

Rumble™ LT25

BASS AMPLIFIER



EXPANDED OWNER'S MANUAL

Fender®

CONTENTS

Introduction	1
Control Panel	2
Presets Basics	3
Editing and Saving Presets	4
Accessing Preset Contents	4
Editing and Saving Amplifier Control Settings	4
Changing the Amplifier Model in a Preset	7
List of Rumble LT25 Amplifier Models	8
Editing and Saving Effects Control Settings	9
Replacing, Adding and Deleting Effects	10
Setting Delay Times with the Tap Button	12
List of Rumble LT25 Effect Models	13
Menu Functions	14
Tuner	15
Footswitch	16
Settings	17
Restore	17
Auxiliary Input and Headphone Output	18
USB Port	18
Specifications	19

INTRODUCTION

This expanded owner's manual is a thorough user's guide to the features and functions of the Rumble LT25 amplifier.

As a complement to the Rumble LT25 Quick Start Guide that comes with each amplifier, this manual presents a detailed look at the amp's versatile features. This includes navigation and modification of the onboard presets, and comprehensive descriptions of the amplifier and effect models. It also includes illustrated step-by-step instructions for using Rumble LT25's onboard tuner, footswitch, USB port and other functions.

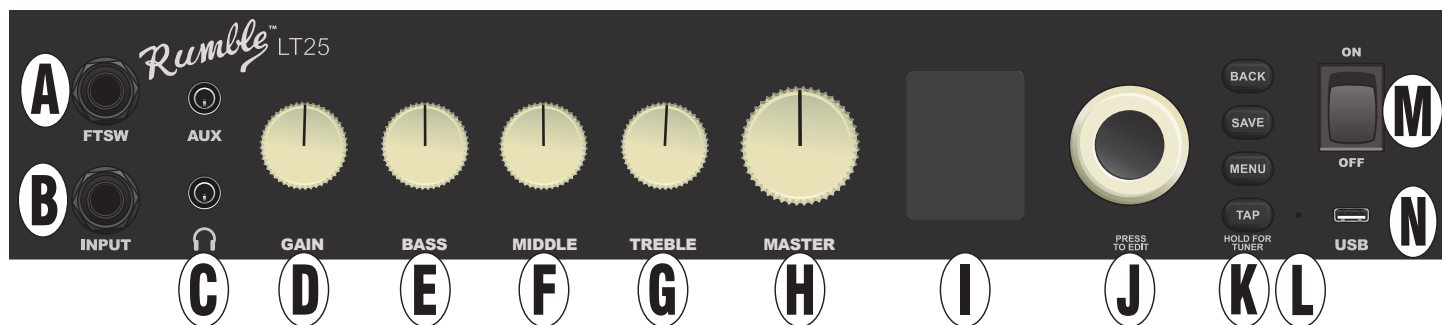
While this expanded manual presents the most current version of the amplifier, also check back for updated manual versions that will serve as even more helpful guides as Rumble LT25 and its capabilities evolve.

Be sure to check [fender.com/firmware/support](https://www.fender.com/firmware/support) regularly for firmware updates that improve and enhance the Rumble LT25 experience.



CONTROL PANEL

The Rumble LT25 top control panel consists of an INSTRUMENT INPUT, five CONTROL KNOBS, a DISPLAY WINDOW, an ENCODER wheel, four UTILITY pushbuttons, a FOOTSWITCH INPUT, an AUXILIARY INPUT (1/8"), a HEADPHONE OUTPUT (1/8"), a TAP LIGHT and a USB PORT.

