaced wah-like effect on the signal repetitions
<b>Stereo Echo Filter</b>	Stereo echo with an evenly spaced wah-like effect on the signal repetitions
<b>Reverse Delay</b>	Reverses the shape of notes for the classic “backwards guitar” effect
<b>Ping Pong Delay</b>	Repetitions in the stereo field alternate between right and left, imparting a “ping pong” effect
<b>Ducking</b>	Delayed notes “duck” out of the way while playing, and fill in gaps when not playing

*All non-FMIC product names and trademarks appearing in this manual are the property of their respective owners and are used solely to identify the products whose tones and sounds were studied during sound model development for this product. The use of these products and trademarks does not imply any affiliation, connection, sponsorship, or approval between FMIC and with or by any third party.*

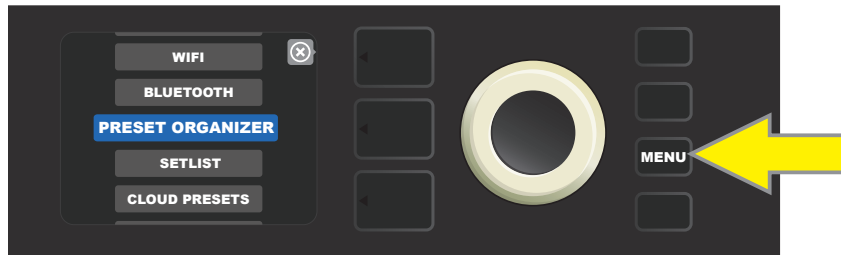
## REVERB EFFECTS

<b>Small Hall</b>	Simulates the kind of bright reverb often heard in, for example, a hall the size of a movie theater
<b>Large Hall</b>	Strong, bright reverb simulating the size of, for example, a major performance hall and other large, cavernous spaces
<b>Small Room</b>	Warmer, less echo-y reverb typical of smaller spaces and classic echo chambers
<b>Large Room</b>	Warm-sounding kind of reverb heard in larger rooms, such as many nightclubs
<b>'63 Spring</b>	Classic early-'60s standalone Fender reverb effect
<b>'65 Spring</b>	Fender reverb effect built into classic mid-'60s Fender amps
<b>Large Plate</b>	The reverb type heard on countless recordings, based on the classic (and pool table-sized) EMT 140
<b>Arena</b>	Simulates the long-trailing reverberation typical of large stadiums and arenas
<b>Ambient</b>	Subtle reverb effect typical of notably smaller spaces (even smaller than Small Room reverb above)
<b>Small Plate</b>	Resonantly metallic reverb with more density and flatness than room and hall reverbs
<b>Shimmer</b>	Sonically radiant combination of reverb and two-octave pitch shift
<b>GA-15 Reverb</b>	Based on the '60s-era Gibson GA-15 guitar amp reverb, unique in its ability to go "full wet" (no dry signal)

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## MENU FUNCTIONS

Just to the right of the ENCODER is a vertical column of four utility buttons. The third one down is the MENU utility button, which enables access to a variety of Rumble Studio 40/Stage 800 special functions (*see illustration below*). These functions are referenced elsewhere in this manual; all are listed and briefly described here.



After pressing the MENU utility button, use the ENCODER to scroll through and select one of Rumble Studio 40/Stage 800's 10 different MENU functions. These functions are:

**SETLIST:** For creation and use of Setlists containing user-selected groups of presets (*see pages 34-37*).

**CLOUD PRESETS:** Enables cloud preset storage and use (*see pages 59-60*).

**TUNER:** Enables use of Rumble Studio 40/Stage 800's built-in chromatic tuner (*see page 43*).

**GLOBAL EQ:** Enables access to different equalization curves for easier adjustment of overall amp response to different acoustic environments (*see page 58*).

**FOOTSWITCH:** For selection of MGT-4 footswitch and EXP-1 Expression Pedal (*see pages 45-56*).

**AMP SETTINGS:** Enables restoration of factory presets and amplifier settings (*see page 57*).

**ABOUT THIS AMP:** Displays the amp's current firmware version (*see page 60*).

**WIFI:** For turning WiFi on/off, selecting and connecting to a network, and adding a password (*see pages 38-40*).

**BLUETOOTH:** For accessing and using Rumble Studio 40/Stage 800's Bluetooth functionality (*see pages 41-42*).

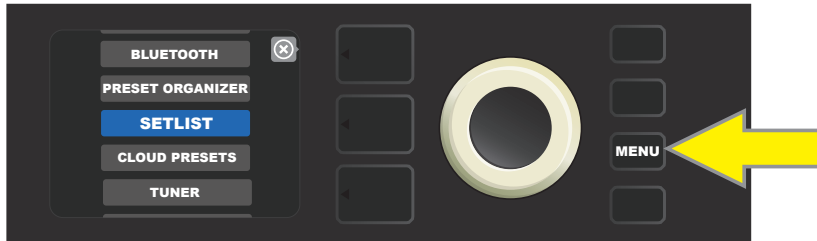
**PRESET ORGANIZER:** For moving, renaming and clearing presets; and for restoring all presets to original factory settings (*see pages 6-9*).



# SETLISTS

For individual convenience, presets can be grouped together in “Setlists.” These are user-created groups containing any arrangement of presets ideal for a particular situation—a gig or rehearsal, a favorites list, genre, artist list, etc. Simple to create, edit, name and even delete, Setlists personalize and streamline the Rumble Studio 40/Stage 800 experience so that users can access multiple presets quickly and easily. Presets within a given Setlist can also be selected using the MGT-4 Footswitch (*see page 49*).

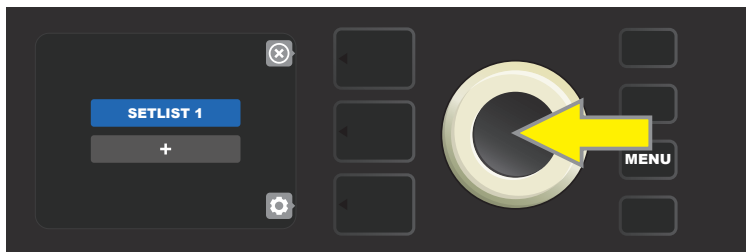
To create a Setlist, first press the MENU utility button and use the ENCODER to scroll to and select SETLISTS:



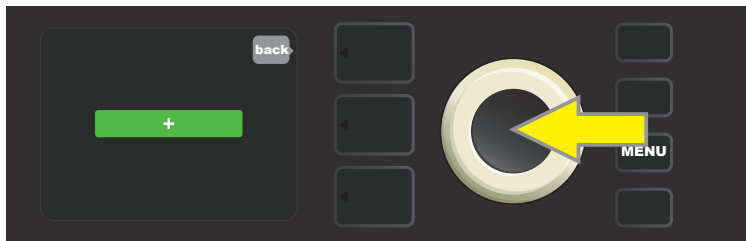
A green plus-sign box will appear; press the ENCODER on it to create a new Setlist:



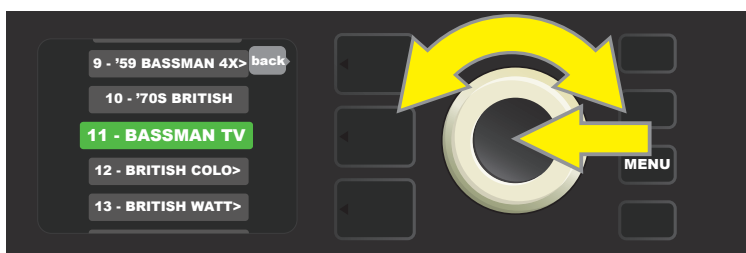
A blue box labeled “SETLIST 1” will appear; press the ENCODER on SETLIST 1 to begin adding presets to it:



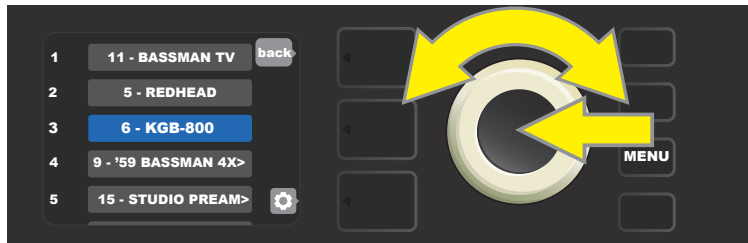
The green plus-sign box will then reappear; press the ENCODER on it to see a list of presets to select from:



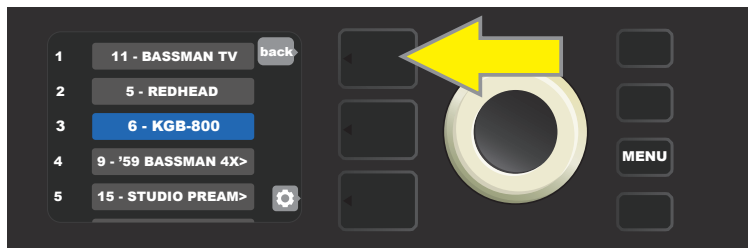
Use the ENCODER to scroll among presets to add to SETLIST 1, then press the ENCODER to select a desired preset:



The selected preset is now added to SETLIST 1; repeat the previous two steps to add additional presets to SETLIST 1. Once multiple presets have been added to SETLIST 1, use the ENCODER to scroll through and activate different presets within the selected Setlist:



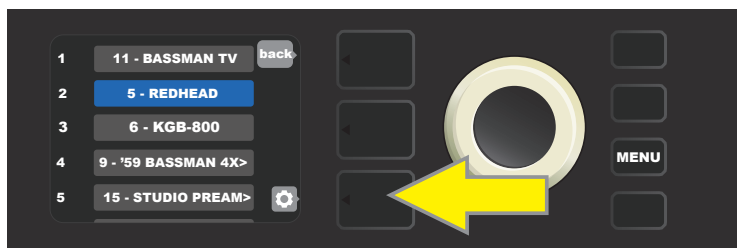
When finished creating and using a Setlist, return to main preset mode by pressing the top LAYER BUTTON. Note that when doing this, the PRESET LAYER will display whichever preset was last highlighted in the Setlist:



To create subsequent additional Setlists, repeat the steps on page 34 and above. These will automatically be labeled "SETLIST 2," "SETLIST 3" and so on in numerical order.

## DELETING AN INDIVIDUAL PRESET FROM A SETLIST

Once a Setlist is created, individual presets within them can easily be deleted if necessary (*to delete an entire Setlist, see page 37*). To delete a *single* preset within a Setlist, highlight the preset to be deleted by scrolling to it using the ENCODER; press the CONTROLS LAYER button corresponding to the "gear" icon in the DISPLAY WINDOW:

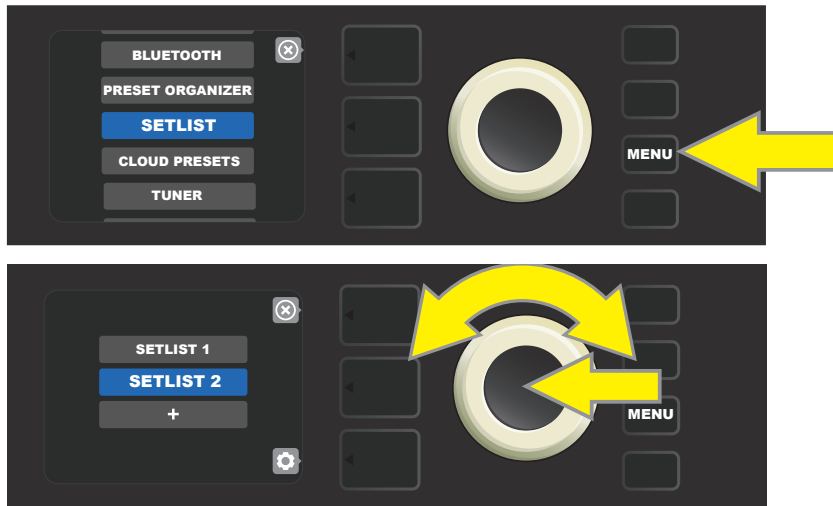


"DELETE" will then appear in a blue box; press the ENCODER on it to delete that preset. Alternately, press the PRESET LAYER button corresponding to "back" in the DISPLAY WINDOW to *not* delete the preset from the Setlist:

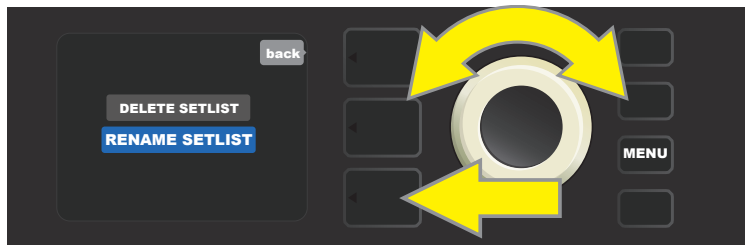


## NAMING SETLISTS

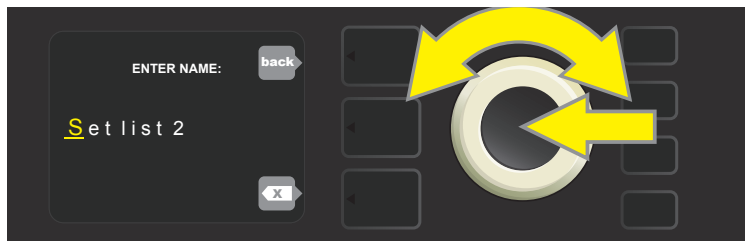
For personalized organization, a Setlist can be given a name other than its numerical designation (i.e., "SETLIST 1," SETLIST 2," etc.). This can be any name the user wants. To name a Setlist, first press the MENU utility button and use the ENCODER to scroll to and select SETLISTS, then use the ENCODER to scroll to the Setlist to be renamed (see illustrations below).



