MUSTANG™ GT

GUITAR AMPLIFIER

MUSTANG GT40
MUSTANG GT100
MUSTANG GT200

EXPANDED OWNER'S MANUAL
REV. A

Fender®

CONTENTS

INTRODUCTION

This expanded owner's manual is a thorough user's guide of the features and functions of the Mustang GT40, GT100 and GT200 amplifiers.

As a complement to the Mustang GT Quick Start Guide that comes with each amplifier, this manual presents a deeper, more detailed look at Mustang GT'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 Mustang GT's Setlist, WiFi, Bluetooth, USB, onboard tuner, EXP-1 Expression Pedal, MGT-4 Footswitch and looping functions.

Mustang GT's 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 Mustang GT experience (*see page 49*). 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 Mustang GT family grows and evolves.

Mustang GT100 (upper left), Mustang GT200 (upper right) and Mustang GT40 (front center).

CONTROL PANEL

The Mustang GT top control panel consists of an instrument input, control knobs (seven on the Mustang GT100 and GT200; five on the Mustang GT40), a display window, three LAYER pushbuttons, an ENCODER wheel, four UTILITY pushbuttons, an auxiliary input (1/8") and a headphone output (1/8").
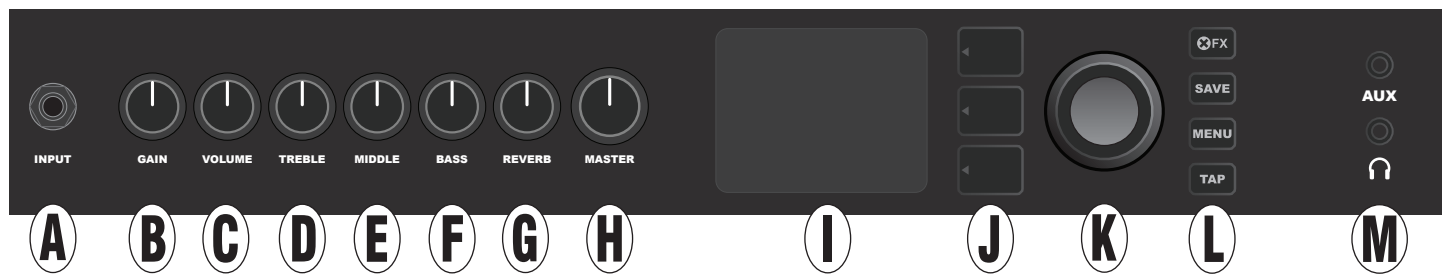
Seven-knob Mustang GT100/GT200 control panel seen here; Mustang GT40 has five control knobs (gain, volume, treble, bass, master volume).

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

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

C. **VOLUME:** Programmable control knob that affects amp model volume setting in each preset.

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

E. **MIDDLE (Mustang GT100 and GT200 only):** Programmable control knob that affects midrange tone setting in each preset.

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

G. **REVERB (Mustang GT100 and GT200 only):** Programmable control knob that affects reverb setting in each preset.

H. **MASTER VOLUME:** The only non-programmable knob; controls actual overall volume.

I. **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.).

J. **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).

K. **ENCODER:** Multipurpose rotary control with press-switch function. For viewing, selecting and adjusting Mustang GT presets, controls and other functions.

L. **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 28*).

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

M. 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:
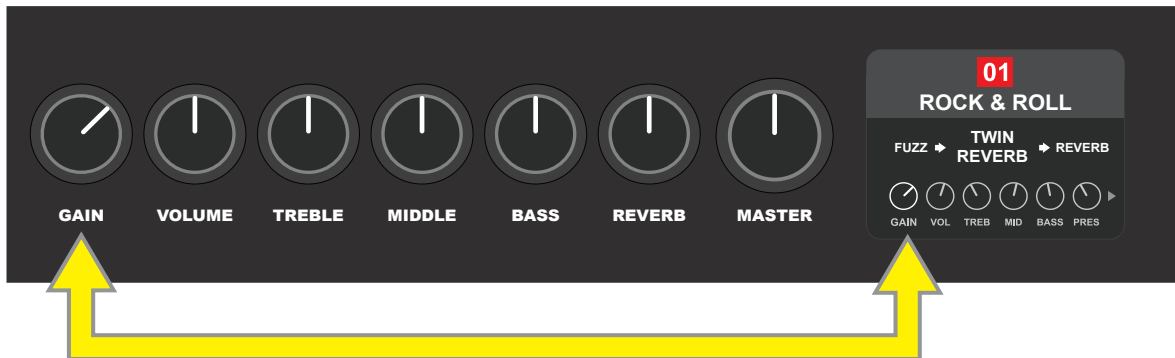
Also note that an adjusted control knob setting can be saved in a new preset, or the original preset can be overridden with the adjusted control knob setting. If the adjusted setting is *not* saved, the preset will revert to its pre-programmed control knob settings when returning to the preset after leaving it, or when turning the amplifier off and back on again (*see further info under "Editing and Saving Presets" pages 5-6*).

REAR PANEL

Mustang GT100/GT200 rear panel seen here; Mustang GT40 rear panel has items N, O, P and Q only.

N. POWER: Turns amplifier on and off.

O. 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.

**P. USB PORT:** Amp connection point for USB audio recording.

Q. FOOTSWITCH: Connect four-button MGT-4 footswitch (included with Mustang GT200; optional for Mustang GT100 and Mustang GT40) or the EXP-1 Expression Pedal here.

R. LINE OUT: Balanced line outputs for connection to external recording and sound reinforcement equipment.

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 (GT100 and GT200 only).

PRESET BASICS

Mustang GT comes with more than 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*).

ENCODER

PRESET LAYER ▶

SIGNAL PATH LAYER ▶

CONTROLS LAYER ▶

LAYER BUTTONS
Press to select corresponding layer
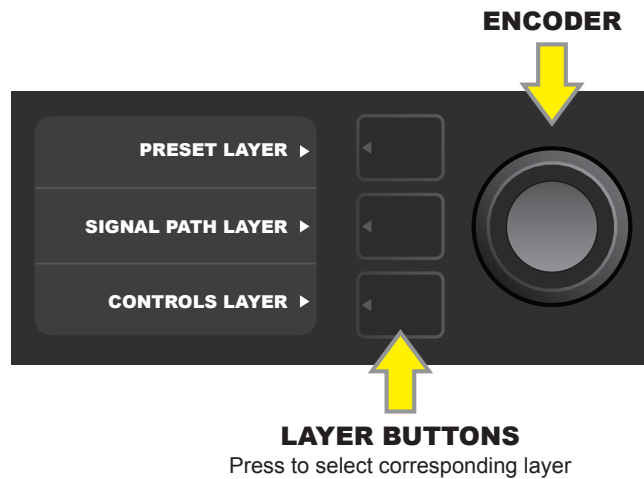
The PRESET LAYER is active when the amplifier is first turned on; the default setting is the first preset (01). To scroll through presets, turn the ENCODER (*see illustration below*); whichever preset is displayed becomes active. Presets can also be selected by footswitch (*see pages 36-37*).

01
ROCK & ROLL

FUZZ ➡ **TWIN REVERB** ➡ REVERB

GAIN   VOL   TREB   MID   BASS   PRES
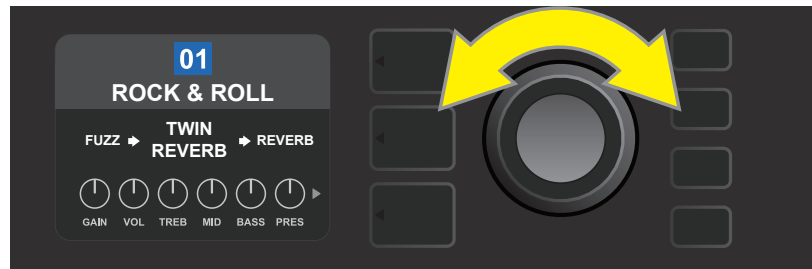
The first preset (01) is shown here in the PRESET LAYER.

The SIGNAL PATH LAYER of each preset consists of one of Mustang GT'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 to either side of the amp model, representing their position in the signal path—"pre" to the left of the amp model (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*).

01   **ROCK & ROLL**

AMPLIFIER
FUZZ ➡ **TWIN REVERB** ➡ REVERB
▲

GAIN   VOL   TREB   MID   BASS   PRES

Flanked by two effects, the amp model within the preset is selected here in the SIGNAL PATH LAYER, as indicated by the white arrow and the word "amplifier."

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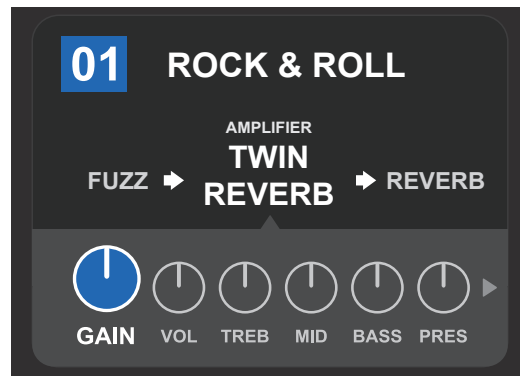
Close-up detail of the CONTROLS LAYER, in which the gain control for the amp model within the preset is selected.

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 next section, "Editing and Saving Presets"*).