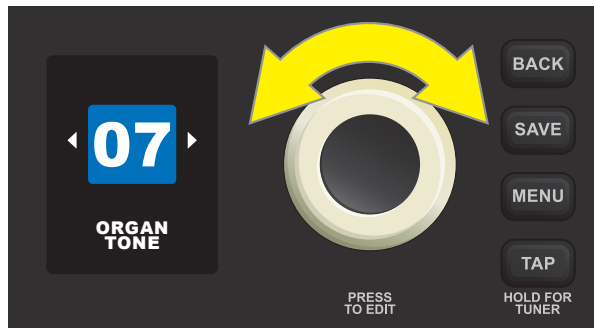


- A. FOOTSWITCH ("FTSW"):** Connect optional single-button footswitch here (*page 16*).
- B. INPUT:** Plug instrument in here.
- C. AUXILIARY INPUT, HEADPHONE OUTPUT:** 1/8" auxiliary input for connecting external audio devices, and 1/8" output for headphone use (*page 18*). Headphone output disables speaker.
- D. GAIN:** Affects gain setting in each preset.
- E. BASS:** Affects bass tone setting in each preset.
- F. MIDDLE:** Affects midrange tone setting in each preset.
- G. TREBLE:** Affects treble tone setting in each preset.
- H. MASTER VOLUME:** Controls overall volume.
- I. DISPLAY WINDOW:** Shows preset in use, preset contents and parameters, and other functions (i.e., tuner and other menu functions).
- J. ENCODER:** Rotary control with press-switch function. For viewing, selecting and adjusting Rumble LT25 presets, controls and other functions.
- K. UTILITY BUTTONS**
 - BACK:** Returns user to the previous screen or original preset screen.
 - SAVE:** For saving preset modifications, renaming presets and saving presets to a new location.
 - MENU:** For accessing tuner, footswitch and other functions (*page 14*).
 - TAP:** For setting delay times (*page 12*) and accessing built-in tuner (*page 15*).
- L. TAP LIGHT:** Flashes in time with delay effects.
- M. POWER:** Turns amplifier on and off.
- N. USB PORT:** Amp connection point for USB audio recording (*page 18*).
- O. IEC POWER INLET (REAR PANEL; NOT SHOWN):** Using the included power cord, connect to a grounded outlet in accordance with the input power voltage and frequency specified at the power inlet.

PRESET BASICS

Rumble LT25 features 30 sequentially numbered presets. Each preset consists of an amplifier and one or more effects (or, in some cases, no effects). Note that when turning the amplifier on, the default active preset is always factory preset 01. Further, 20 additional presets are available when using the “REPLACE” feature (page 7).

To scroll through presets, turn the ENCODER; whichever preset is displayed becomes active:



Rumble LT25's 30 original factory presets are:

- | | | |
|----------------------------|-------------------------|-----------------------|
| 01 STUDIO CLEAN | 11 FLANGER BASS | 21 RUMBLE OD |
| 02 STUDIO SQUEEZE | 12 BAY AREA PUNK | 22 BIG ECHO |
| 03 RUMBLE | 13 PUNCHY OCTAVE | 23 WAH ECHO |
| 04 ELEKTRIK UPRIGHT | 14 CHORUS | 24 WARM WAH |
| 05 DIRTY ROCKBASS | 15 FILTHY PUNCH | 25 SHOWMAN OD |
| 06 FAT OLD BASSMAN | 16 HAND OF DOOM | 26 HESHER |
| 07 ORGAN TONE | 17 70S ROCK | 27 PHASER BASS |
| 08 SLAP BASS | 18 FAT BOTTOM | 28 TREMOLO |
| 09 SYNTH FUZZ | 19 MONSTER BOT | 29 AUDIO RAGE |
| 10 VINTAGE FUZZ | 20 GRUNGE | 30 CLICKY PICK |

Additionally, 20 more presets are available using the “REPLACE” function described on page 7. These are:

- | | | |
|---------------------------|---------------------------|---------------------------|
| 31 DARK ROOM | 38 STEP AND GRIND | 45 BASS ODYSSEY |
| 32 BIG SUSTAIN | 39 SHOWMAN BOT WAH | 46 300 GRIT |
| 33 SPACE PAD | 40 GRITS N CREAM | 47 FEEL THE PAIN |
| 34 BUZZ BOMB | 41 WARM BOT WAH | 48 SLAPPY SCOOP |
| 35 WARM CHORUS | 42 HEART BREAKER | 49 SOCAL SKA PUNK |
| 36 80S BRIT | 43 CHORUS DIRT | 50 GOOD TO BE KING |
| 37 MONSTER BOT WAH | 44 ANCIENT MARINER | |