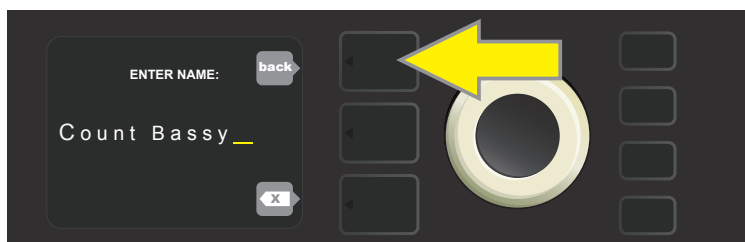
Press the LAYER BUTTON corresponding with the "gear" icon, then use the ENCODER to scroll to and select the "RENAME SETLIST" option (see illustration below).

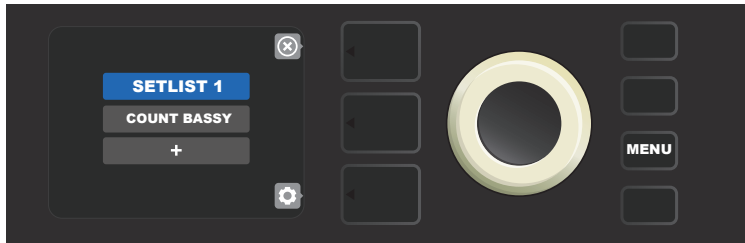


Use the ENCODER to enter a new name using the process described on page 11 (see illustration below).



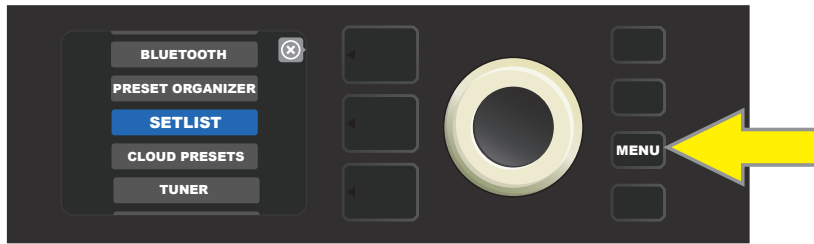
When entering a new Setlist name is completed, press the LAYER BUTTON corresponding to the onscreen prompt "done." The Setlist menu will then appear with the newly named Setlist in place (see illustrations below and on next page).



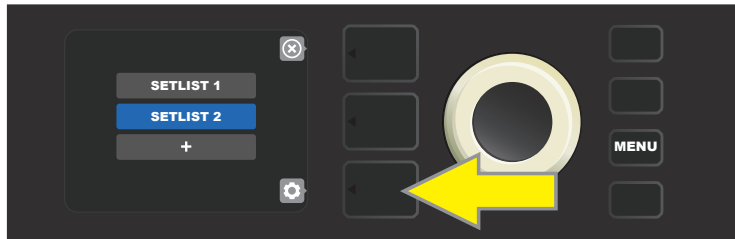


## DELETING SETLISTS

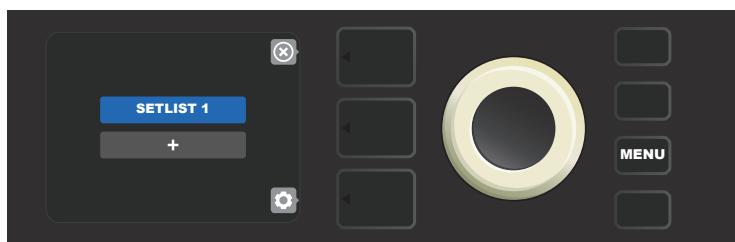
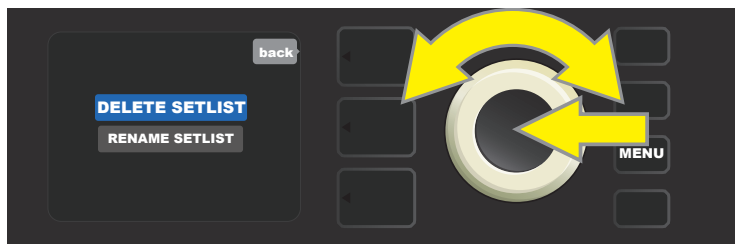
An entire Setlist can also be deleted. To do this, enter the Setlist menu by pressing the MENU utility button and using the ENCODER to scroll to and select SETLISTS (see illustration below).



Use the ENCODER to scroll to the Setlist to be deleted; then press the bottom LAYER BUTTON corresponding with the "gear" icon in the DISPLAY WINDOW (see illustration below).



From the menu shown, use the ENCODER to scroll to "DELETE SETLIST"; press the ENCODER on it to delete the selected Setlist (see illustrations below). Alternately, press the top LAYER BUTTON corresponding to "back" (x) in the DISPLAY WINDOW to not delete the Setlist. After a Setlist is deleted, the user is returned to the Setlist menu.



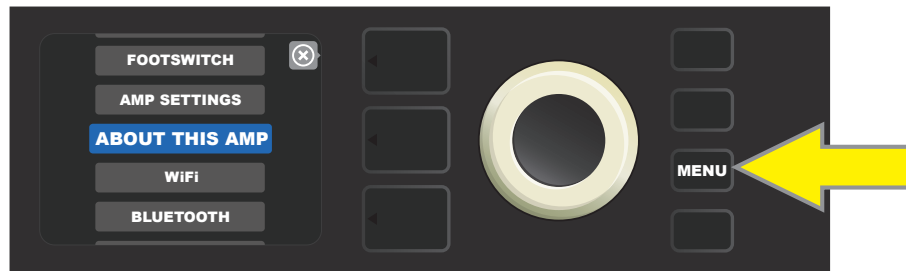
## WIFI USE

Rumble Studio 40/Stage 800's WiFi connectivity delivers easy wireless network access, enabling users to get the latest Rumble Studio 40/Stage 800 firmware updates (*see page 61*). To get started, press the MENU utility button and use the ENCODER to scroll to "WiFi," then press the ENCODER to access WiFi settings.

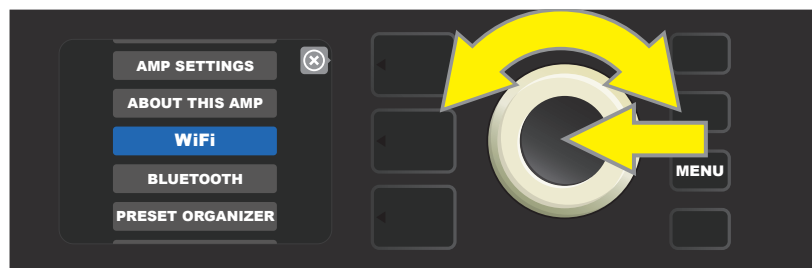
The default WiFi setting is "off," indicated by a red box labeled "WiFi OFF." Press the ENCODER again to turn WiFi on, indicated by a green box labeled "WiFi ON." When WiFi is on, use the ENCODER to scroll through available networks; select a network by pressing the ENCODER on it. If a known network is not displayed, it can be entered manually by selecting the "ADD HIDDEN NETWORK" option at the end of the list of available networks and using the ENCODER to enter the characters using the process described on page 11. Once a network is chosen, select "CONNECT" from the menu shown by pressing the ENCODER on it (*other options in this menu are covered on page 40*).

After choosing "CONNECT," the amp will then prompt the entry of a password. To spell out a password, press the ENCODER once to activate the cursor and turn it to choose a character. Press ENCODER again to enter that character and move to the next; repeat until password is complete. When password is complete, press the *top* LAYER button (corresponding with onscreen prompt "done"). Successful network connection is indicated by a green dot to the left of the network name. All steps are illustrated below and on the following page.

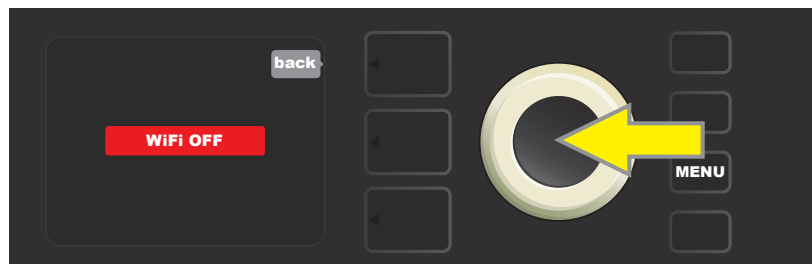
Note that pressing the PRESET LAYER and CONTROLS LAYER buttons also enable closing out of some menus (indicated by an "x") or returning to the previous step (indicated by the label "back").



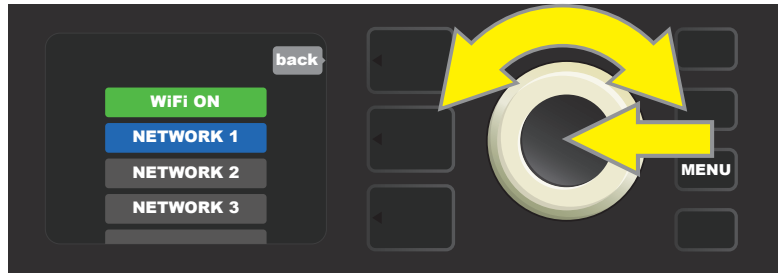
To enable WiFi, first press the MENU utility button.



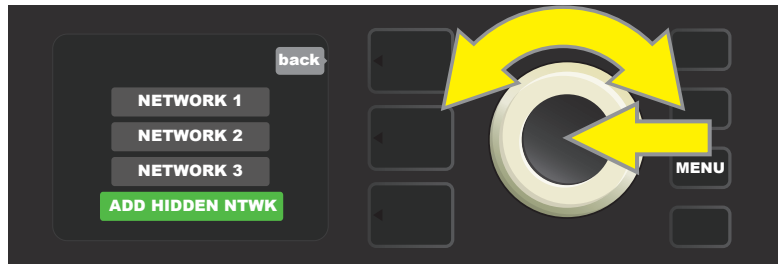
Use the ENCODER to scroll through the menu to "WiFi," then press the ENCODER to access WiFi settings.



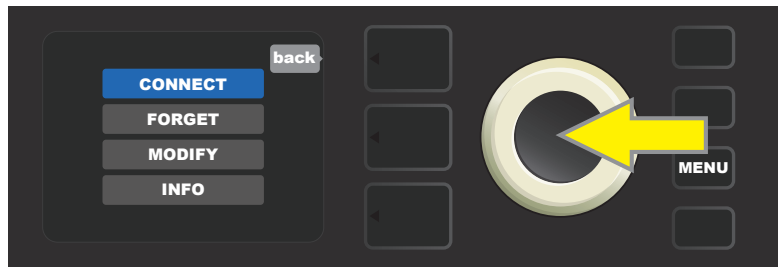
The default WiFi setting is "off" (labeled in a red box); press the ENCODER to turn WiFi on (labeled in a green box).



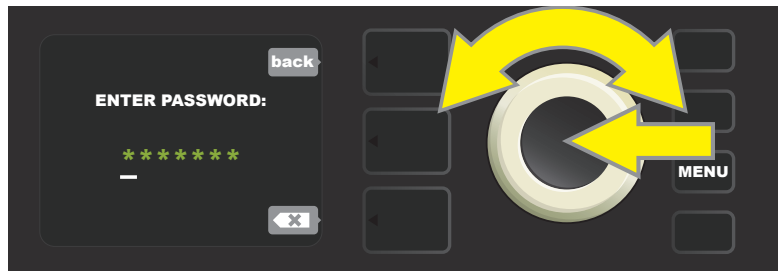
When WiFi is on (as labeled in green box), use the ENCODER to scroll through available networks; select a network by pressing the ENCODER on it.