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*).
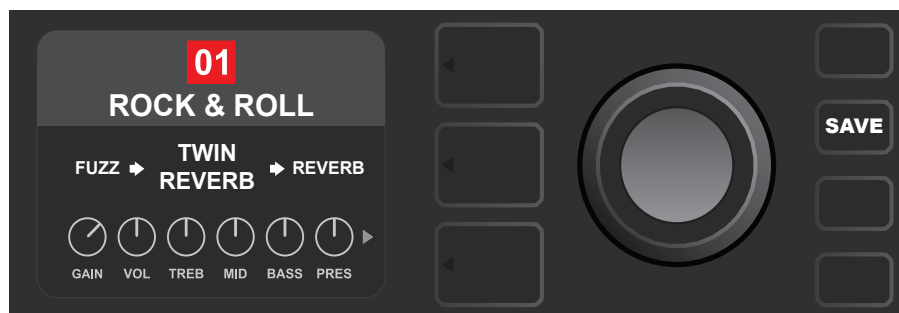
If an edited setting is not saved, the preset will revert to its previous settings when returning to the preset after leaving it, or when turning the amplifier off and back on again. To save a preset edit, press the illuminated SAVE utility button to get three options (*see illustration below*): SAVE (keep preset as edited), RENAME (save preset with a new name in its current position) and SAVE AS NEW (save preset in a new position with a new name). Turn the ENCODER to highlight an option; press it to select one.
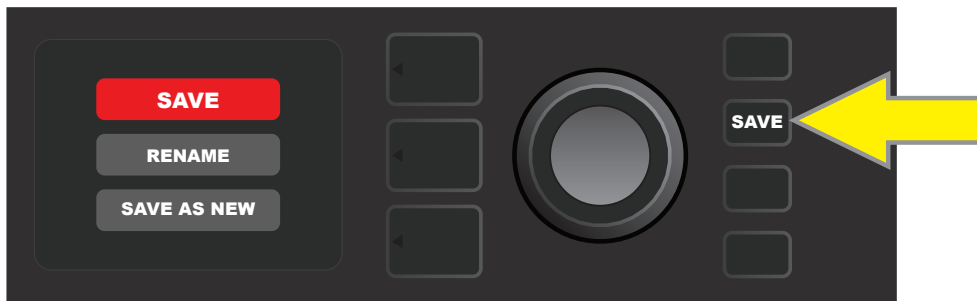
To enter a new preset name after choosing RENAME or SAVE AS NEW, use the ENCODER to spell out a new name of your choice. Press the ENCODER once to activate the cursor; turn it to choose a character (*see illustration below*). Press ENCODER again to enter that character and move to the next. Repeat until new name is complete; press the SAVE utility button to keep completed new name, or press the *top* LAYER button (corresponding with onscreen prompt "back") to return to the previous screen. Note that when choosing SAVE AS NEW, the preset will be saved in the next available open position (*"101" in the illustration below*).
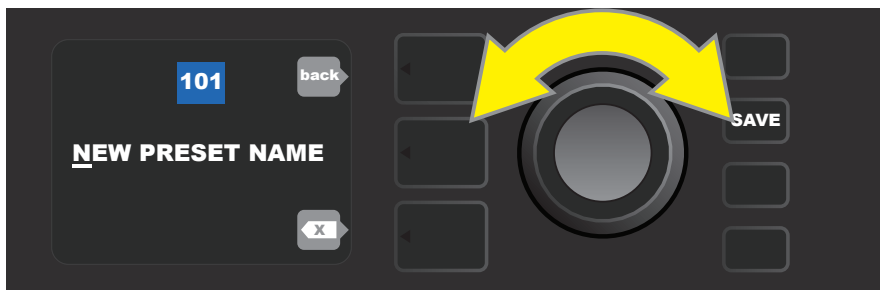
EDITING PRESET AMPLIFIER CONTROL KNOB SETTINGS

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 below*).

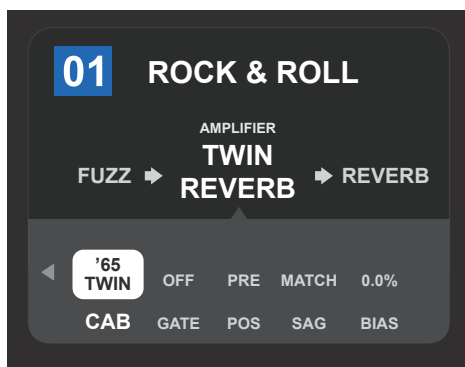*Turn the ENCODER to scroll among amp model control knobs.*

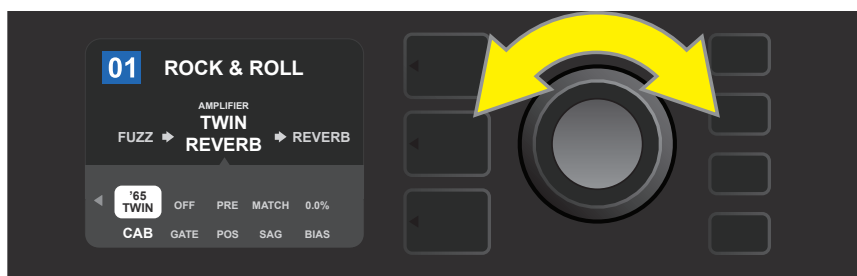*Press the ENCODER to select an amp model control knob for adjustment.*

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 including 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*).

Close-up detail showing additional amp and control settings found in the CONTROLS LAYER; in this case for the Twin Reverb amp model.


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

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.
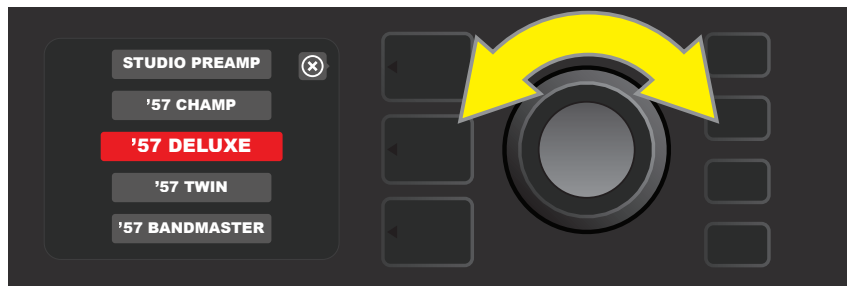
Turn ENCODER to scroll through menu of amp models.
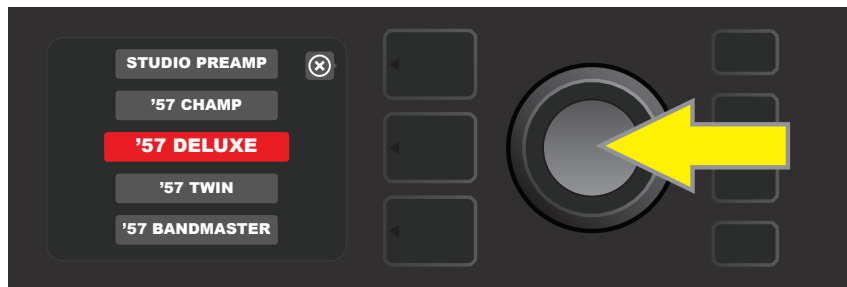
Press ENCODER again to select a new amp model for the preset.

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

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LIST OF AMPLIFIER MODELS

This table lists all the preset amp models in Mustang GT, with a brief description of each. Mustang GT amp models will be continually revised and updated; this manual indicates current amp models in use.

Champ, Deluxe, Bassman, Princeton, Deluxe Reverb and Twin Reverb are trademarks of FMIC. All other 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.

Studio Preamp	Direct-to-mixing-desk studio purity with clean, uncolored tonal response
'57 Champ®	Small but mighty late-'50s Fender recording great
'57 Deluxe™	Medium-power late-'50s Fender tweed classic known for thick, compressed overdrive
'57 Twin	Original-era 2x12" tweed classic prized for clean-to-dirty versatility
'57 Bandmaster	Triple-speaker Fender narrow-panel tweed classic known for crisp highs
'59 Bassman®	One of Fender's greatest tweed amps, which began life as a bass amp before being adopted by countless guitarists
'61 Deluxe	From the "Brownface" era of the Fender Deluxe, this amp splits the difference between tweed and "Blackface" models
'65 Princeton®	Mid-'60s Fender studio favorite with the snappy tone of a single 10" speaker
'65 Deluxe Reverb®	Highly popular mid-'60s Fender with great tone whether clean or dirty, cranked in countless clubs
'65 Twin Reverb®	An indispensable mid-'60s stage-and-studio favorite prized for producing *the* Fender clean tone
Excelsior	An elegantly eccentric modern-day Fender model with the distinctive thump of a 15" speaker
'66 GA-15	Inspired by a 1966 Gibson GA-15RVT Explorer, known for its cavernous "full-wet" reverb setting
'60s Thrift	Inspired by the garage-classic 1960s Sears Silvertone beloved of today's retro/alternative players
British Watts	Inspired by the original 100-watt Hiwatt DR103, which is the classic cleaner-tone British stack
'60s British	Inspired by the Vox AC30, which powered the British Invasion and produced remarkable clean and dirty tone
'70s British	Inspired by a late-'60s/early-'70s Marshall Super Lead, the amp that powered the dawn of hard rock
'80s British	Inspired by the Marshall JCM800, which produced quintessential '80s metal tone
British Colour	Inspired by the "sludgy" majesty of the Orange OR120
Super-Sonic	Modern Fender amp with two cascading preamp gain stages for pronounced sustain
'90s American	Based on the Mesa Dual Rectifier, which featured distinctive distortion that shaped the "nu-metal" sound
Metal 2000	Modern high-gain scorch based on the EVH® 5150[III]

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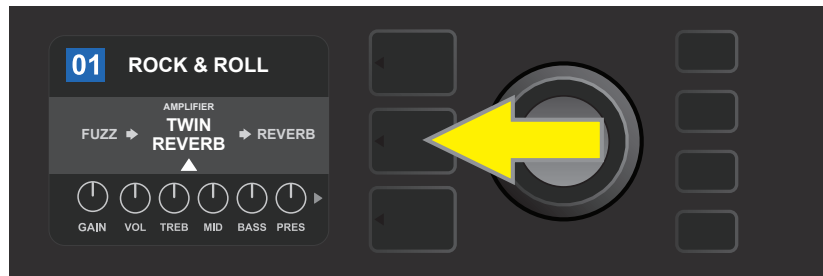
To access effects, first press the middle LAYER BUTTON to enter SIGNAL PATH LAYER.