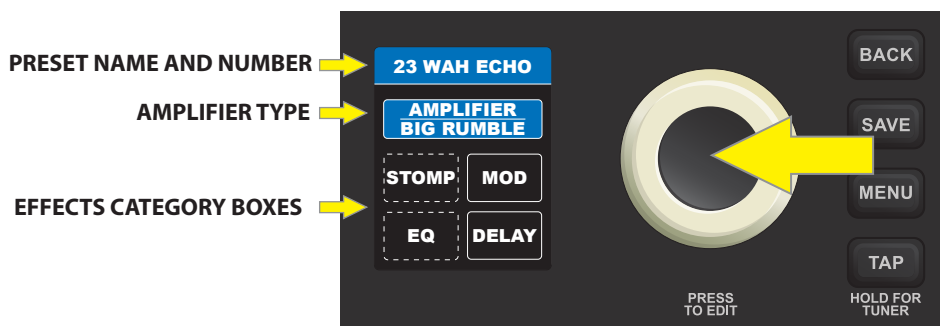
EDITING AND SAVING PRESETS

Presets can be easily edited and, if desired, renamed and saved in place or saved in a different location. The controls of each amplifier type can be adjusted, or an amp model can be replaced with a different one. Similarly, various effects controls can be adjusted, or effects can be removed from or added to a preset.

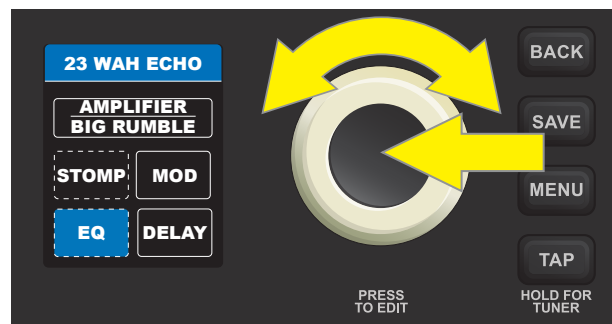
When a preset is active, the box containing its number is blue, indicating that no edits have been made. Once an edit is made, the box containing the preset number turns red and the preset title screen will read "UNSAVED". When edits are saved, the preset number box returns to blue and the "UNSAVED" title clears.

ACCESSING PRESET CONTENTS

To access the contents of a preset, press the ENCODER. From the top down, the DISPLAY WINDOW will then show the number and name of the preset, the amplifier type in use, and four boxes that organize the effects used for that preset (if any). These effects category boxes are labeled STOMP (stompbox), MOD (modulation), EQ and DELAY. When first accessing preset contents, the preset name and amplifier type are highlighted in blue:

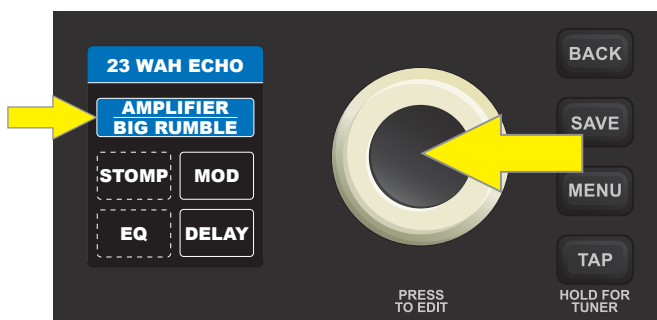


Select the amp model or one of the effects category boxes by turning and pressing the ENCODER. The active selection is then highlighted in blue:

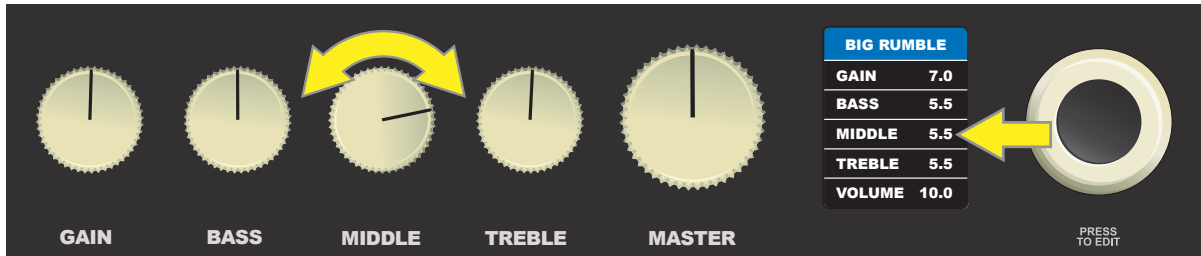


EDITING AND SAVING AMPLIFIER CONTROL SETTINGS

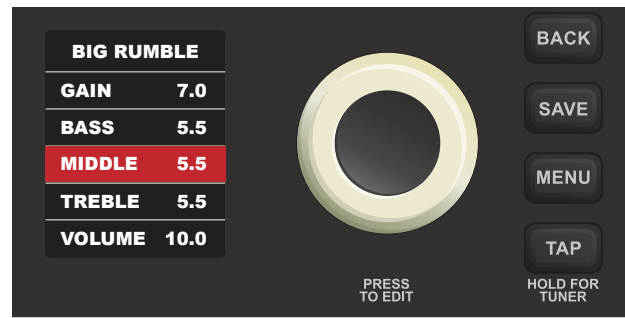
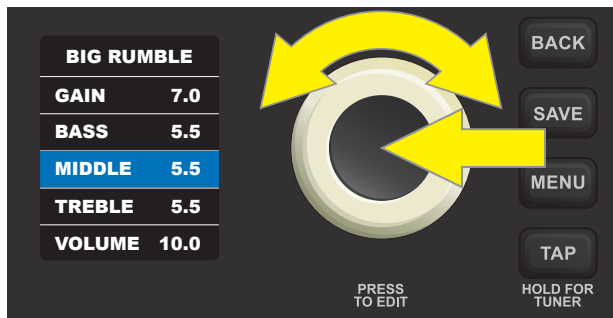
To edit and save individual control settings of a preset's amplifier model, first select the amp model by pressing the ENCODER on it. The DISPLAY WINDOW will then show a list of controls for the amp model in use:



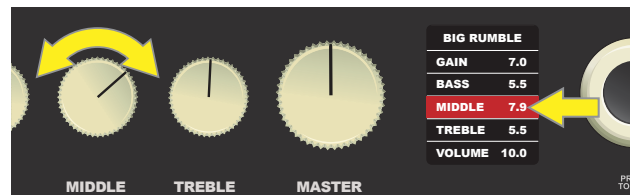
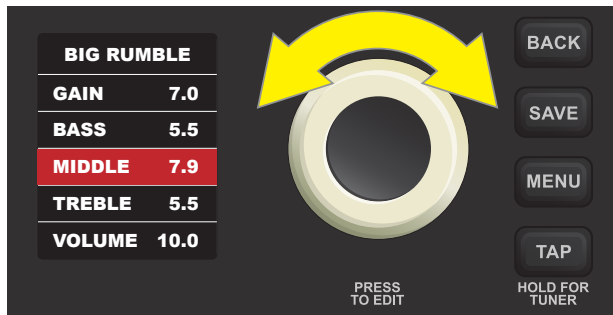
There are two ways to adjust an amp control knob setting. A control parameter that corresponds to an actual physical knob on the control panel can be adjusted simply by turning the physical control knob until the desired value is reached in the DISPLAY WINDOW. In the example below, the amp model's MIDDLE setting is adjusted by turning the physical MIDDLE control knob on the control panel:



Alternately, select a control parameter by turning and pressing the ENCODER; its surrounding box will turn from blue to red:

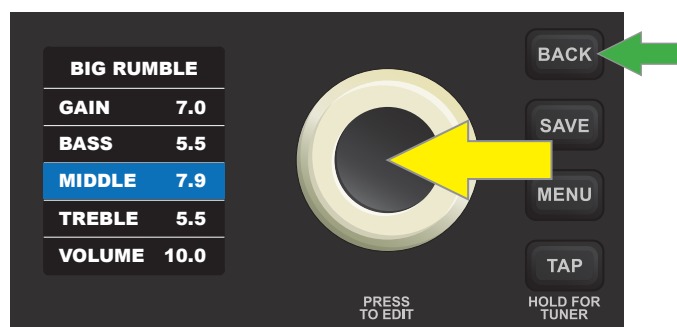


The control can then be adjusted by turning the ENCODER or by turning a corresponding physical control knob on the control panel (if present*):