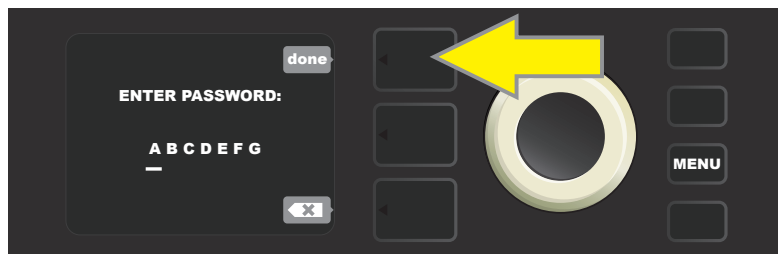
A network can be accessed manually by scrolling to and selecting "ADD HIDDEN NETWORK," and entering characters by turning and pressing the ENCODER.



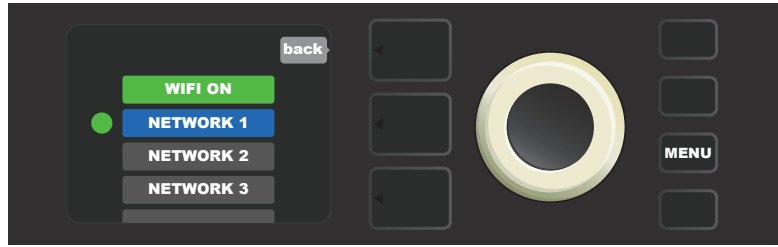
After choosing a network, select "CONNECT" from the menu shown by pressing the ENCODER on it (other options on this menu are covered on page 40).



After selecting "CONNECT," enter a password by turning and pressing the ENCODER to add each character.

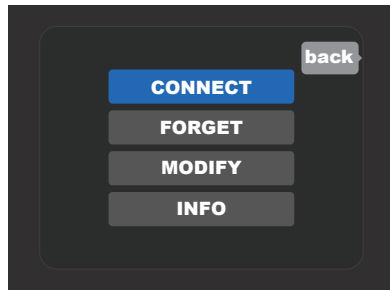


When password is complete, press the PRESET LAYER button (corresponding with onscreen prompt "done").



A green dot to the left of the network name indicates successful network connection.

When the amp's WiFi is turned on, there are other network menu options in addition to "CONNECT." These are labeled "FORGET," "MODIFY" and "INFO" (see illustration below). Use the ENCODER to scroll through and select one of these options, which are described below.



Close-up detail of DISPLAY WINDOW showing additional WiFi network options "FORGET," "MODIFY" and "INFO".

**FORGET:** For disconnecting a network and removing it from the amp's memory. To re-establish a connection with a "forgotten" network, follow the steps for "ADD HIDDEN NETWORK" (pages 38-39).

**MODIFY:** For modifications to the current network's displayed "SSID," "PROTOCOL" and "PASSWORD" parameters. Use the ENCODER to scroll to and select one of these parameters, then turn and press the ENCODER to enter individual characters until modifications are complete.

**INFO:** Displays the current network's name (SSID), signal description, protocol, and connection status. This information can *not* be modified by the user.

## WiFi CONNECTION USING FENDER TONE™ APP

In addition to connecting to a WiFi network from Rumble Studio 40 or Rumble Stage 800 itself, WiFi can also be accessed using the Fender Tone app.

To do so, open the Fender Tone app on a mobile device and go into "Settings." Then connect to Bluetooth and select the "WiFi" option. From the "CHOOSE A NETWORK" screen, select "MANUAL SETUP." The "MANUAL SETUP" screen displays a list of three items from which the user can make a selection:

- **NETWORK NAME:** Use ENCODER to enter network name here.
- **SECURITY WPA/NONE:** Use ENCODER to select "WPA" if a password is needed; select "NONE" if not.
- **PASSWORD:** Use ENCODER to enter password and select "CONNECT" to initiate WiFi access.



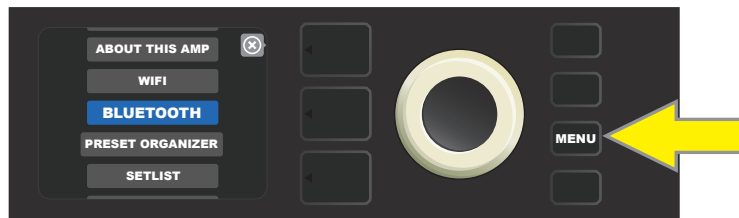
# BLUETOOTH USE

Rumble Studio 40/Stage 800 features Bluetooth connectivity for easy pairing with streaming audio devices and the Fender Tone™ application.

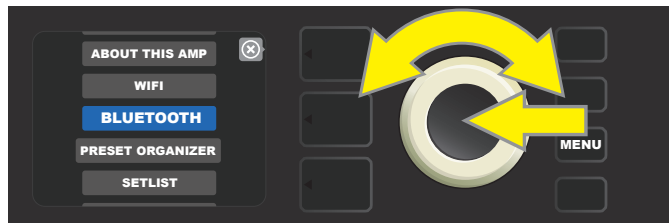
To enable Bluetooth, press the MENU utility button and use the ENCODER to scroll to and select “BLUETOOTH.” The default setting is “on,” indicated by a green box labeled “BLUETOOTH ON”; select “RUMBLE” on the external device being connected to the amp. Use the ENCODER to scroll to and select this box to turn Bluetooth off if so desired, indicated by a red box labeled “BLUETOOTH OFF” (see illustrations below).

When pairing a mobile device with Bluetooth with Rumble Studio 40/Stage 800, an onscreen prompt will appear in the amplifier’s DISPLAY WINDOW asking the user to confirm pairing with the device. Use the ENCODER to scroll to and select either “YES” or “NO.” Once a mobile device has been paired with Rumble Studio 40/Stage 800 for the first time, the amplifier will “remember” that device and will *not* ask for repeat verification unless the user subsequently chooses to “forget” Rumble Studio 40/Stage 800 on that mobile device.

Users who wish to rename Rumble Studio 40/Stage 800 on their external devices can do so by using the ENCODER to scroll to and select “RENAME AMP”; then using the ENCODER to enter a new name using the process described on page 11. Note that Bluetooth audio streaming and USB audio (page 44) can *not* be used simultaneously.



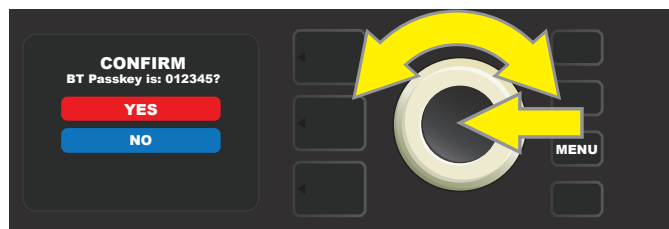
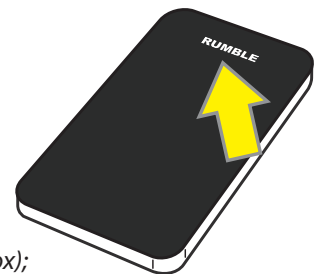
To enable Bluetooth, first press the MENU utility button.



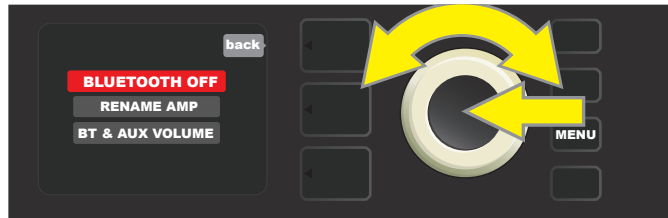
Use the ENCODER to scroll through the menu to “BLUETOOTH,” then press the ENCODER to access Bluetooth settings.



The amp’s default Bluetooth function is “ON” (as labeled in green box); select “RUMBLE” on external device.



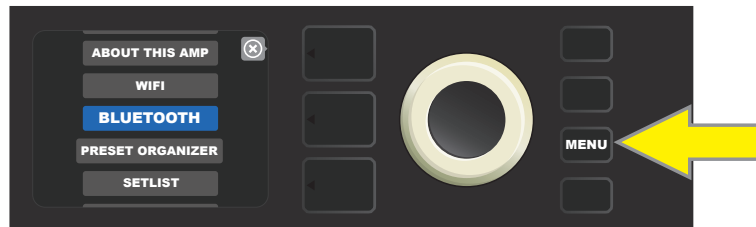
When first pairing a Bluetooth device with Rumble Studio 40/Stage 800, an onscreen prompt in the amplifier’s DISPLAY WINDOW will ask for pairing verification; use the ENCODER to scroll to and select either “YES” or “NO.”



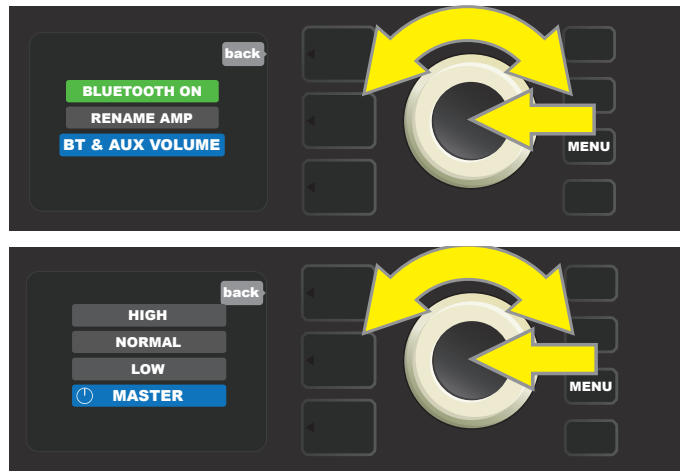
To turn Bluetooth off, use the ENCODER to scroll to “BLUETOOTH OFF”; press ENCODER to turn Bluetooth off, as indicated in red box.

## BLUETOOTH/AUXILIARY INPUT AUDIO VOLUME

When playing audio from an external source (Bluetooth streaming or direct connection using top panel auxiliary input) through Rumble Studio 40/Stage 800, there are four options for controlling external audio volume, including the default setting automatically in use. To access audio volume control options, first press the MENU button and use the ENCODER to scroll to and select “BLUETOOTH” (see illustration below).



Use the ENCODER to scroll to and select “BT & AUX VOLUME”; then scroll to and select one of four options (see illustrations below).

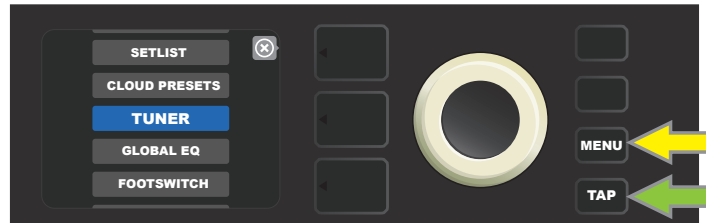


- **HIGH, NORMAL, LOW:** In these three settings, the external audio level uses a fixed gain setting to better control volume range appropriate for the environment (i.e., a living room or office); external audio volume is controlled by the source and is *not* affected by the MASTER VOLUME control knob on the amplifier. This simplifies balancing the mix of instrument and external audio signals once the external audio device is set to a comfortable level. NOTE: To avoid large and unwanted volume increases, turn down external audio device volume *before* selecting the NORMAL or HIGH options.
- **MASTER:** This is the default setting, in which the external audio is set to the highest fixed gain level while both instrument volume *and* external audio volume are conveniently controlled by the MASTER VOLUME knob on the amplifier. To balance the mix of instrument and external audio signals, first set the MASTER VOLUME control knob on the amplifier to the desired instrument level; then adjust the volume control on the external audio device to the preferred level.

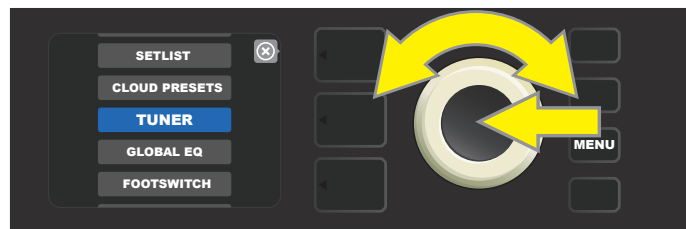
After option is selected, press MENU utility button or LAYER BUTTON corresponding to onscreen prompt “back.”

## BUILT-IN TUNER

To access Rumble Studio 40/Stage 800's built-in chromatic tuner, press and hold TAP utility button for two seconds, or press the MENU utility button and select TUNER by turning and pressing the ENCODER. When a note is sharp or flat, its letter name will appear in a yellow circle either to the left (flat) or right (sharp) of the vertical center line, along with a precise numerical pitch value (in cents) that appears at the bottom of the DISPLAY WINDOW. When the note is in tune, the circle will turn green and will be centered exactly on the vertical center line. When finished tuning, exit the tuner by pressing the PRESET LAYER button (see illustrations below). Note that tuner use mutes speaker output. The MGT-4 Footswitch also has a tuning function (see page 52).