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 14*). 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 doesn't include one or more effects—in which open slots that effects can be placed in are marked by a placeholder symbol consisting of a plus sign in a circle at both ends 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 *all* Mustang GT effects in *every* preset (and turn them back on), 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 the X FX utility button is pressed it will illuminate, and a blue "bypass" label will appear above each effect (*see illustration below*). If specific individual 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 (as 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.

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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 the four effects categories that will appear—Stomp Box, 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.
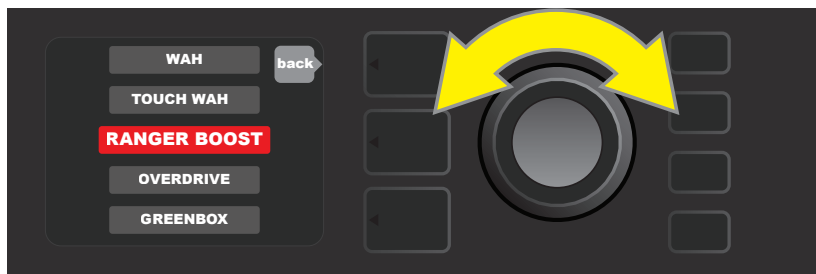

To replace a highlighted effect, first press the ENCODER to access the menu of effects placement options.

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

Turn the ENCODER to highlight one of four effects categories, then press ENCODER to select effects category.

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

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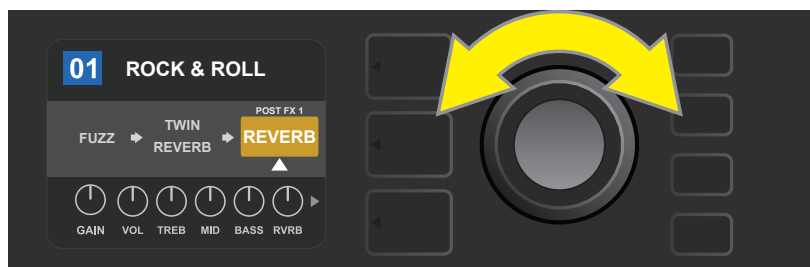
The selected effect, highlighted with a white arrow below it and label above it, appears in an orange box indicating that it is ready to be moved to a different position in the signal path by turning the ENCODER.

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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 four effects categories—Stomp Box, 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.
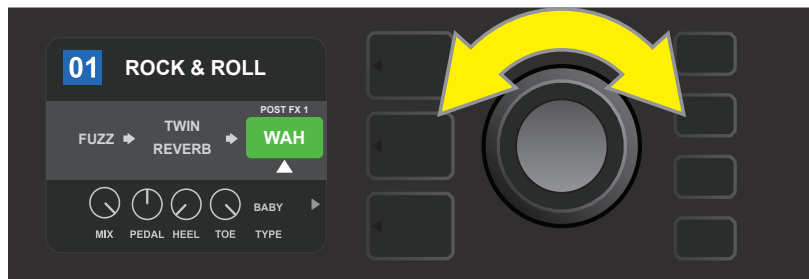

To add an effect, highlight the placeholder plus-sign symbol by turning the ENCODER to it. The circle containing the plus-sign symbol will turn green. Press the ENCODER to access a menu of four effects categories.

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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 an 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.

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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 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 an 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.

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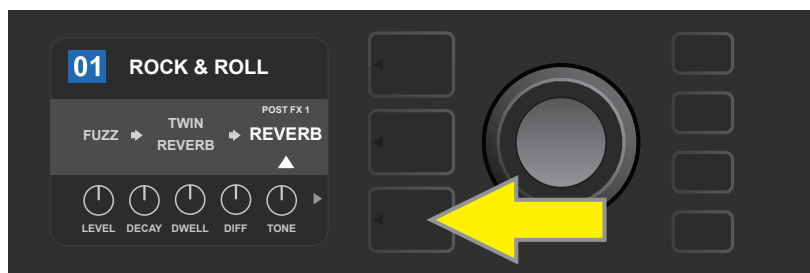

The SIGNAL PATH LAYER will then show the effect has been deleted (as indicated by white arrow), either by replacing it with a plus-sign placeholder symbol (as seen here) or by shifting another effect (if present) into its position.

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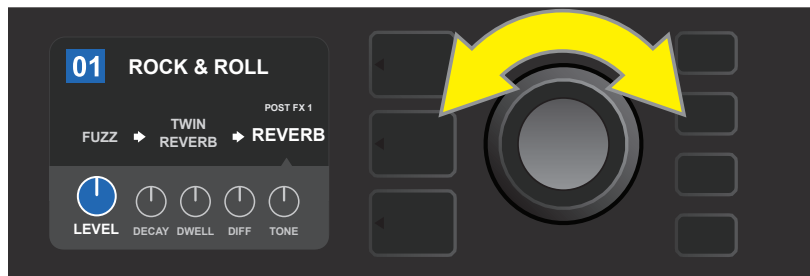
In the CONTROLS LAYER, highlight an effect control by scrolling to it using the ENCODER; each effect control turns blue as it's highlighted.

Press the ENCODER to select a specific effect control for adjustment, which will then turn red.
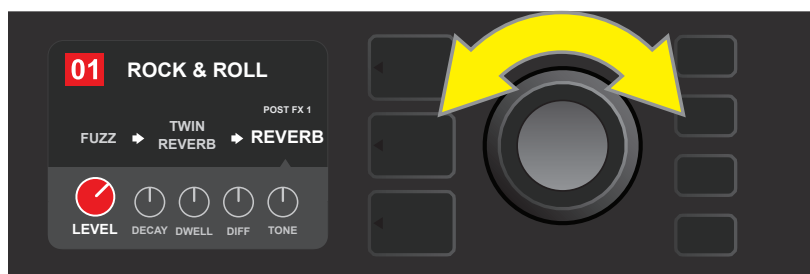
Turn the ENCODER to edit the selected effect control to preference.


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.

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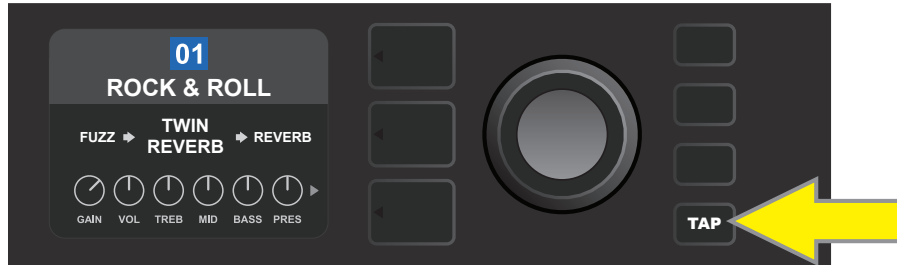
To change the tempo of the first delay effect (or modulation effect if no delay effect is present), tap the TAP utility button at the desired tempo.

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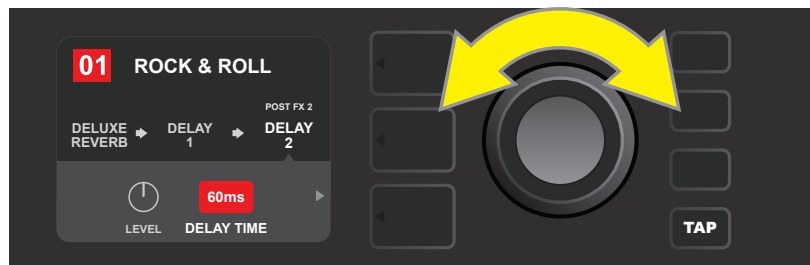
Delay and modulation effects tempos can also be changed by highlighting the time parameter's numerical value in the CONTROLS LAYER, then pressing and turning the ENCODER to set the desired tempo.

* Mustang GT modulation and delay effects are listed on pages 22 and 23.

LIST OF EFFECTS TYPES

Mustang GT onboard effects are organized into four category menus: **Stompbox** effects (12), **Modulation** effects (13), **Delay** effects (9) and **Reverb** effects (12). Names and descriptions of each appear below, by category. Mustang GT effects will be continually revised and updated; this manual indicates current effect types in use.

