

Specification

Nominal Input Level: -20dBV
Input Impedance: > 10M Ohm
Output Impedance: < 3.5K Ohm (20Hz ~ 20KHz)
Nominal Output Level: -12dBV
THD: Less than .05% (-20dBV input)
Noise Floor: -97dB
Dynamic Range: 102dB
Battery Life: (360mAh,9V) 100 hours (EQ Working, Tuner off)
Bass Control Frequency: 60Hz
Middle Control Frequency: 800Hz
Treble Control Frequency: 20KHz



The Battery

1. When low-battery indicator lamp light, please change the battery.
2. The system requires a 9-volt battery. Draw out the battery case located next to the input jack and replace the battery according to the +/- sign.
3. The guitar cable should be removed from the guitar when it's not in use, to keep the battery from draining.

ONBOARD PREAMP

USER GUIDE

ORTEGA® MagusPro/G

MagusPro/G Quick Start

1. Set the controls

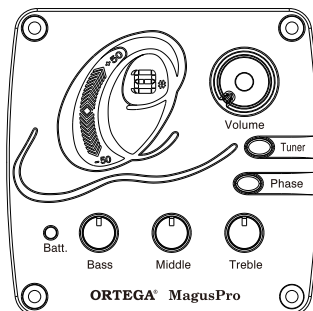
Set volume off. Set the bass, middle, treble controls to center.

2. Plug in

Connect the MagusPro/G to an amplifier or PA with a 1/4-inch instrument cable. The battery light will flash once quickly to indicate it has switched on.

3. Tune up

Raise the volume and adjust the bass, middle, treble controls to your liking.



MagusPro/G Controls

1. **Volume** - For the cleanest signal, set the volume knob as high as possible, without causing distortion or feedback.
2. **Bass** - Boost here to add depth and weight to the sound of the guitar.
3. **Middle** - Turn the middle knob all the way left for a smooth "scooped out" tone at high volume levels. Raise the middle knob to the right of center to add midrange "bite" to the sound.
4. **Treble** - boost to cut through the mix. Cut to mellow and subdue the sound.
5. **Phase** - Use the phase switch to improve bass response at low volume and suppress feedback at high volume.
6. **Tuner** - Play a single note by your instrument, the string number and note name will shown on the display. The light and indicator change as following:



Screen turns white and pointer on the initial position: tuner standby



Screen turns green and pointer keeps in centre: The note is accurate



Screen turns white and pointer points down: The note is low



Screen turns white and pointer points up: The note is high