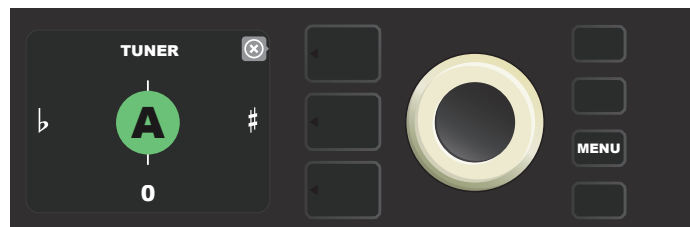
To access the tuner, press the MENU utility button (yellow arrow) for a list of options including the tuner, or press and hold the TAP utility button (green arrow).



Select TUNER from the list by turning and pressing the ENCODER (or by pressing and holding the TAP utility button for two seconds).



If not in tune, the note played will appear in a yellow circle to the left (flat) or right (sharp) of the vertical center line. The pitch value in cents appears at bottom.



When in tune, the note played will appear in a green circle centered on the vertical center line.



Exit the tuner by pressing the PRESET LAYER button.

## AUXILIARY AND HEADPHONE JACKS

The Rumble Studio 40/Stage 800 control panel has two 1/8"-inch jacks—an auxiliary input for external mobile/audio devices and an output for convenient headphone use (headphone output mutes speaker output).

For volume control of streaming audio and other devices connected to the auxiliary input, see instructions on page 42 for “Bluetooth/Auxiliary Input Streaming Audio Volume.”

## USB CONNECTIVITY

The Rumble Studio 40/Stage 800 rear panel features a USB audio port for recording. Using a micro USB cable (not included), connect a computer with recording software to this port. No external driver is needed to connect to an Apple computer. To connect to a Windows-based computer, the user must download the ASIO driver setup with the **Fender Mustang device**, available at <https://support.fender.com/hc/en-us/articles/214343123-How-do-I-know-which-ASIO-Driver-to-use->.

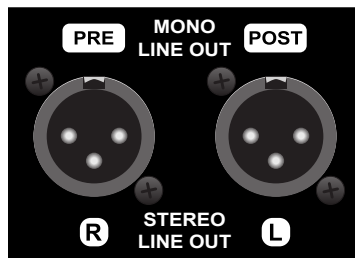
Note that the AMP SETTINGS menu (*see page 57*) includes a gain control specifically for use when recording using the rear-panel USB audio port. Note also that USB audio and Bluetooth audio streaming (*see page 41*) can *not* be used simultaneously.



Close-up detail of rear-panel USB port.

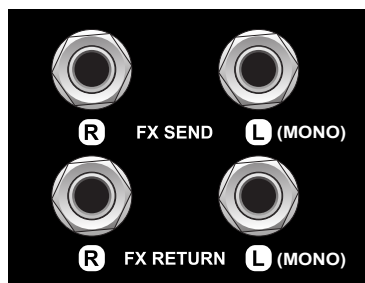
## LINE OUT AND FX SEND/RETURN

Rumble Studio 40/Stage 800 amplifiers feature rear-panel balanced line outputs for connection to external recording and sound reinforcement equipment. The line out default setting is two mono outputs—“PRE” (direct and unaffected signal) and “POST” (includes all onboard processing). These outputs can also be configured for stereo (post). This setting is configured using the “AMP SETTINGS” menu option (*see page 57*).



Close-up detail of rear-panel balanced line outputs.

Rumble Studio 40/Stage 800’s effects loop has right/left FX send and right/left FX return jacks for mono or stereo external effects use (*see illustration below*). Use left channel for mono effects. Note that effects connected to these jacks are “global” (not preset-specific) and will act as the *last* elements in the signal path.



Close-up detail of rear-panel FX send/return jacks.

## FOOTSWITCH USE

Two foot-control devices can be used with Rumble Studio 40/Stage 800 amplifiers—the **MGT-4 Footswitch** and the **EXP-1 Expression Pedal**.

The four-button MGT-4 Footswitch comes with Rumble Stage 800 and is optional for Rumble Studio 40. It enables convenient remote foot control of several functions, including the built-in tuner, amp preset selection, Setlist preset selection, Quick Access preset selection, effects bypass, 60-second looper and more. The EXP-1 Expression Pedal, optional for Rumble Studio 40 and Rumble Stage 800, is a dual-mode digital pedal that controls Rumble Studio 40/Stage 800 volume and amp/effect parameters.

Each pedal can be used individually by connecting to the “FOOTSWITCH” jack on the amp’s rear panel, or both pedals can be used simultaneously by “chaining” them together (instruction on how to do this are found on the bottom of the EXP-1 Expression Pedal).

### MGT-4 FOOTSWITCH FEATURES

The MGT-4 Footswitch layout consists of four buttons—a MODE button at far left, and three numbered FUNCTION buttons. Four MODE LEDs are at far left (one directly above the MODE button and three below and left of it), with three other FUNCTION LEDs along the top (one above each FUNCTION button) and one more FUNCTION LED in the center just below the DISPLAY WINDOW.



- A. MODE BUTTON:** Used to select among four modes: QUICK ACCESS (“QA”), PRESETS, EFFECTS and LOOPER.
- B. FUNCTION BUTTONS:** These three numbered buttons enable foot control of several Rumble Studio 40/ Stage 800 functions, depending on the footswitch mode in use.
- C. DISPLAY WINDOW:** Displays the footswitch function currently in use.
- D. MODE LEDs:** These four LEDs at far left indicate which of four modes is in use—QUICK ACCESS (“QA,” red), PRESETS (red), EFFECTS (green) and LOOPER (amber). Top MODE LED also serves as a FUNCTION LED (E) in some instances.
- E. FUNCTION LEDs:** Series of red LEDs along top of footswitch and a single green LED just below the DISPLAY WINDOW (C) that indicate various functions in use. Top far-left MODE LED (D) also serves as a FUNCTION LED in some instances.

## MGT-4 FOOTSWITCH: MODES

The MGT-4 Footswitch offers four special Rumble Studio 40/Stage 800 modes—QUICK ACCESS (“QA”), PRESETS, EFFECTS and LOOPER. To choose one, cycle through them by stepping on the MODE button (A) at the far left of the footswitch repeatedly until the desired mode is reached, as indicated by its illuminated MODE LED (D).

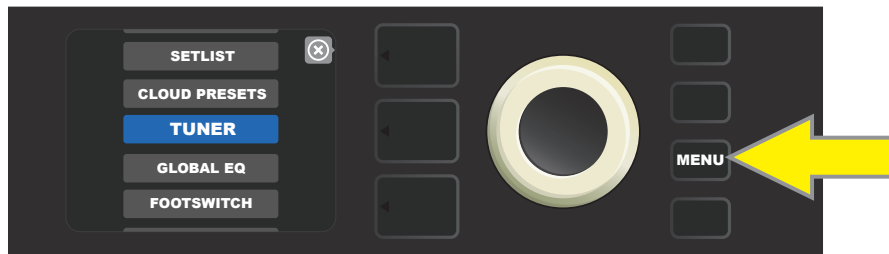
### QUICK ACCESS MODE

QUICK ACCESS mode (“QA”) enables the user to select three presets and assign them to each of the three FUNCTION buttons. To do this, first press the MENU utility button, then use the ENCODER to scroll to and select the “FOOTSWITCH” menu option.

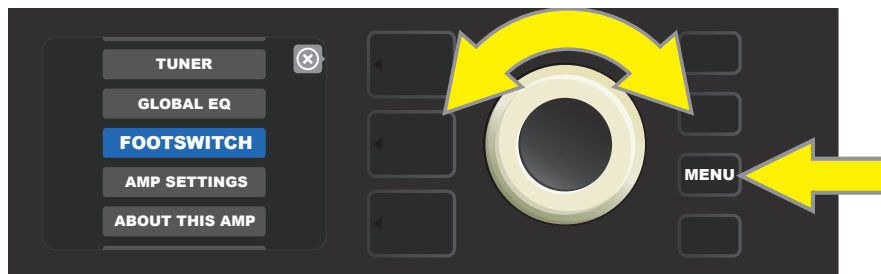
Use the ENCODER to scroll to and select “MGT-4 (4-BUTTON)” from the FOOTSWITCH menu shown; then scroll to and select “QUICK ACCESS” to initiate Quick Access mode.

The first three Rumble Studio 40/Stage 800 presets are the default QUICK ACCESS presets. To assign a *different* preset to any of the three QUICK ACCESS positions, use the ENCODER to scroll to and select the desired QUICK ACCESS slot (1, 2 or 3). Once a slot is selected, scroll through the list of presets shown and press the ENCODER on the desired preset for that QUICK ACCESS slot. Repeat these steps to fill the other two slots.

Once three presets are assigned in QUICK ACCESS mode, they are accessible using the MGT-4 footswitch. Step on the MODE button until “QA MODE” is activated, as indicated by the illuminated red MODE LED at upper far left. The three QUICK ACCESS presets are now assigned to footswitch FUNCTION buttons 1, 2 and 3 respectively. When a FUNCTION button is activated by stepping on it, its corresponding red FUNCTION LED will also illuminate, and the DISPLAY WINDOW will show the QUICK ACCESS preset in use (*see illustrations below and on next page*).

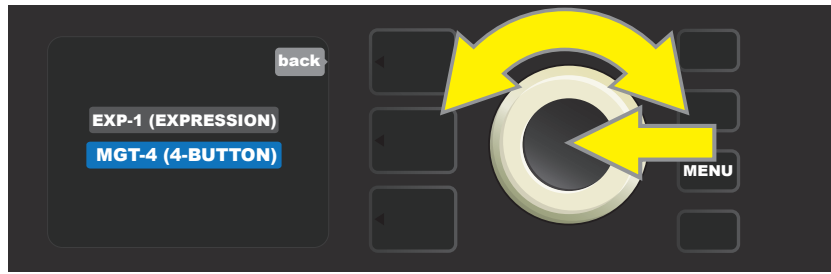


To set up QUICK ACCESS mode, first press the MENU utility button.

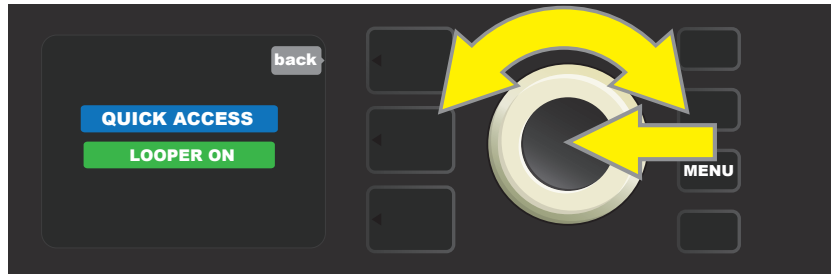


Use the ENCODER to scroll to and select “FOOTSWITCH.”

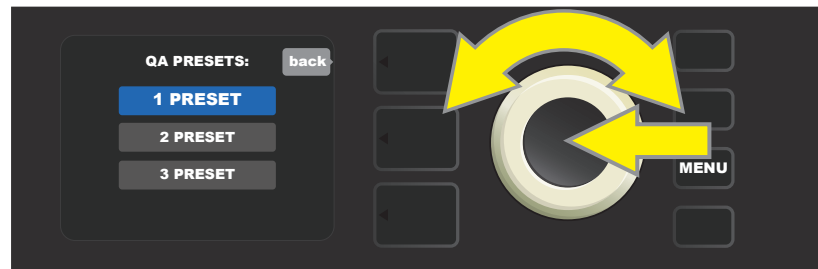




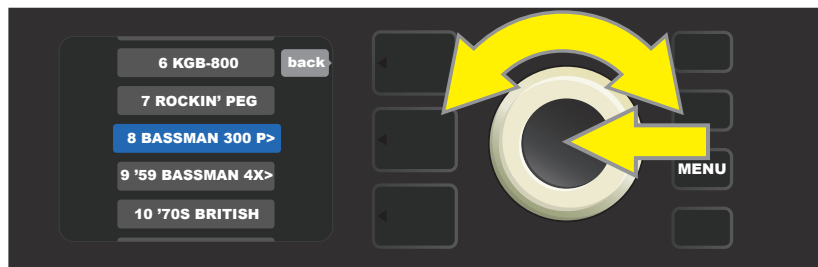
Use the ENCODER to scroll to and select "MGT-4 (4-BUTTON)" from the FOOTSWITCH menu.



Use the ENCODER to scroll to and select "QUICK ACCESS" to initiate Quick Access mode.



Use the ENCODER to scroll to and select one of the three QUICK ACCESS preset slots.



Use the ENCODER to scroll to and select a preset for the preset slot chosen in the preceding step.