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STOMPBOX EFFECTS

Ranger Boost	Distortion effect inspired by the '60s-era Dallas Rangemaster Treble Booster
Overdrive	Versatile Fender overdrive specially designed for Mustang GT
Greenbox	Overdrive effect inspired by the original late-'70s Ibanez TS808 Tube Screamer
Blackbox	Distortion effect inspired by the Pro Co RAT
Yellowbox	Distortion effect inspired by the '70s-era MXR Distortion Plus
Orangebox	Distortion effect inspired by the original late-'70s Boss DS-1
Fuzz	Versatile Fender fuzz with added octave specially designed for Mustang GT
Big Fuzz	Distortion effect inspired by the Electro-Harmonix Big Muff
Simple Comp	Compressor effect inspired by the classic MXR Dyna Comp
Compressor	Same as Simple Compressor above, with added gain, threshold, attack and release controls
Pedal Wah	Dual-mode wah inspired by the Dunlop Cry Baby and '60s-era Vox Clyde McCoy wah pedal
Touch Wah	Similar to Pedal Wah above, but controlled by picking dynamics rather than an expression pedal

MODULATION EFFECTS

Note that the TAP utility button works with Mustang GT modulation effects, and flashes when a preset using one or more modulation effects is in use.

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Sine Chorus	Smoothly rounded chorus effect that uses a sine wave for modulation
Triangle Chorus	Distinctive chorus effect that uses a triangle wave for modulation
Sine Flanger	Smoothly rounded flanging effect that uses a sine wave for modulation
Triangle Flanger	Distinctive flanging effect that uses a triangle wave for modulation
Vibratone	Classic late-'60s/early-'70s Fender effect with a rotating speaker baffle
Vintage Tremolo	Classic Fender "stuttering" photoresistor tremolo, as heard in Fender amps such as the Twin Reverb
Sine Tremolo	Smoothly pulsating tube bias tremolo, as heard in amps such as the Fender Princeton Reverb
Ring Modulator	Creatively non-harmonic dissonance from the early era of electronic music
Step Filter	Rhythmically choppy modulation effect that dices notes into distinctly alternating "steps"
Phaser	Long-indispensable jetliner "whoosh" heard on countless recordings
Phaser 90	Phase shifter effect inspired by the classic '70s MXR Phase 90
Pitch Shifter	Simple pitch shifter that adds another note above or below the dry signal pitch
Diatonic Pitch	Pitch shifter that produces a chosen musical interval to create harmonized notes in key

DELAY EFFECTS

Note that the TAP utility button works with Mustang GT delay effects, and flashes when a preset using one or more delay effects is in use.

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

REVERB EFFECTS

|	
Small Hall	Simulates the kind of bright reverb often heard in, for example, a hall the size of a movie theater
Large Hall	Strong, bright reverb simulating the size of, for example, a major performance hall and other large, cavernous spaces
Small Room	Warmer, less echo-y reverb typical of smaller spaces and classic echo chambers
Large Room	Warm-sounding kind of reverb heard in larger rooms that aren't halls, such as many nightclubs

REVERB EFFECTS (CONTINUED)

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Small Plate	Resonantly metallic reverb with more density and flatness than room and hall reverbs
Large Plate	The reverb type heard on countless recordings, based on the classic (and pool table-sized) EMT 140
'63 Spring	Classic early-'60s standalone Fender reverb effect
'65 Spring	Fender reverb effect built into classic mid-'60s Fender amps
Arena	Simulates the long-trailing reverberation typical of large stadiums and arenas
Ambient	Subtle reverb effect typical of notably smaller spaces (even smaller than Small Room reverb above)
Shimmer	Sonically radiant combination of reverb and two-octave pitch shift
GA-15 Reverb	Based on the '60s-era Gibson GA-15 amp reverb, unique in its ability to go "full wet" (no dry signal)

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 Mustang GT special functions (*see illustration below*). These functions are referenced elsewhere in this manual; all are listed and briefly described here.
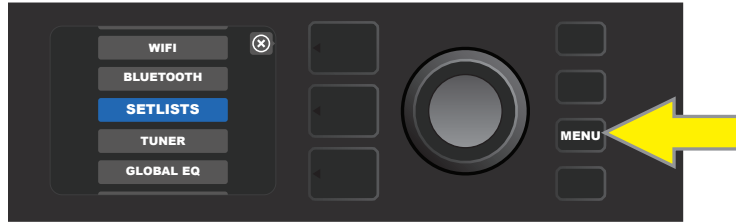
After pressing the MENU utility button, use the ENCODER to scroll through and select one of Mustang GT's 10 different MENU functions. These functions are:

SETLISTS: For creation and use of Setlists containing user-selected groups of presets (*see pages 26-28*).

WIFI: For turning WiFi on/off, selecting and connecting to a network, and adding a password (*see pages 28-30*).

BLUETOOTH: For accessing and using Mustang GT's Bluetooth functionality (*see page 31*).

TUNER: Enables use of Mustang GT's built-in chromatic tuner (*see page 32*).

QUICK ACCESS: Enables selection of three presets using the MGT-4 footswitch in Quick Access ("QA") mode (*see page 35-36*).

EXP-1 SETUP: Enables configuration of EXP-1 Expression Pedal globally and for specific presets (*see pages 41-44*).

AMP SETTINGS: Enables restoration of factory presets and amplifier settings (*see page 45*).

GLOBAL EQ: Enables access to different equalization curves for easier adjustment of overall amp response to different acoustic environments (*see page 46*).

CLOUD PRESETS: Enables cloud preset storage and use (*see pages 47-48*).

ABOUT THIS AMP: Displays the amp's current firmware version (*see page 48*).

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 and edit, Setlists personalize and streamline the Mustang GT experience so that users can access multiple presets quickly and easily.

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:
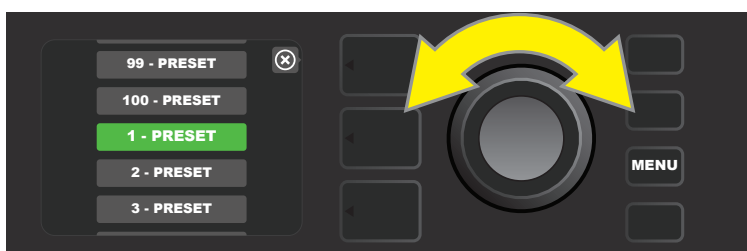
The selected preset is now added to SETLIST 1; repeat the previous two steps to add additional presets to SETLIST 1. Once multiple presets have been added to SETLIST 1, use the ENCODER to scroll through and activate different presets within the selected Setlist:
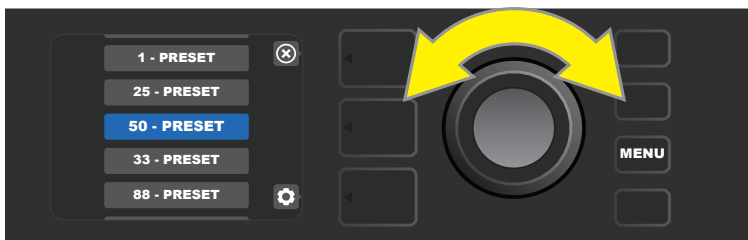
When finished creating and using a Setlist, return to main preset mode by pressing the top LAYER BUTTON. Note that when doing this, the PRESET LAYER will display whichever preset was last highlighted in the Setlist:
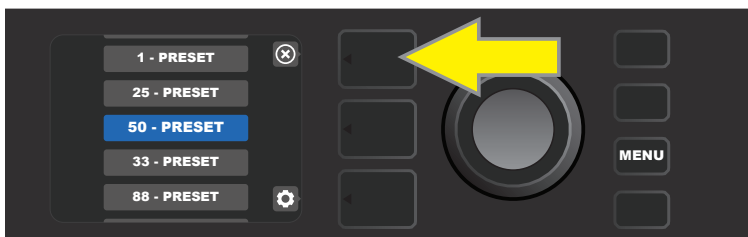

To clear *all* presets from a Setlist, use the ENCODER to scroll to the Setlist to be cleared, then press the *CONTROLS* LAYER button corresponding with the "gear" icon:
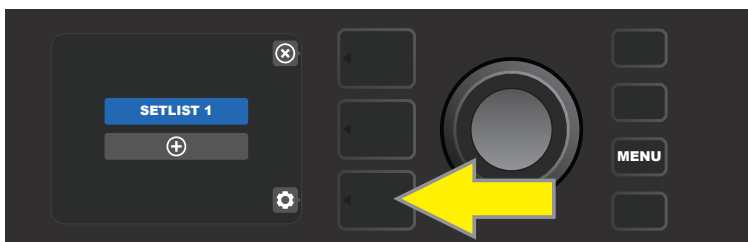
"CLEAR SETLIST" will appear in a blue box; press the ENCODER on it to clear all the presets in that Setlist. Alternately, press the *top* LAYER button corresponding to "back" in the DISPLAY WINDOW to *not* clear a Setlist:

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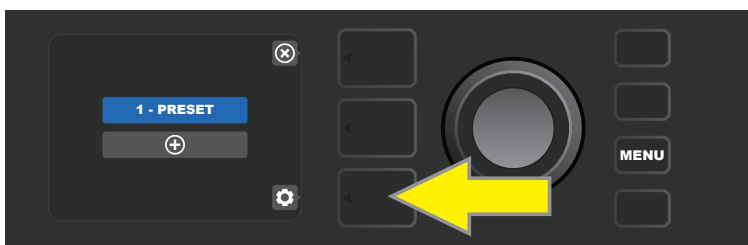
"DELETE" will then appear in a blue box; press the ENCODER on it to delete that preset. Alternately, press the PRE-SET LAYER button corresponding to "back" in the DISPLAY WINDOW to *not* delete the preset from the Setlist:

To create subsequent additional Setlists, repeat the steps on pages 26 and 27. These will automatically be labeled "SETLIST 2," "SETLIST 3" and so on in numerical order.