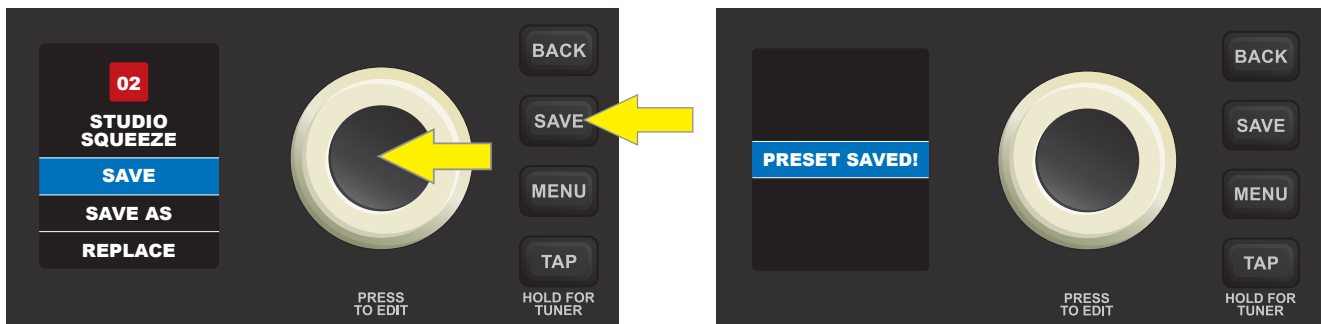
** Note that for control parameters such as VOLUME that have no corresponding physical knob on the control panel, this is the only method of adjustment.*

At this point, press the ENCODER or the BACK utility button (green arrow) to accept the adjusted control values. Pressing BACK returns the user to the preset contents screen; pressing the ENCODER lets the user continue making controls setting changes, and the box surrounding the control setting will return to blue. When control setting edits are complete, press the SAVE utility button to save the changes to the preset.



IMPORTANT: If edited amp control settings are not saved, the preset will revert to its original amp control settings when returning to the preset after leaving it, or when turning the amplifier off and back on again. To save edited amp control settings, press the SAVE utility button and use the ENCODER to scroll to one of three options—SAVE, SAVE AS or REPLACE. Each is detailed below.

SAVE: Keeps an edited preset in the same location with the same name. To do this, press the SAVE utility button and use the ENCODER to scroll to “SAVE”. Press the SAVE utility button again or press the ENCODER. A brief “PRESET SAVED!” screen will then flash before returning to the original preset screen:



SAVE AS: Enables saving an edited preset in a different position, with or without a different name. To do this, press the SAVE utility button and use the ENCODER to scroll to “SAVE AS”. Press the ENCODER to access a “CHOOSE SLOT” list of locations where the preset can be moved. Select a new location by turning and pressing the ENCODER:

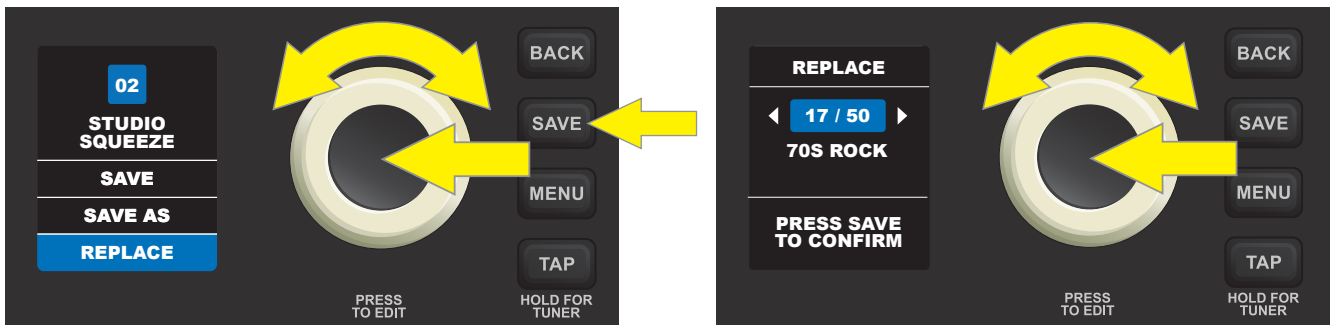


NOTE: When using “SAVE AS”, note that a preset can be moved to a different position even if no edits have been made. Also note that saving a preset to a different location permanently deletes the previous contents of the new location.