Step on the footswitch MODE button (green arrow) to cycle through modes until red "QA MODE" MODE LED illuminates (upper left). The three QUICK ACCESS presets are assigned to FUNCTION buttons 1, 2 and 3 (yellow arrows), each with its own red FUNCTION LED to indicate use. The DISPLAY WINDOW also shows the QUICK ACCESS preset in use (preset 1 in this illustration).



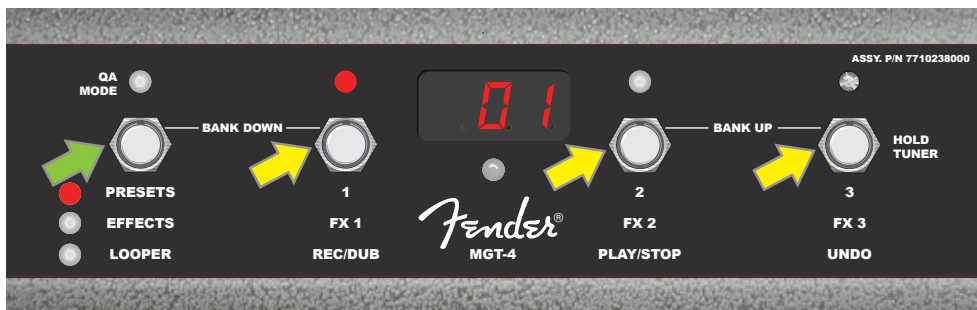
## PRESETS MODE

PRESETS mode enables the user to reach any of Rumble Studio 40/Stage 800's many presets using the MGT-4 Footswitch (*including presets in Setlists; see page 49*). To do this, step on the MODE button until "PRESETS" mode is activated, as indicated by the illuminated red MODE LED directly to the left of the label "PRESETS."

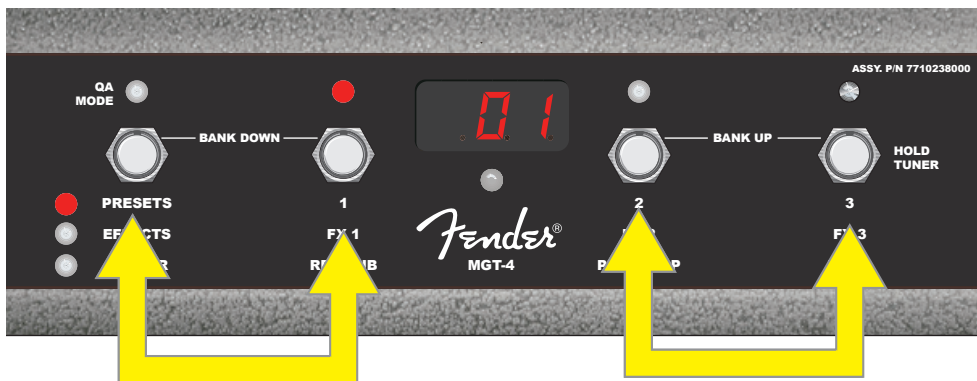
When the MGT-4 Footswitch is in PRESETS mode, presets become available in sequential groups of three called "banks," with each of the three presets in a bank assigned to FUNCTION buttons 1, 2 and 3. To move "upward" through subsequent banks of three presets, step on FUNCTION buttons 2 and 3 simultaneously (these are labeled on the footswitch as "BANK UP" for this purpose). To move "downward" through preceding banks of three presets, step on the MODE button and FUNCTION button 1 simultaneously (these are labeled on the footswitch as "BANK DOWN" for this purpose).

When the bank containing the desired preset is reached, select the desired preset within that bank by stepping on its corresponding FUNCTION button. When the desired preset has been selected, its corresponding red FUNCTION LED will illuminate, and the DISPLAY WINDOW will show the preset in use (*see illustrations below*).

*Note that when activating PRESETS mode, the MGT-4 Footswitch will automatically set itself to whatever Rumble Studio 40/Stage 800 preset is already set on the amp. This preset will be assigned to the footswitch FUNCTION button corresponding to the preset's position within its bank (1, 2 or 3). For example, if the amp is set to preset number 33, the MGT-4 Footswitch in PRESETS mode will also be set to preset number 33 and will assign that preset to FUNCTION button 3 (the third preset in the bank containing presets 31, 32 and 33).*



Step on the footswitch MODE button (green arrow) to cycle through modes until red "PRESETS" MODE LED illuminates. A "bank" of three presets containing whichever preset is already set on the amp is assigned to FUNCTION buttons 1, 2 and 3 (yellow arrows), each with its own red FUNCTION LED to indicate use. The DISPLAY WINDOW also shows the preset in use (preset 1 in this illustration).



In PRESETS mode, move up through succeeding preset banks ("BANK UP") by stepping on FUNCTION buttons 2 and 3 simultaneously (double arrow at right). To move down through preceding preset banks ("BANK DOWN"), step on MODE button and FUNCTION button 1 simultaneously (double arrow at left). Select a preset within its bank by stepping on its corresponding FUNCTION button (button 1 in this illustration).

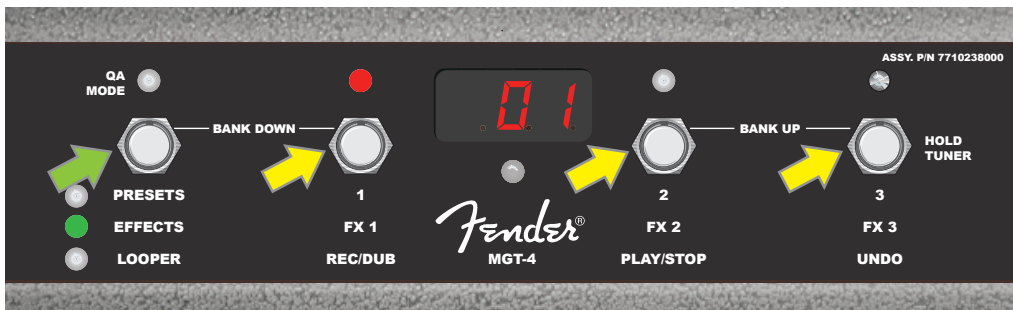
When the MGT-4 Footswitch is in Presets mode and Rumble Studio 40/Stage 800 is in Setlist mode, the MGT-4 Footswitch can be used to select presets within a given Setlist.

Thus configured, the first three presets within a Setlist are assigned to MGT-4 Footswitch FUNCTION buttons 1, 2 and 3; simply step on the button corresponding to the desired preset. If the Setlist has more than three presets, reach them by using the footswitch “BANK UP” and “BANK DOWN” functions described on page 48.

NOTE: The MGT-4 Footswitch is *not* used to enter Setlist mode on the amplifier, or to select a Setlist from the Setlist menu. It is used *only* to select presets within a single Setlist.

## EFFECTS MODE

EFFECTS mode enables the user to bypass any of the first three effects in a preset. To do this, step on the MODE button until “EFFECTS” mode is activated, as indicated by the illuminated green MODE LED directly to the left of the label “EFFECTS.” Within whichever preset is already set on the amp, the first three effects in that preset (if any) are assigned to FUNCTION buttons 1, 2 and 3 (also labeled on the footswitch as “FX 1,” “FX 2” and “FX 3” for this purpose). When an effect is on, the corresponding red FUNCTION LED above the effect’s assigned FUNCTION button will be illuminated. To bypass an effect, step on its corresponding FUNCTION button, at which point its red FUNCTION LED will turn off (*see illustration below*).



Step on MODE button (green arrow) to cycle through modes until green “EFFECTS” MODE LED illuminates. The first three effects in the preset active in the amp are assigned to FUNCTION buttons 1, 2 and 3 (yellow arrows); each with its own red FUNCTION LED to indicate use. In the example shown above, the preset effect assigned to FUNCTION button 1 (FX 1) is on, and can be bypassed by stepping on that button.

## LOOPER MODE

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



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



When finished playing first musical passage, stop recording and automatically begin playback of first passage by stepping on FUNCTION button 2 (yellow arrow in illustration below), labeled "PLAY/STOP." The red FUNCTION LED above FUNCTION button 1 will stop flashing, the red FUNCTION LED above FUNCTION button 2 will illuminate, and the DISPLAY WINDOW will indicate playback by showing "PLA" (see illustration below). To stop playback, step on FUNCTION button 2 again; the DISPLAY WINDOW will show "STP" (not shown in illustration below).



Alternately, when finished playing the first musical passage, step on FUNCTION button 1 (yellow arrow in illustration below) again to go straight into overdub mode; the red FUNCTION LED above FUNCTION button 1 will continue flashing and the DISPLAY WINDOW will show "DUB," indicating that the LOOPER is now in overdub mode and a second musical passage can be recorded over the first. Overdub mode can also be activated during playback of the first passage or after stopping playback by stepping on FUNCTION button 1 again. Continue overdubbing musical passages as often as desired. After an overdub is recorded, step on FUNCTION button 2 (green arrow in illustration below) to start and stop playback of all recorded parts (see illustration below).



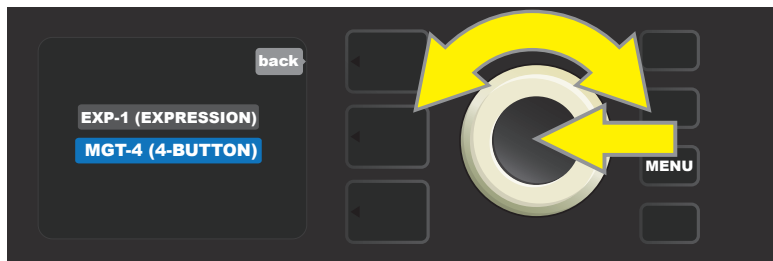
While recording, playing back or stopped on the first musical passage, the user can undo the recording if desired by stepping on FUNCTION button 3 (yellow arrow in illustration below), labeled “UNDO.” When doing so, recording will stop and the DISPLAY WINDOW will show three dashes, indicating that whatever had been recorded is now erased. Once overdubs have been added, however, the UNDO function applies only to the last overdub recorded; preceding overdubs cannot be undone (see illustration below). To initiate a new looping session, from STOP mode simply step on the “REC” button (FUNCTION button 1).



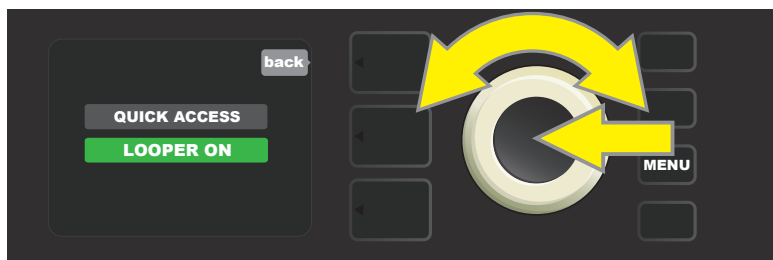
To avoid inadvertently starting the looper while playing, the looper can be turned off. To do so, press the MENU utility button; then use the ENCODER to scroll to and select “FOOTSWITCH” (see illustration below).



Use the ENCODER to scroll to and select “MGT-4” (see illustration below).



Use the ENCODER to scroll to “LOOPER ON” and press the ENCODER to turn the looper off (see illustrations below). To turn the looper back on, scroll to “LOOPER OFF” and press the ENCODER.





## MGT-4 FOOTSWITCH: TUNER

The MGT-4 Footswitch can also be used for hands-free tuning. To do this, step on and briefly hold FUNCTION button 3 (labeled “HOLD TUNER” for this purpose; yellow arrow) to activate the chromatic tuner. The note closest to the sought-after pitch appears in the DISPLAY WINDOW; two red FUNCTION LEDs along upper left illuminate to indicate degrees of flatness, while two red FUNCTION LEDs along upper right illuminate to indicate degrees of sharpness. When correct pitch is attained, the center FUNCTION LED beneath the DISPLAY WINDOW illuminates green. When tuning is completed, step on FUNCTION button 3 again to return to play mode (see illustrations below). Note that MGT-4 Footswitch tuner use mutes speaker output.



To activate the MGT-4 Footswitch tuning function, step on and briefly hold FUNCTION button 3 (yellow arrow). In the example shown here, an “A” note is displayed as being particularly flat, as indicated by the red FUNCTION LED at upper far left (green arrow).



In the example shown here, the “A” note is displayed as being slightly sharp, as indicated by the red FUNCTION LED at upper inside right (yellow arrow).



In the example shown here, the “A” note is displayed as being at the correct pitch, as indicated by the green FUNCTION LED centered below the DISPLAY WINDOW (yellow arrow). When tuning is complete, step on FUNCTION button 3 (green arrow) to exit the footswitch tuning function.