WIFI USE

Mustang GT's WiFi connectivity delivers easy wireless network access, enabling users to get the latest Mustang GT firmware updates (*see page 49*). 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 (*as shown on page 6*). Once a network is chosen, select "CON-NECT" from the menu shown by pressing the ENCODER on it (*other options in this menu are covered on page 30*).

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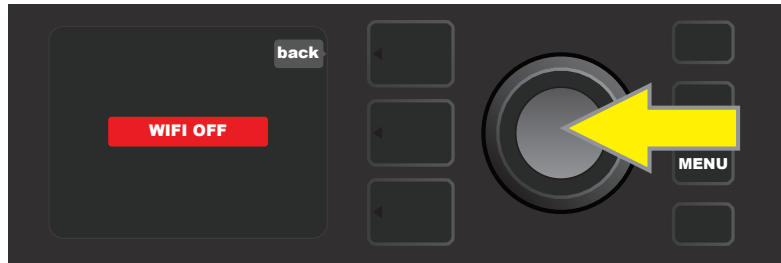
Note that pressing the PRESET LAYER and CONTROLS LAYER buttons also enable closing out of some menus (indicated by an "x") or returning to the previous step (indicated by the label "back").
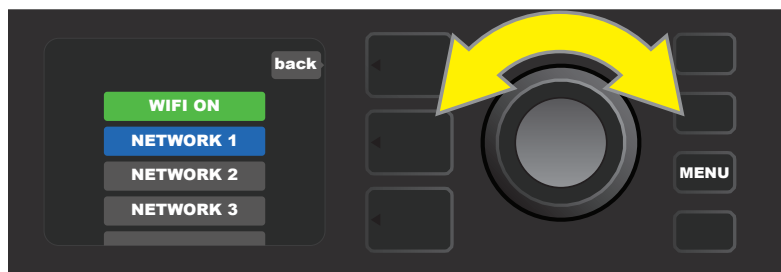

*To enable WiFi, first press the MENU utility button.*

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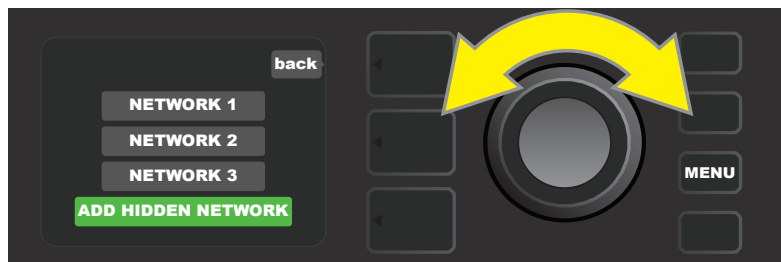
A network can be accessed manually by scrolling to and selecting "ADD HIDDEN NETWORK," and entering characters by turning and pressing the ENCODER.

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 30).

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 WiFi is turned on in Mustang GT, 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.
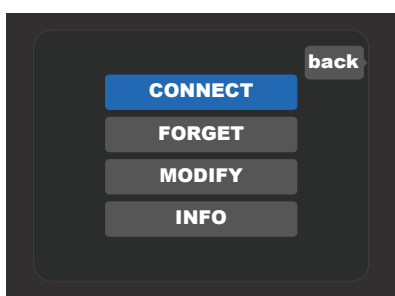
Close-up detail of DISPLAY WINDOW showing additional WiFi network options "FORGET," "MODIFY" and "INFO".

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" (*page 29*).

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.

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BLUETOOTH USE

Mustang GT amplifiers feature Bluetooth connectivity for easy pairing with streaming audio devices and the Fender Tone™ application. Favorite music streaming applications from the user's audio device can be used to stream audio to Mustang GT.

To enable Bluetooth, press the MENU utility button and use the ENCODER to scroll to "BLUETOOTH," then press the ENCODER to access Bluetooth settings. The default Bluetooth setting is "off," indicated by a red box labeled "BLUETOOTH OFF." Press the ENCODER again to turn Bluetooth on, indicated by a green box labeled "BLUETOOTH ON." Once Bluetooth is on, select "MUSTANG GT" on the external device being connected to the amp. Users who wish to rename Mustang GT on their external devices can do so by pressing the CONTROLS LAYER button corresponding to the "gear" icon in the DISPLAY WINDOW, and using the ENCODER to enter each character in a new name (*as shown on page 6*). Pressing the PRESET LAYER button enables closing out of a menu (indicated by an "x" in a circle) or returning to the previous step (indicated by the label "back").

Note that the volume level of the external device is set using the external device's own volume control, and that Bluetooth audio streaming and USB audio (*page 33*) 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 default Bluetooth setting is "off" (labeled in a red box); press the ENCODER to turn Bluetooth on (labeled in a green box).


When amp Bluetooth function is on (as labeled in green box), select "MUSTANG GT" on external device.

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BUILT-IN TUNER

To access Mustang GT'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 40*).

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).
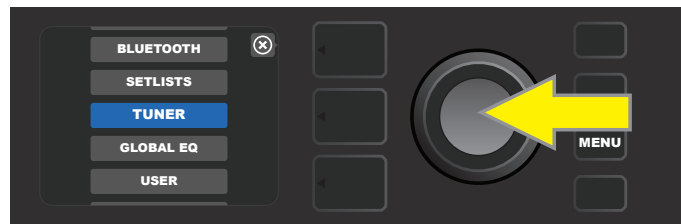

Select TUNER from the list by turning and pressing the ENCODER (or by pressing and holding the TAP utility button for two seconds).
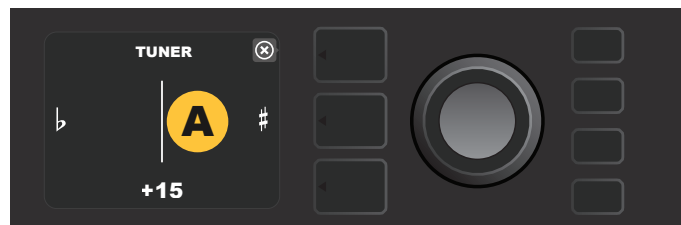
If not in tune, the note played will appear in a yellow circle to the left (flat) or right (sharp) of the vertical center line. The pitch value in cents appears at bottom.

When in tune, the note played will appear in a green circle centered on the vertical center line.
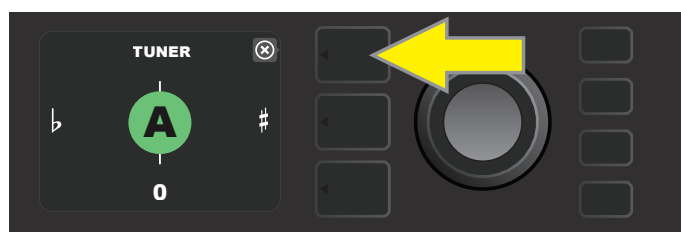
Exit the tuner by pressing the PRESET LAYER button.

AUXILIARY AND HEADPHONE JACKS

The Mustang GT control panel features two 1/8"-inch jacks—an auxiliary input for connecting external mobile/audio devices and an output for convenient headphone use.

Note that when using the auxiliary input, volume levels for external devices are set using volume controls on the external devices themselves (the amp's volume controls are for overall volume level only and do *not* affect individual volume of external devices connected to the auxiliary input jack). Also note that when headphones are plugged in, speaker output is muted.

USB CONNECTIVITY

The Mustang GT 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 Fender Mustang device, available at www.fender.com/support/articles/fender-universal-asio-drive. Note that USB audio and Bluetooth audio streaming (*page 31*) can *not* be used simultaneously.
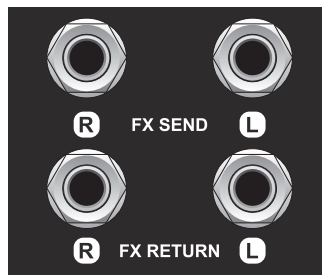

Close-up detail of rear-panel USB port.

LINE OUT AND FX SEND/RETURN

Mustang GT amplifiers feature rear-panel balanced line output jacks (right and left) for connection to external recording and sound reinforcement equipment (*see illustration below*).
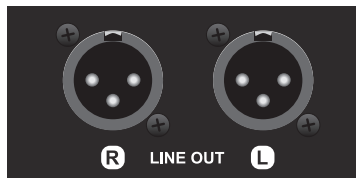
Close-up detail of rear-panel right and left balanced line outputs.

Mustang GT100 and GT200 also feature an effects loop. The right/left FX send and right/left FX return jacks on the far right of the rear panel are for mono or stereo external effects use (*see illustration below*); a mono effect can be plugged into the right or left channel. 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 right and left FX send/return jacks.*

FOOTSWITCH USE

Two foot-control devices can be used with Mustang GT amplifiers—the **MGT-4 Footswitch** and the **EXP-1 Expression Pedal**.

The four-button MGT-4 Footswitch comes with Mustang GT200 and is optional for Mustang GT40 and GT100. It enables convenient remote foot control of several functions, including the built-in tuner, amp pre-set selection, Quick Access preset selection, effects bypass, 60-second looper and more. The EXP-1 Expression Pedal, optional for all three Mustang GT amps, is a dual-mode digital pedal that controls Mustang GT 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.
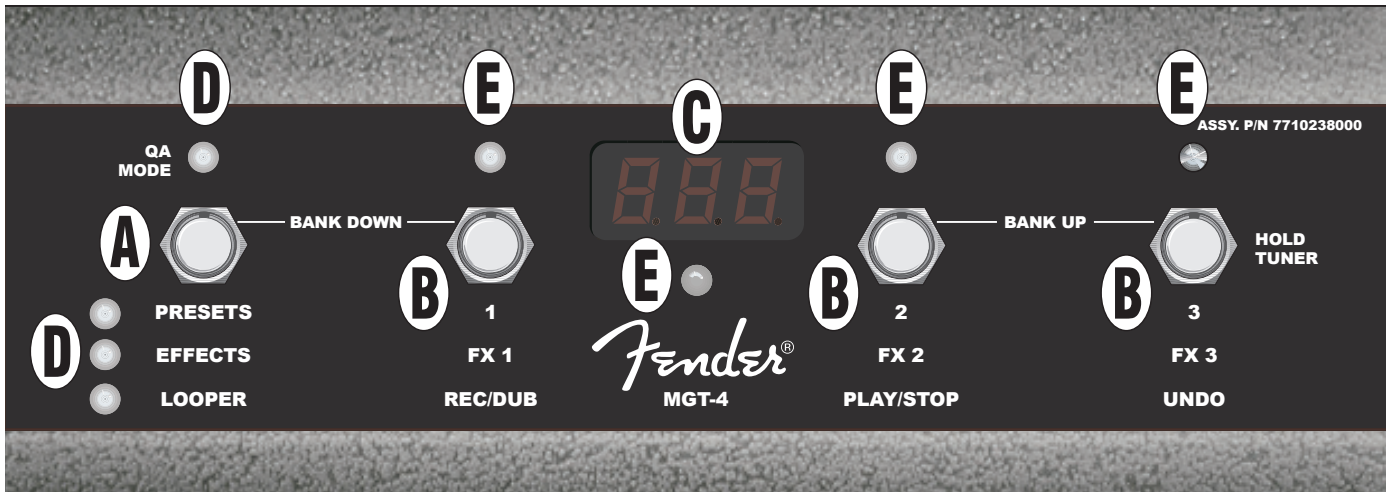
A. **MODE BUTTON:** Used to select among four modes: QUICK ACCESS ("QA"), PRESETS, EFFECTS and LOOPER.

B. **FUNCTION BUTTONS:** These three numbered buttons enable foot control of several Mustang GT 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 Mustang GT 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 "QUICK ACCESS" from the menu shown. The first three Mustang GT presets are the default QUICK AC-CESS presets.

To assign a *different* preset to any of the three QUICK ACCESS positions, use the ENCODER to scroll to and se-lect 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 illumi-nate, and the DISPLAY WINDOW will show the QUICK ACCESS preset in use (*see illustrations below*).
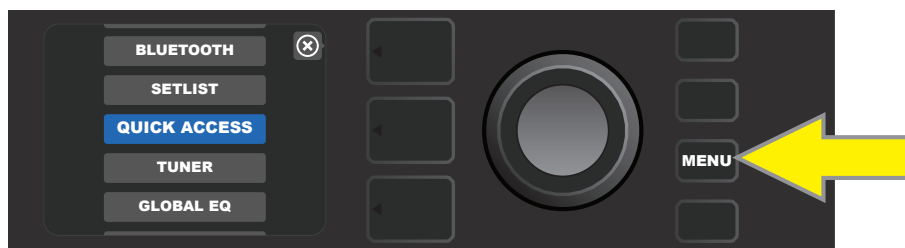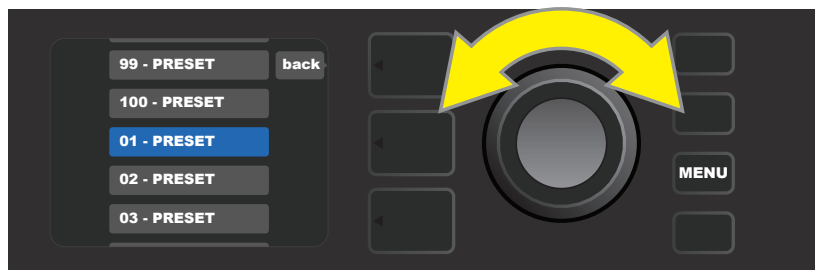

To set up QUICK ACCESS mode, first press the MENU utility button.

Use the ENCODER to scroll to and select "QUICK ACCESS."

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. 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 Mustang GT's many presets using the MGT-4 Footswitch. 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 on following page*).

Note that when activating PRESETS mode, the MGT-4 Footswitch will automatically set itself to whatever MUSTANG GT 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).
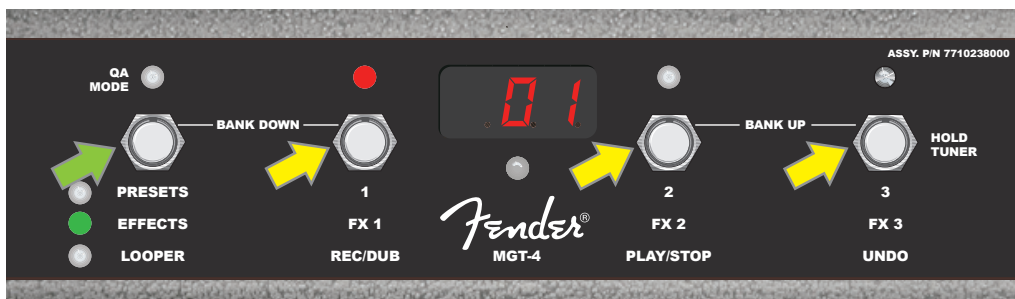
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Step on the footswitch MODE button (green arrow) to cycle through modes until red "PRESETS" MODE LED illuminates. A "bank" of three presets containing whichever preset is already set on the amp is assigned to FUNCTION buttons 1, 2 and 3 (yellow arrows), each with its own red FUNCTION LED to indicate use. The DISPLAY WINDOW also shows the preset in use (preset 1 in this illustration).
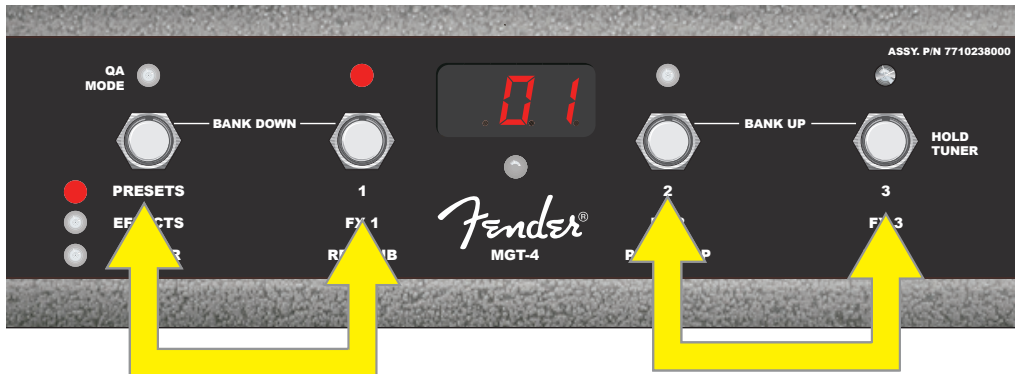
In PRESETS mode, move upward through succeeding banks of presets ("BANK UP") by stepping on FUNCTION buttons 2 and 3 simultaneously (double arrow at right). To move downward through preceding banks of presets ("BANK DOWN"), step on the MODE button and FUNCTION button 1 simultaneously (double arrow at left). Select the desired preset within its bank by stepping on its corresponding FUNCTION button (preset/FUNCTION button 1 in this illustration).

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 the footswitch MODE button (green arrow) to cycle through modes until green "EFFECTS" MODE LED illuminates. The first three effects in whichever preset is already set on 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 the first musical passage, stop recording and automatically begin playback of the 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*).
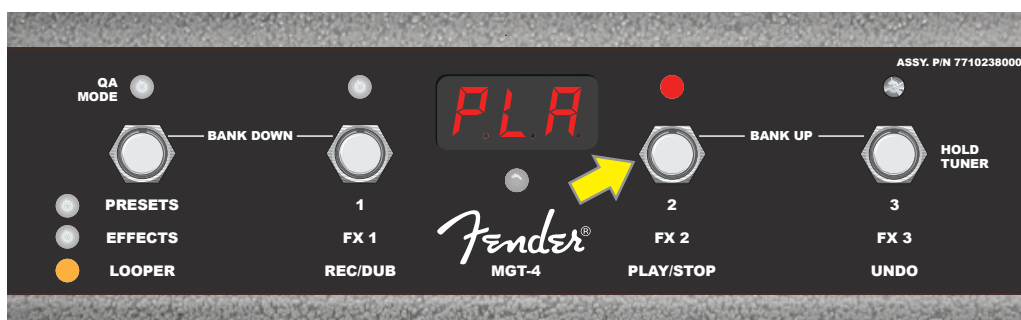
Alternately, when finished playing the first musical passage, step on FUNCTION button 1 (*yellow arrow in illustration below*) again to go straight into overdub mode; the red FUNCTION LED above FUNCTION button 1 will continue flashing and the DISPLAY WINDOW will show "DUB," indicating that the LOOPER 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*).