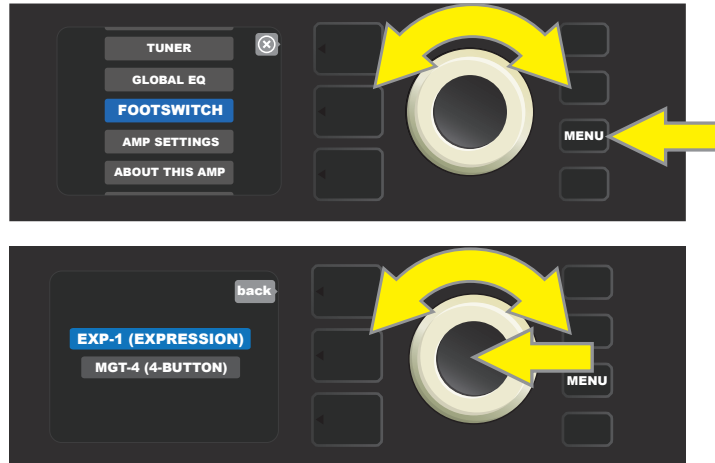
## EXP-1 EXPRESSION PEDAL

The EXP-1 Expression Pedal is a dual-mode foot controller that enables the user to control master volume (“Volume” mode) and various amp and effect parameters (“Expression” mode).

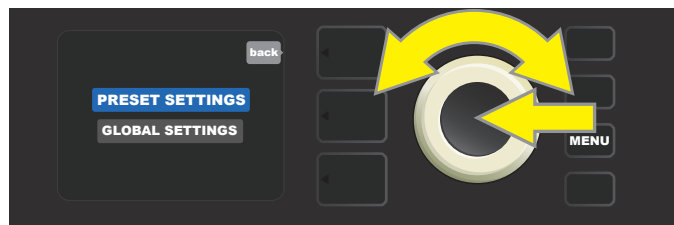


Switch between Volume and Expression modes by stepping on the toe switch (top of the pedal). Red and green LEDs indicate the mode in use. Volume mode—indicated by the green LED—controls master volume or can be turned off. Expression mode—indicated by the red LED—controls Rumble Studio 40/Stage 800 parameters such as wah frequencies, modulation effect rates, etc.

To set up the EXP-1, connect it to the footswitch jack on the back of the amp and turn the amp on. Press the MENU utility button on the amp and use the ENCODER to scroll to and select the “FOOTSWITCH” menu option. Then use the ENCODER to scroll to and select “EXP-1 (EXPRESSION)” from the menu shown (*see illustrations below*).

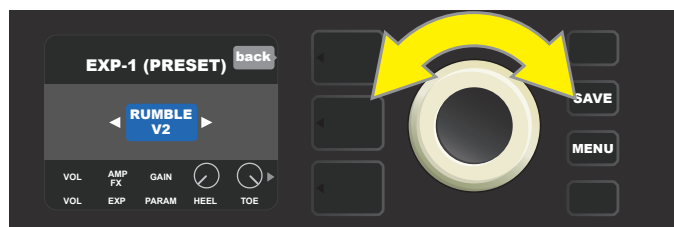


A prompt will appear to select “PRESET SETTINGS” or “GLOBAL SETTINGS” (*see illustration below*); use the ENCODER to select one. PRESET SETTINGS is used to assign the EXP-1 to a specific amp or effect *within a particular preset*, in which a wide variety of parameters can be modified, depending on the amp or preset in use. GLOBAL SETTINGS is used to configure parameters that will affect *all* presets. Both are described in more detail below.



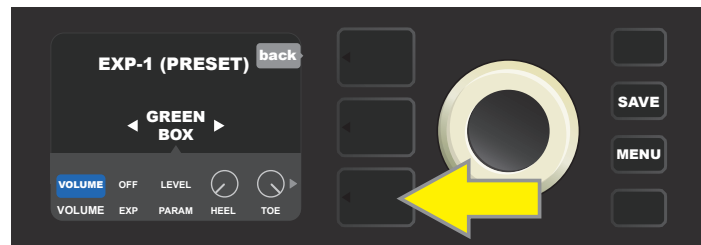
### PRESET SETTINGS

As noted above, PRESET SETTINGS is used to assign the EXP-1 to a specific amp or effect within a particular preset. To do this, press the ENCODER on PRESET SETTINGS, and the middle SIGNAL PATH LAYER will show—one at a time—the amp and effects in that preset to which the EXP-1 can be assigned. The user can scroll through these by turning the ENCODER (*see illustration below*).



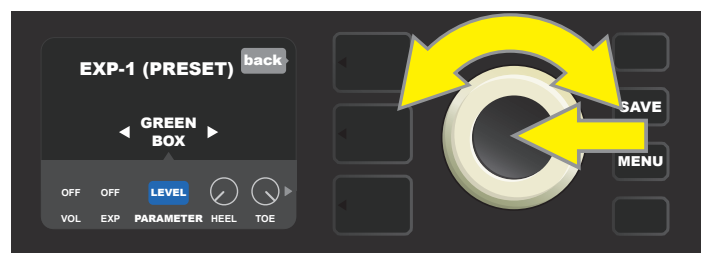
*In EXP-1 PRESET SETTINGS, the amp and effects in a preset to which the EXP-1 can be assigned are shown one by one in the SIGNAL PATH LAYER; the ENCODER is used to scroll through them.*

Once an amp or effect is highlighted in the SIGNAL PATH LAYER, the CONTROLS LAYER below it will show several configurable EXP-1 items for that particular preset. Press the CONTROLS LAYER button to enter the CONTROLS LAYER (see illustration below).



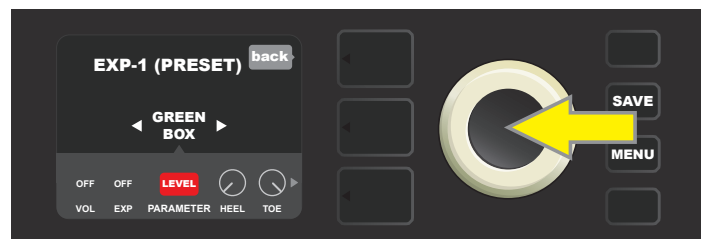
To assign the EXP-1 to a specific effect within a preset, press the CONTROLS LAYER button (yellow arrow) to access items including the parameter settings ("PARAM") for the effect. In the example shown here, the EXP-1 will control a Green Box overdrive effect.

Use the ENCODER to scroll to and select "PARAMETER," for selecting a control parameter of the amp/effect shown in the SIGNAL PATH LAYER to be controlled using the EXP-1 in Expression mode (see illustration below).



Use the ENCODER (yellow arrow) to scroll to "PARAMETER," which encompasses the individual controls for the effect highlighted in the SIGNAL PATH LAYER. In the example shown here, "LEVEL" is one of the Green Box overdrive parameters that can be assigned to the EXP-1.

When selected, the parameter box will change from blue to red and the ENCODER can then be used to scroll through different control parameters; press the ENCODER on any of these to change their settings for EXP-1 pedal use (see illustration below). When a control is selected, it will turn from blue to red, indicating that it can now be adjusted. When adjustment is complete, press the ENCODER again, and the control will return to blue with the new parameter value in place.



From the example above, press the ENCODER (yellow arrow) on "LEVEL." Its box will change from blue to red, indicating that adjustments can then be made to that parameter of the Green Box overdrive effect for EXP-1 use.

Once a parameter adjustment is complete, press the SAVE utility button to keep changes (see illustration below).





Several other EXP-1 modes reside in the CONTROLS LAYER. Use the ENCODER to scroll among and select these modes and the options within them. These modes are:

**VOLUME MODE (“VOL”):** Turns off the EXP-1 Volume mode (green LED) pedal function (see illustrations below).

**EXPRESSION MODE (“EXP”):** Allows three different assignments. “OFF” turns off the EXP-1 Expression mode pedal function (red LED). “VOLUME” configures EXP-1 to control master volume (similar to VOLUME MODE above). “AMP/FX” configures EXP-1 to control the amp or effect shown in the SIGNAL PATH LAYER.

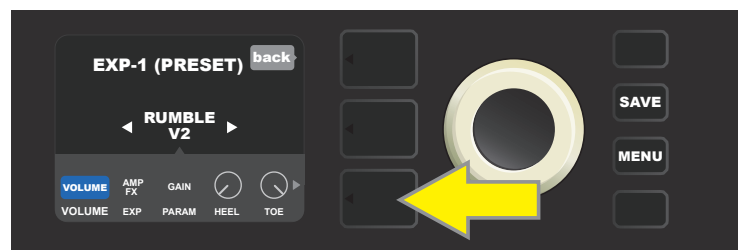
**HEEL and TOE MODES:** Together, these specify the range of the parameter to be controlled.

**LIVE MODE:** When ON, the configured parameter immediately jumps to the value “commanded” by the position of the pedal. When OFF, initial pedal position is “ignored” until the pedal is actually moved, after which it’s in synch with the configured parameter.

**BYPASS MODE:** When ON, effect bypass can be toggled on and off using the EXP-1 toe switch.

**REVERT MODE:** When ON, the configured parameter is restored to the value stored in the preset when switching from Expression mode to Volume mode using the toe switch.

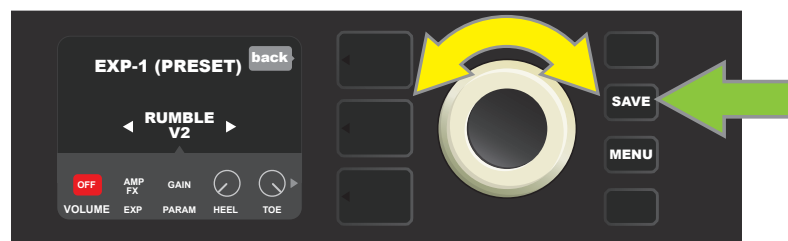
**DEFAULT MODE:** Configures initial EXP-1 mode (Volume or Expression) for the preset in use. DEFAULT MODE is overridden when the “GLOBAL SETTINGS” function “MODE SOURCE” is set to “PEDAL” (see “GLOBAL SETTINGS” on following page).



In this example, to turn off the EXP-1 Volume mode pedal function for the Rumble V2 shown in the SIGNAL PATH LAYER, press the CONTROLS LAYER button. “VOLUME” mode will be automatically highlighted in the CONTROLS LAYER.



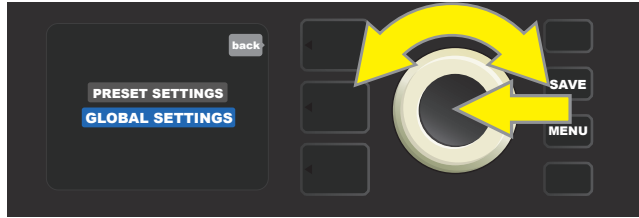
Press the ENCODER on “VOLUME.” The label box will change from blue to red, indicating that an adjustment can now be made.



Turn the ENCODER (yellow arrow) to “OFF,” then press it to select “OFF” setting. EXP-1 Volume mode pedal function for the amp shown in the SIGNAL PATH LAYER is now off, and the label box will return to blue. Press the SAVE utility button (green arrow) to keep changes.

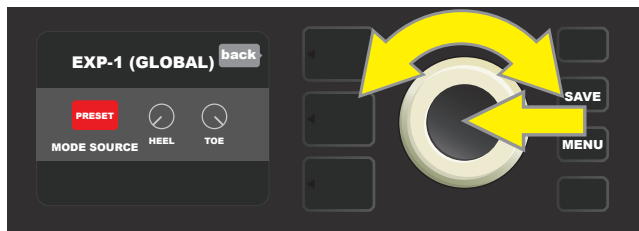
## GLOBAL SETTINGS

As noted, GLOBAL SETTINGS is used to assign the EXP-1 to *all* presets. After pressing the MENU utility button and scrolling to and selecting “EXP-1 SETUP,” press the ENCODER again and scroll to “GLOBAL SETTINGS” (see *illustration below*).



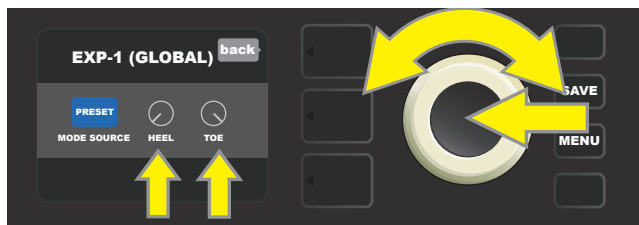
Press the ENCODER on “GLOBAL SETTINGS.” Three parameters can be modified in the menu shown—“MODE SOURCE,” “HEEL VOLUME” and “TOE VOLUME.” “MODE SOURCE” is used to choose between “PRESET” and “PEDAL” settings. “PRESET” means that whatever preset the user is in determines whether the EXP-1 is in Volume mode or Expression mode (this can change from preset to preset). In the “PEDAL” setting, the EXP-1 overrides preset settings and stays in whichever mode (Volume or Expression) it’s currently in.

Press the ENCODER and turn it to select “PEDAL” or “PRESET.” The label box will change from blue to red (see *illustration below*) until a selection is made by pressing the ENCODER again, after which the label box will return to blue with the current selection in place.



“HEEL VOLUME” and “TOE VOLUME” are used together to set a volume range covered by the pedal, the default range of which is set at 1-10, with the heel all the way down being 1 (no volume) and the toe all the way down being 10 (full volume). This range can be adjusted to preference, by using the “HEEL VOLUME” control to set a different value for minimum volume and using the “TOE VOLUME” control to set a different value for maximum volume.

Use the ENCODER to scroll to and select the “HEEL VOLUME” and “TOE VOLUME” controls. When each is selected, it will turn from blue to red, indicating that it can now be adjusted. When adjustment is complete, press the ENCODER again to keep the new control value, and the control will return to blue (see *illustration below*).



Note that Global Settings changes are saved automatically; no extra “save” step is required.

# AMP SETTINGS

“Amp Settings” is a MENU utility button function (see page 33) that enables quick and easy restoration of the factory presets and amplifier settings, in addition to cloud logout and rear-panel USB/line out functions. To access these, press the MENU utility button, use the ENCODER to scroll to and select “AMP SETTINGS,” and scroll to and select any of the five options presented. These are:

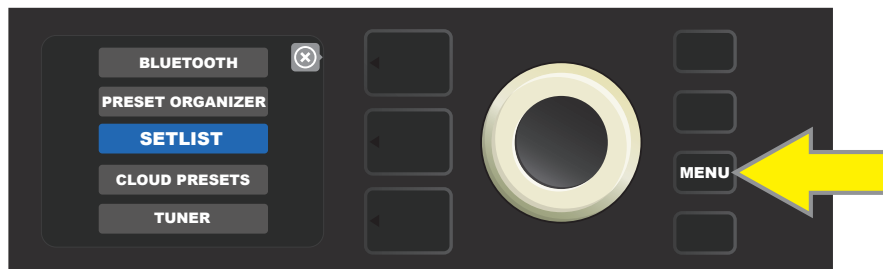
**RESTORE SETTINGS:** For restoring original factory settings *except for* presets and Setlists. Use the ENCODER to scroll to and select “YES” or “NO”.

**RESTORE ALL:** For restoring original factory settings *including* presets. Use the ENCODER to scroll to and select “YES” or “NO”. Note that selecting “YES” will delete existing Setlists.

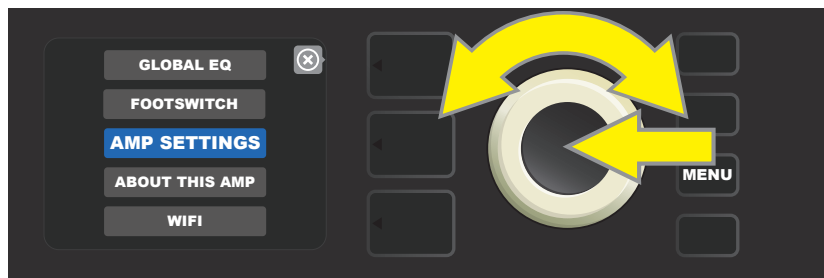
**CLOUD LOGOUT:** For logging out of the cloud when using Cloud Presets (see page 59). Use the ENCODER to scroll to and select “YES” or “NO”.

**LINE OUT/USB GAIN:** Gain control for use when recording using the rear-panel line outputs or USB audio port (see page 44). Turn and press the ENCODER to select a gain value.

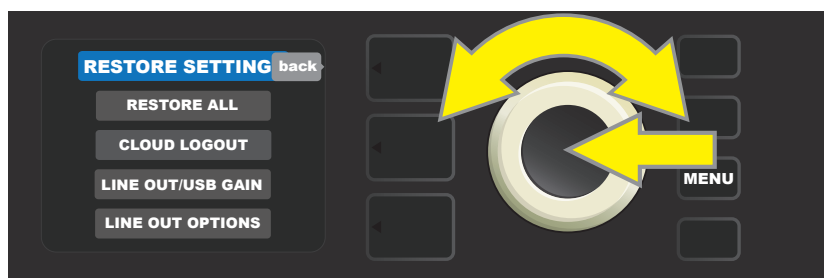
**LINE OUT OPTIONS:** For configuring the rear-panel balanced line outputs (see page 44). Turn and press the ENCODER to select “PRE/POST” (mono) or “STEREO” options.



To access the Amp Settings function, first press the MENU utility button.



Use the ENCODER to scroll to and select “AMP SETTINGS.”



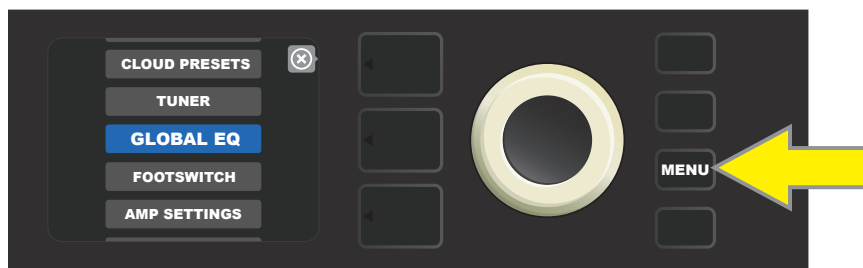
Use the ENCODER to scroll to and select one of the five “Amp Settings” options.

Note that the “RESTORE ALL” function is also accessible as a start-up option detailed in the “Factory Restore and Firmware Updates” section (see page 62).

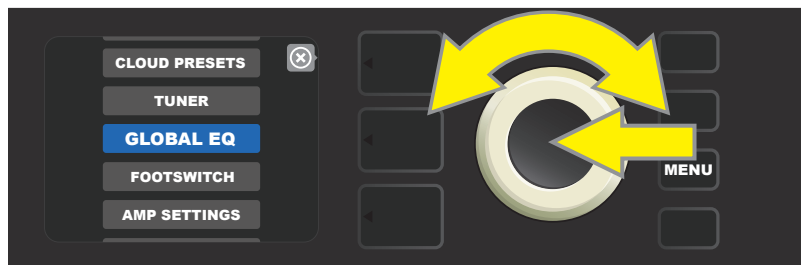
## GLOBAL EQ

“Global EQ” is a MENU utility button function (see page 33) that provides access to different equalization curves for easier adjustment of overall amp response to different acoustic environments. This is particularly helpful when users have all their favorite presets and settings dialed in, but then find themselves in, for example, brighter- or boomier-sounding rooms, halls, outdoor areas, etc. Rather than re-adjust each and every preset and setting, users can quickly and easily select one of seven different EQ profiles shaped to suit the surroundings at hand.

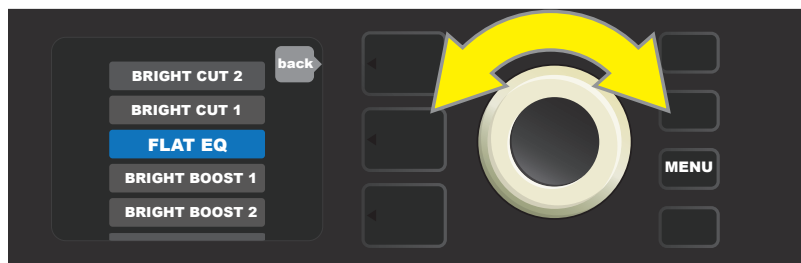
Activate this function by pressing the MENU utility button and using the ENCODER to scroll to and select “GLOBAL EQ.” Scroll to and select any of the options presented—“FLAT EQ” (a good default choice that actually provides *no* additional equalization), two “BRIGHT CUT EQ” settings for de-accentuating top end, two “BRIGHT BOOST EQ” settings for accentuating the top end, and two “LOW CUT EQ” settings for trimming bass response (see illustrations below).



To access the Global EQ function, first press the MENU utility button.



Use the ENCODER to scroll to and select “GLOBAL EQ.”



Turn the ENCODER to scroll to a “GLOBAL EQ” option.



Press the ENCODER to select a “GLOBAL EQ” option.

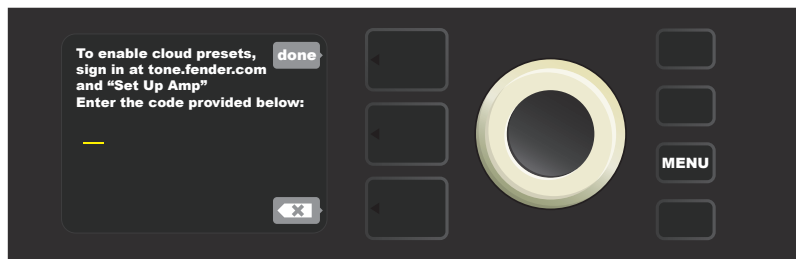
## CLOUD PRESETS

“Cloud Presets” is a MENU utility button function (see page 33) that gives the user access to an entire world of presets other than those already found in the amp, including featured presets, artist presets and more. Through the amplifier’s WiFi connectivity, users can preview, play, download and share a wealth of cloud-stored Fender presets that enormously expand Rumble Studio 40/Stage 800’s creative possibilities.

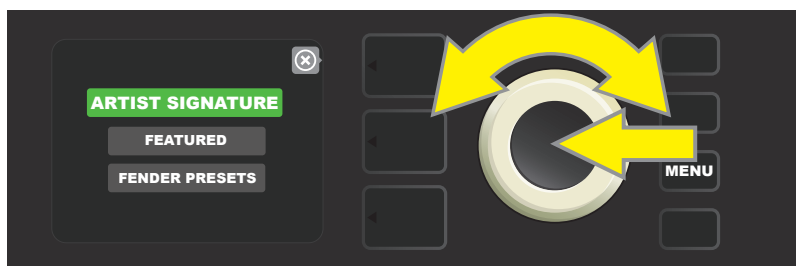
To begin using Cloud Presets, press the MENU utility button and use the ENCODER to scroll to and select “CLOUD PRESETS” from the menu shown (see illustrations below).



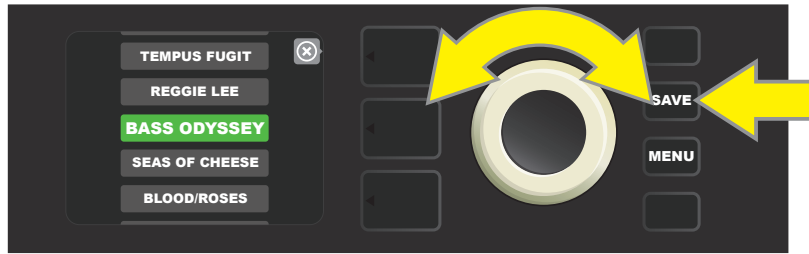
After selecting “CLOUD PRESETS” from the menu, follow the instructions in the DISPLAY WINDOW to enter a log-in code, which the user obtains online by going to [tone.fender.com](http://tone.fender.com) and clicking on “Set Up Amp” (see illustration below). The code only needs to be entered once; the user remains logged in once the code is entered. Use the ENCODER to enter each code character using the process described on page 11.



Once logged in, use the ENCODER to scroll through and select cloud preset categories (see illustration below).



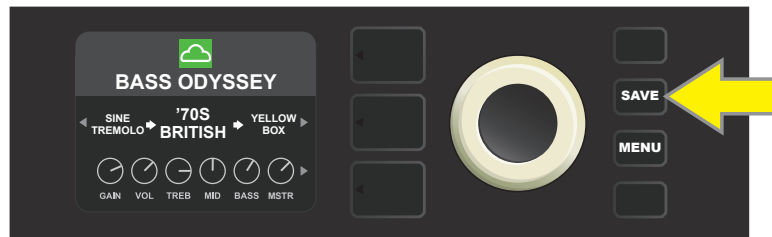
Once a cloud preset category is chosen, scroll through list of presets shown; the highlighted preset will automatically be played/previewed. To add a highlighted preset to the amp, press the SAVE utility button (see illustration on next page).



To view or edit the individual contents of the highlighted cloud preset before saving it to the amp as described above, press the ENCODER on it (see illustration below).

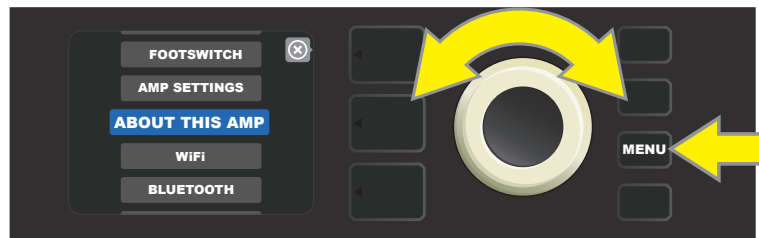


When viewing or editing the contents of a cloud preset *before saving it to the amp*, the DISPLAY WINDOW will show the contents of the preset along with a green “cloud” symbol (in place of the preset number) that identifies it as a cloud preset *that has not been saved to the amp*. Cloud presets can be edited as any onboard preset can; when edits are complete, press the SAVE utility button to save the edited cloud preset. Note that if the user scrolls to the next or previous preset while on a cloud preset, the cloud preset will disappear since it is not saved to amp (see illustration below).