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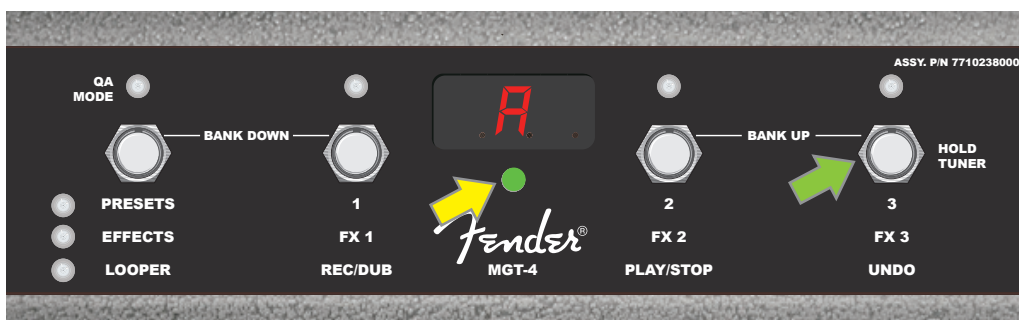
In the example shown here, the "A" note is displayed as being at the correct pitch, as indicated by the green FUNCTION LED centered below the DISPLAY WINDOW (yellow arrow). When tuning is complete, step on FUNCTION button 3 (green arrow) to exit the footswitch tuning function.

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 (at the 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 many Mustang GT effect parameters such as wah effect frequencies, modulation effect rates, etc.

To set up the EXP-1 for use, connect it to the footswitch jack on the back of the amplifier, turn the amp on. Press the MENU utility button on the amp and use the ENCODER to scroll to and select "EXP-1 SETUP" on the menu shown (*see illustration 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.
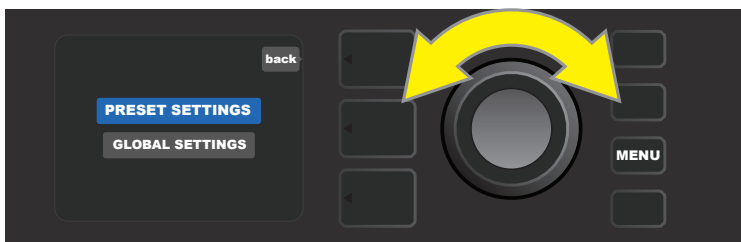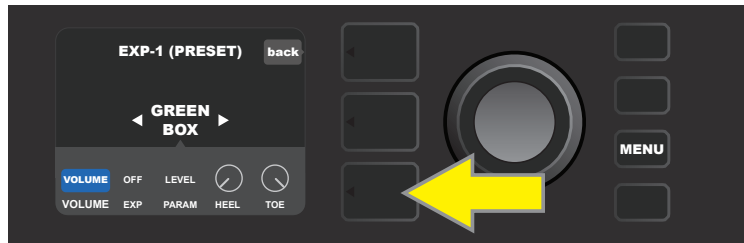

PRESET SETTINGS

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*).
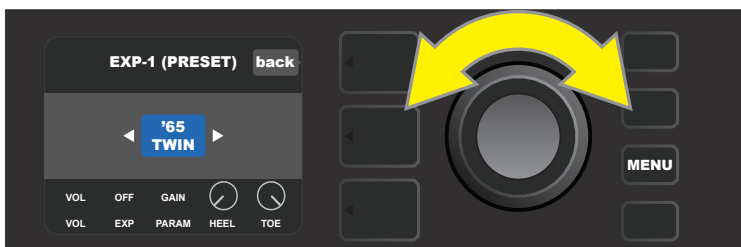
In EXP-1 PRESET SETTINGS, the amp and effects in a preset to which the EXP-1 can be assigned are shown one by one in the SIGNAL PATH LAYER; the ENCODER is used to scroll through them. In the example above, a '65 Twin amp is highlighted.

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 stompbox effect.

Use the ENCODER to scroll to and select "PARAMETER," which lets the user select a control parameter of the amp or 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 parameter 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*).
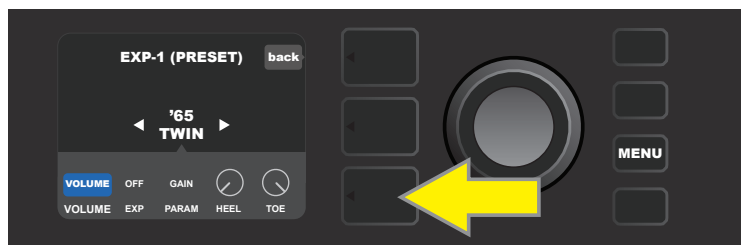
In this example, to turn off the EXP-1 Volume mode pedal function for the '65 Twin shown in the SIGNAL PATH LAYER, press the CONTROLS LAYER button. "VOLUME" mode will be automatically highlighted in the CONTROLS LAYER.

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.

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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 pressing the ENCODER AGAIN, after which the label box will return to blue with the current selection in place.
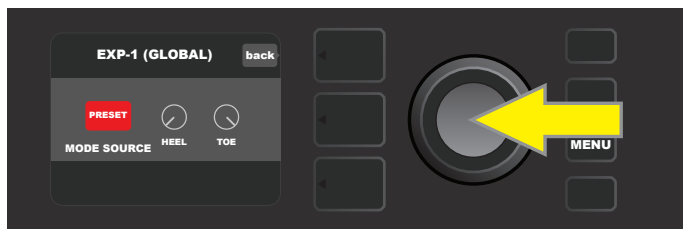
"HEEL VOLUME" and "TOE VOLUME" are used together to set a volume range covered by the pedal, the default range of which is set at 1-10, with the heel all the way down being 1 (no volume) and the toe all the way down being 10 (full volume). This range can be adjusted to preference, by using the "HEEL 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 25*) that enables quick and easy restoration of factory presets and amplifier settings. To do this, press the MENU utility button, then use the ENCODER to scroll to and select "AMP SETTINGS." Scroll to and select any of the three options presented—"RESTORE PRESETS" for factory presets, "RESTORE SETTINGS" for amp settings, or "RESTORE ALL" to do both (*see illustrations below*).

The "RESTORE ALL" function is also accessible as a start-up option detailed in the "Factory Restore and Firmware Updates" section (*see page 50*).

Note that pressing the PRESET LAYER button corresponding to the circled "X" in the DISPLAY WINDOW enables closing out of each menu.

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 three "Amp Settings" options.

GLOBAL EQ

"Global EQ" is a MENU utility button function (*see page 25*) 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 four 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 four options presented—"FLAT EQ" (a good default choice that actually provides *no* additional equalization), "BRIGHT BOOST EQ" for accentuating the top end, "BRIGHT CUT EQ" for de-accentuating top end, or "LOW CUT EQ" 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."
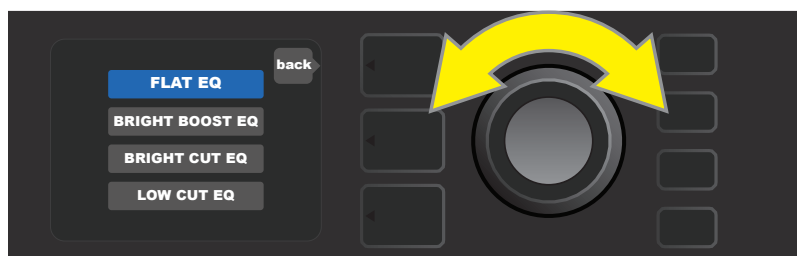
Turn the ENCODER to scroll to one of four "GLOBAL EQ" options.

Press the ENCODER to select a "GLOBAL EQ" option.

CLOUD PRESETS

"Cloud Presets" is a MENU utility button function (*see page 25*) 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 Mustang GT's creative possibilities.

To begin using Cloud Presets, press the MENU utility button (*yellow arrow in illustration below*) and use the ENCODER to scroll to and select "CLOUD PRESETS" from the menu shown (*green arrow*).

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** 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 (*as shown on page 6*).

Once logged in, use the ENCODER to browse cloud preset categories (*see illustration below*).

Once a cloud preset category is selected by pressing the ENCODER on it, scroll through list of presets shown (*yellow arrow in illustration below*). The highlighted preset will automatically be played/previewed. To add a highlighted preset to the amp, press the SAVE utility button (*green arrow*).

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 number that accompanies the onboard presets). The green cloud identifies the preset as a cloud preset *that has not been saved to the amp*. Edits can be made to the cloud preset as they would to any onboard preset. When edits are complete, press the SAVE utility button to save the edited cloud preset to the amp. 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 25*) 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, Mustang GT users should check regularly for firmware updates that improve and enhance the Mustang GT experience. To perform a Mustang GT 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.
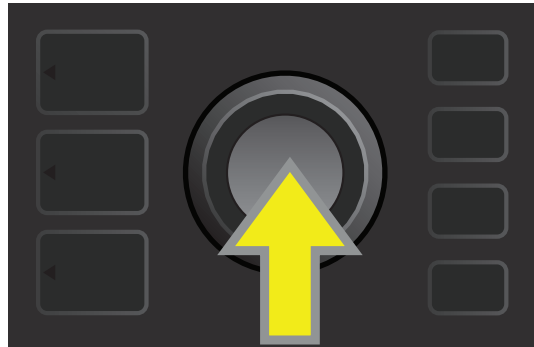