## ABOUT THIS AMP

“About This Amp” is a MENU utility button function (see page 33) that displays the amp’s current firmware version. To view this information, press the MENU utility button (yellow arrow in illustration below) and use the ENCODER (green arrow) to scroll to and select “ABOUT THIS AMP.”



After selecting “ABOUT THIS AMP,” the DISPLAY WINDOW will show the amp model and firmware version information (see illustration below).

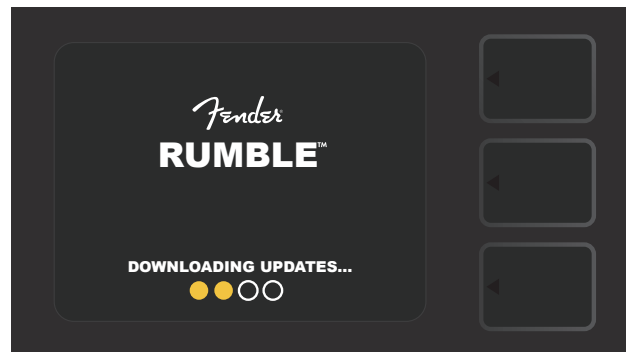
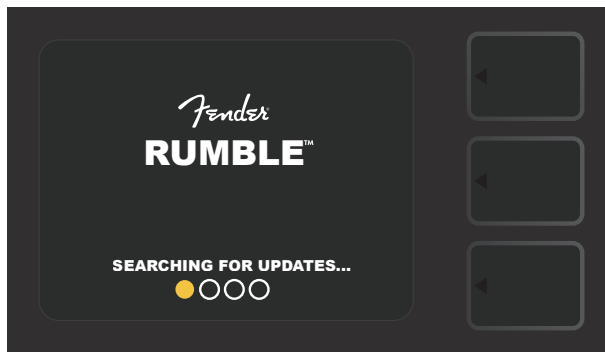


## FIRMWARE UPDATES AND FACTORY RESTORE

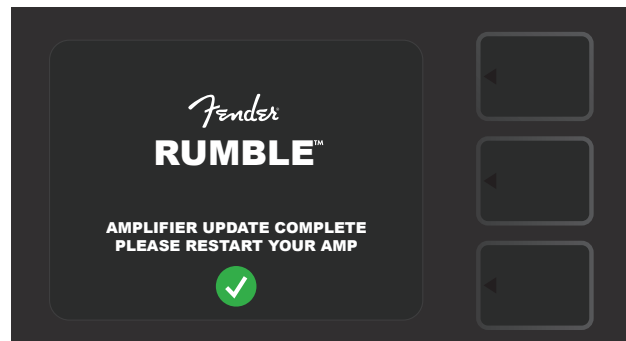
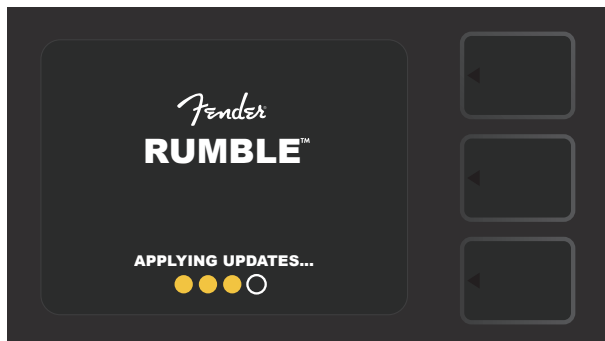
As noted in the introduction, Rumble Studio 40/Stage 800 users should check regularly for firmware updates that improve and enhance the Rumble Studio 40/Stage 800 experience. To perform a Rumble Studio 40/Stage 800 firmware update, put the amp in WiFi update mode by pressing and holding the ENCODER for five seconds (*yellow arrow in illustration below*) while turning the amplifier on.



The DISPLAY WINDOW will then indicate that Rumble Studio 40/Stage 800 is searching for the latest firmware update, followed by indication that the firmware update is downloading (*see illustrations below*).



When the download is complete, the DISPLAY WINDOW will then indicate that Rumble Studio 40/Stage 800 is applying the firmware update, followed by indication that the firmware update is complete and the amp must be restarted (*see illustrations below*).



When performing a firmware update, the user might encounter four scenarios in which a firmware update cannot be initiated. In such cases, the DISPLAY WINDOW will indicate that Rumble Studio 40/Stage 800's WiFi connectivity is not configured, no update is available, the update has failed, or the amplifier update server is unreachable (see illustrations below).



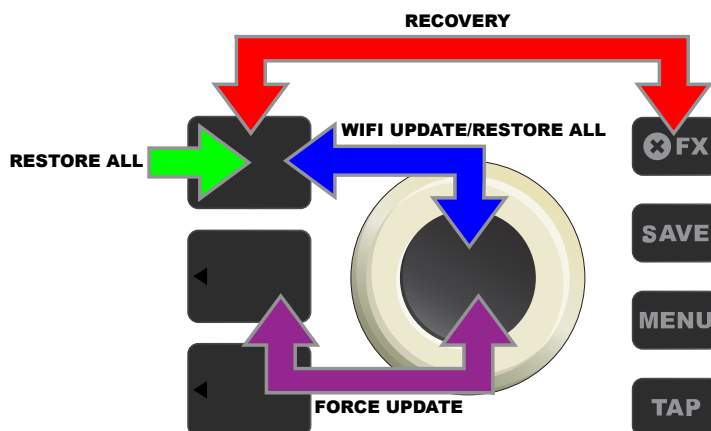
In addition to the firmware update described above, Rumble Studio 40/Stage 800 offers several user-enabled start-up modes encompassing factory restore functions. These are:

**RESTORE ALL:** To restore the factory presets and amp settings contained in the amp's most recent firmware update, press and hold the PRESET LAYER button (green arrow in illustration below) for five seconds while turning the amplifier on. Note that this function will delete all user-created presets. This function is also accessible as an "Amp Settings" MENU utility button function (see page 57).

**WIFI UPDATE/RESTORE ALL:** To combine a firmware update and the start-up option directly above (RESTORE ALL), simultaneously press and hold the ENCODER and the PRESET LAYER button for five seconds while turning the amplifier on (blue arrow in illustration below). Note that this function will delete all user-created presets.

**FORCE UPDATE:** To update Rumble Studio 40/Stage 800 if there is a problem with the previously described firmware update process, a "Force Update" mode can be initiated by pressing and holding the ENCODER and SIGNAL PATH LAYER button while turning the amplifier on (purple arrow in illustration below).

**RECOVERY:** To recover the base firmware version (displayed in "About This Amp," see page 60) including presets, simultaneously press and hold the PRESET LAYER button and X FX utility button for five seconds while turning the amplifier on (red arrow in illustration below). Note that this function will delete all user-created presets.





## FENDER TONE™ APP

**Fender Tone**—the ultimate companion app for Rumble Studio 40/Stage 800 amplifiers—is available as a free download from the Apple App Store (iPhone) and Google Play Store (Android). Fender Tone users can have convenient control over existing Rumble Studio 40/Stage 800 functions, plus access to additional content from Fender and the Fender Tone user community. These include:

- Preset searching, navigation, filtering and selection
- Creation and sharing of new presets
- Preset signal path editing, re-ordering, additions and deletions
- Amp and effects model parameter adjustments
- Browse, search and download official Fender presets, artist signature presets, player presets, genre presets and more
- Tone tips for signal path basics, amp models, effects types and more
- Creation, selection and management of Setlists (personalized preset groupings)
- Management of user accounts, product registration, WiFi settings and Bluetooth settings
- EQ setting adjustments

Browse presets and learn more about **Fender Tone** at <http://tone.fender.com>.

# SPECIFICATIONS



## Rumble Studio 40

<b>TYPE</b>	PR 5133		
<b>POWER REQUIREMENTS</b>	118 watts (maximum)	45 watts (typical)	
<b>POWER AMP OUTPUT</b>	40 watts into 8Ω		
<b>INPUT IMPEDANCE</b>	1MΩ (instrument)	18kΩ (aux input)	
<b>EFFECTS LOOP</b>	Nominal level: -10dB	Send: 220Ω (balanced)	Return: 17.3kΩ (balanced)
<b>LINE OUT OUTPUT</b>	Maximum level: +4.9dBV	Impedance: 600Ω (balanced)	
<b>HEADPHONE OUTPUT</b>	43mW/channel into 16Ω (minimum recommended impedance)		
<b>SPEAKER</b>	One 10" (25.4 cm) Special Design Ceramic 8Ω, one compression tweeter with on/off switch		
<b>FOOTSWITCH</b>	MGT-4 (optional, PN 0994071000)	EXP-1 Expression Pedal (optional, PN 2301050000)	
<b>DIMENSIONS AND WEIGHT</b>	Width: 16.5" (419.1mm)	Height: 16.9" (429.3mm)	Depth: 12" (304.8mm)    Weight: 19 lbs. (8.62kg)

## Rumble Stage 800

<b>TYPE</b>	PR 5134		
<b>POWER REQUIREMENTS</b>	1,500 watts (maximum)	150 watts (typical)	
<b>POWER AMP OUTPUT</b>	400 watts into 8Ω (internal)	800 watts into 4Ω/2.67Ω (with 8Ω/4Ω extension cabinet)	
<b>INPUT IMPEDANCE</b>	1MΩ (instrument)	18kΩ (aux input)	
<b>EFFECTS LOOP</b>	Nominal level: -10dB	Send: 220Ω (balanced)	Return: 17.3kΩ (balanced)
<b>LINE OUT OUTPUT</b>	Maximum level: +4.9dBV	Impedance: 600Ω (balanced)	
<b>HEADPHONE OUTPUT</b>	43mW/channel into 16Ω (minimum recommended impedance)		
<b>SPEAKERS</b>	Two 10" (25.4 cm) Eminence® Ceramic 16Ω, one compression tweeter with on/off switch		
<b>FOOTSWITCH</b>	MGT-4 (included, PN 7710238000)	EXP-1 Expression Pedal (optional, PN 2301050000)	
<b>AMP COVER</b>	Optional, PN 7712953000		
<b>DIMENSIONS AND WEIGHT</b>	Width: 19" (482.6mm)	Height: 23.7" (602mm)	Depth: 14" (355.6mm)    Weight: 39 lbs. (17.7kg)

*Product specifications subject to change without notice.*

**PART NUMBERS / REFERENCIAS / RÉFÉRENCE / NÚMERO DAS PEÇAS / NUMERO PARTI / TEILENUMMERN  
NUMERY REFERENCYJNE / REFERENČNÍ ČÍSLA / REFERENČNÉ ČÍSLA / REFERENČNE ŠTEVILKE / 部品番号 / 型号**

**Rumble™ Studio 40**

2376000000 (120V, 60Hz) NA  
2376001000 (110V, 60Hz) TW  
2376003000 (240V, 50Hz) AU  
2376004000 (230V, 50Hz) UK  
2376005000 (220V, 50Hz) ARG  
2376006000 (230V, 50Hz) EU  
2376007000 (100V, 50/60Hz) JP  
2376008000 (220V, 50Hz) CN  
2376009000 (220V, 60Hz) ROK  
2376013000 (240V, 50Hz) MA

**Rumble Stage 800**

2376100000 (120V, 60Hz) NA  
2376101000 (110V, 60Hz) TW  
2376103000 (240V, 50Hz) AU  
2376104000 (230V, 50Hz) UK  
2376105000 (220V, 50Hz) ARG  
2376106000 (230V, 50Hz) EU  
2376107000 (100V, 50/60Hz) JP  
2376108000 (220V, 50Hz) CN  
2376109000 (220V, 60Hz) ROK  
2376113000 (240V, 50Hz) MA

**产品中有害物质的名称及含量**

部件名称	有害物质					
	铅 (Pb)	汞 (Hg)	镉 (Cd)	六价铬 (Cr(VI))	多溴联苯 (PBB)	多溴二苯醚 (PBDE)
箱体	0	0	0	0	0	0
喇叭单元*	0	0	0	0	0	0
电子部分	X	0	X	0	0	0
接线端子	X	0	0	0	0	0
电线	X	0	0	0	0	0
附件	0	0	0	0	0	0

本表格依据 SJ/T 11364 的规定编制。  
O: 表示该有毒有害物质在该部件所有均质材料中的含量均在 GB/T 26572 规定的限量要求以下。  
X: 表示该有毒有害物质至少在该部件的某一均质材料中的含量超出 GB/T 26572 规定的限量要求。  
注: 含有有害物质的部件由于全球技术发展水平限制而无法实现有害物质的替代。

\*产品含有喇叭单元时有效。

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