The DISPLAY WINDOW will then indicate that Mustang GT is searching for the latest firmware update, followed by indication that the firware update is downloading (*see illustrations below*).
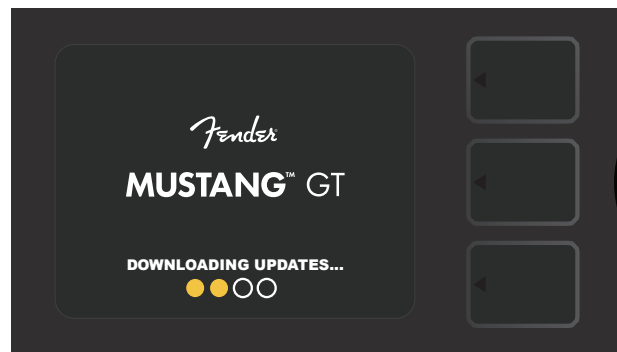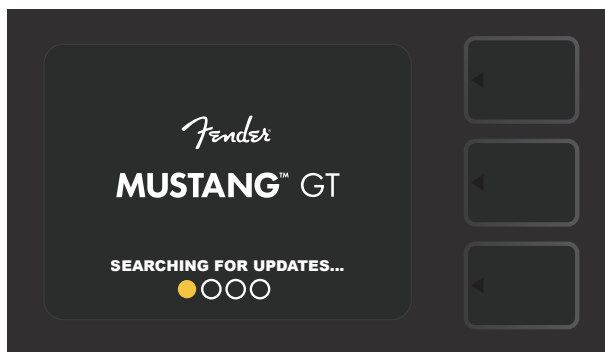
When the download is complete, the DISPLAY WINDOW will then indicate that Mustang GT is applying the firmware update, followed by indication that the firware update is complete and the amp should be restarted (*see illustrations below*).
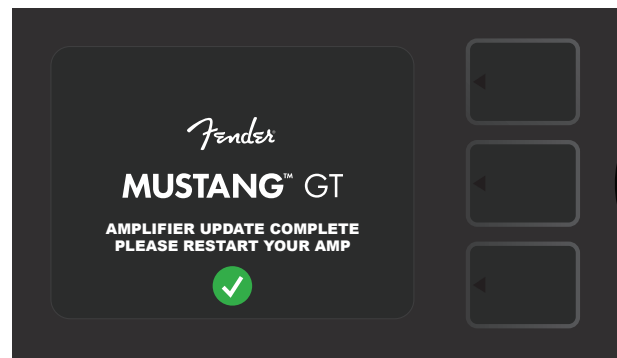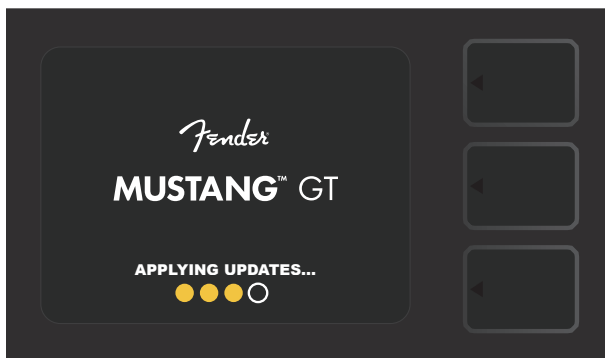
When performing a firmware update, the user might encounter three scenarios in which a firmware update cannot be initiated. In such cases, the DISPLAY WINDOW will indicate that Mustang GT's WiFi connectivity is not configured, no update is available, or the amplifier update server is unreachable (*see illustrations below*).
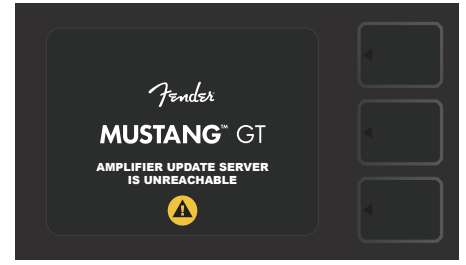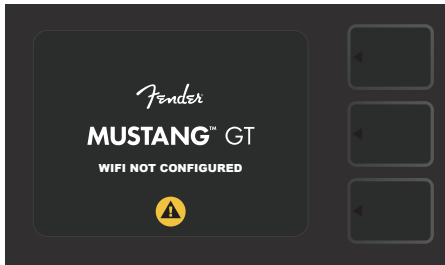

In addition to the firmware update described above, Mustang GT offers several user-enabled start-up modes encompassing factory restore functions. These are described below.

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. This function is also accessible as an "Amp Settings" MENU utility button function (*see page 45*).

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*).

FORCE UPDATE: To update Mustang GT 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 48*) 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*).
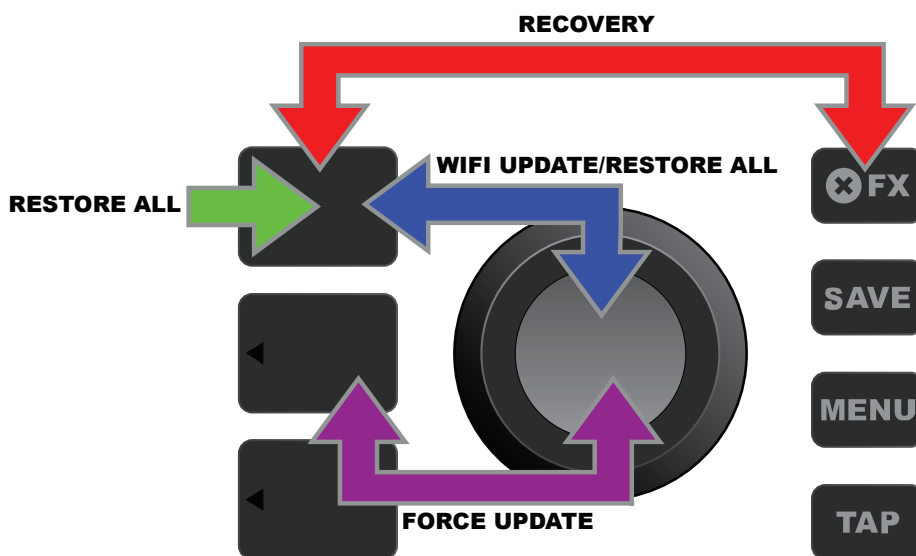
FENDER TONE™ APP

Fender Tone—the ultimate companion app for Mustang GT 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 Mustang GT 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
- Tuner functions

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

Specifications

CE

Mustang GT40

TYPE	PR 4399
POWER REQUIREMENTS	118 watts
POWER OUTPUT	40 watts (2x20 watts in stereo)
INPUT IMPEDANCE	1MΩ (guitar) 18kΩ (aux)
SPEAKER	Two 6.5" full frequency range
FOOTSWITCH	MGT-4 (optional, PN 0994071000)
	EXP-1 Expression Pedal (optional, PN 2301050000)
FITTED AMP COVER	Optional, PN 7711779000
DIMENSIONS AND WEIGHT	Width: 15.25" (38.7 cm) Height: 10.5" (26.7 cm) Depth: 8.25" (21 cm) Weight: 14 lbs. (6.25 kg)

PART NUMBERS			
2310100000 (120V) US	2310105000 (220V) ARG	2310108000 (220) CN
2310101000 (110V) TW	2310106000 (230V) EU	2310109000 (220V) ROK
2310103000 (240V) AU	2310107000 (100V) JP	2310113000 (240V) MA
2310104000 (230V) UK		

Mustang GT100

TYPE	PR 4400
POWER REQUIREMENTS	300 watts
POWER OUTPUT	100 watts
INPUT IMPEDANCE	1MΩ (guitar) 18kΩ (aux)
SPEAKER	12" Celestion® Special Design G12-FSD
FOOTSWITCH	MGT-4 (optional, PN 0994071000)
	EXP-1 Expression Pedal (optional, PN 2301050000)
FITTED AMP COVER	Optional, PN 7711780000
DIMENSIONS AND WEIGHT	Width: 20.5" (52.1 cm) Height: 17.5" (44.5 cm) Depth: 10" (25.4 cm) Weight: 22 lbs. (9.97 kg)

PART NUMBERS			
2310200000 (120V) US	2310205000 (220V) ARG	2310208000 (220) CN
2310201000 (110V) TW	2310206000 (230V) EU	2310209000 (220V) ROK
2310203000 (240V) AU	2310207000 (100V) JP	2310213000 (240V) MA
2310204000 (230V) UK		

Mustang GT200

TYPE	PR 4400
POWER REQUIREMENTS	450 watts
POWER OUTPUT	200 watts (2x100 watts in stereo)
INPUT IMPEDANCE	1MΩ (guitar) 18kΩ (aux)
SPEAKERS	Two 12" Celestion® Special Design G12-FSD
FOOTSWITCH	MGT-4 (included, PN 7710238000)
	EXP-1 Expression Pedal (optional, PN 2301050000)
FITTED AMP COVER	Optional, PN 7711781000
DIMENSIONS AND WEIGHT	Width: 25.5" (64.8 cm) Height: 20.9" (53.1 cm) Depth: 10" (25.4 cm) Weight: 34 lbs. (15.42 kg)

PART NUMBERS			
2310300000 (120V) US	2310305000 (220V) ARG	2310308000 (220) CN
2310301000 (110V) TW	2310306000 (230V) EU	2310309000 (220V) ROK
2310303000 (240V) AU	2310307000 (100V) JP	2310313000 (240V) MA
2310304000 (230V) UK		

Product specifications subject to change without notice.

MUSTANG™ GT40
MUSTANG™ GT100
MUSTANG™ GT200

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	O	O	O	O	O	O
喇叭单元*	O	O	O	O	O	O
电子部分	X	O	X	O	O	O
接线端子	X	O	O	O	O	O
电线	X	O	O	O	O	O
附件	O	O	O	O	O	O
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。