Whether renaming the preset or not when using “SAVE AS”, a name must be entered by pressing the ENCODER to activate a cursor, then spelling out the name by turning and pressing the ENCODER to scroll through and select characters. All characters can be cleared by using the ENCODER to scroll to and select “CLEAR ALL”. When name entry is completed for the new location, save it by pressing the SAVE utility button or by using the ENCODER to scroll to and select “SAVE”. A brief “PRESET SAVED!” screen will then flash before returning to the original preset screen:



REPLACE: Any existing preset can be replaced with another by pressing the SAVE utility button, using the ENCODER to scroll to and select "REPLACE" and choosing from 50 replacement presets (the 30 factory presets, plus 20 additional presets listed on page 3). After selecting "REPLACE", use the ENCODER to scroll to any of the 50 available presets; each one is automatically "previewed" so the user can hear the sound before the preset is loaded. Press the ENCODER to select the preset, confirm it by using the ENCODER to scroll to and select "NO CANCEL" or "YES REPLACE" (not shown) and save and save it in the chosen slot:



CHANGING THE AMPLIFIER MODEL IN A PRESET

The amplifier model in a preset can be replaced with another one (see list of Rumble LT25 amplifier models on page 8). To do this, access the contents of a preset by pressing the ENCODER on it; the amp model will automatically be highlighted. Press the ENCODER again to see a list of controls for the amp model in use; the name of the amp model appears at the top of this list.

Press the ENCODER once more to activate the amplifier replacement function; the box surrounding the amp name will turn from blue to red, and white arrows will bracket the amp name. Turn the ENCODER to scroll to a new amp model. Press the ENCODER to accept the amp model change, after which the box surrounding the amp name will return to blue; or press the BACK utility button (green arrow) to accept the amp model change and return to the preset contents screen:



IMPORTANT: If an amplifier replacement is not saved, the preset will revert to its original amp type when returning to the preset after leaving it, or when turning the amplifier off and back on again. To save a preset amp replacement, follow the SAVE, SAVE AS or REPLACE instructions on page 6 and at the top of this page.

RUMBLE LT25 AMPLIFIER MODELS

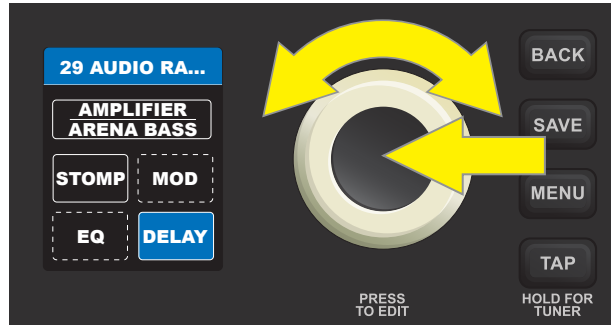
This table lists the amp models in Rumble LT25. The amp label used in each preset appears in the lefthand column, followed by the amp type and a brief description in the righthand column.

PRESET AMP LABEL	AMP TYPE AND DESCRIPTION
STUDIO 1	Direct-to-mixing-desk studio purity with clean, uncolored tonal response
STUDIO 2	Similar to the above, but like a tube console for increased harmonic coloration
RUMBLE	Based on the clean-to-gritty 2x10" tone of Fender's best-selling bass amps
BIG RUMBLE	Same as above, but with the added boom of a 1x15 cab
WARM COMBO	Based on the beloved mid-'60s Ampeg B-15NF
ARENA BASS	Inspired by the seismic all-tube sound of the Ampeg SVT
CLEAN BASS	Based on the '80s/'90s-era power and clarity of the Gallien-Krueger 800RB
SLAP BASS	Inspired by the full-range high-end 1990s indispensability of the SWR® Redhead
BASS 300	Based on Fender's Bassman® 300 Pro all-tube giant with distinctively versatile tone shaping and blendable overdrive
MONSTER	High-gain all-tube boutique guitar amp re-imagined for bass
OLD FENDER	Based on the original-era boom of Fender's vintage "TV-Front" Bassman
SHOWMAN	Based on the '60s/'70s all-tube Fender classic Dual Showman, used on big stages everywhere
GRUNGE BASS	Inspired by the "sludgy" majesty of 1970s-era Orange amps
70S ROCK	Inspired by a late '60s/early '70s Marshall Super Bass, a quintessential early hard-rock bass amp
ANGRY BRIT	Inspired by the '80s metal tone of the Marshall JCM800 guitar amp
BASSMAN 2K	Based on Fender's present-day flagship Super Bassman amp, with blendable tube overdrive

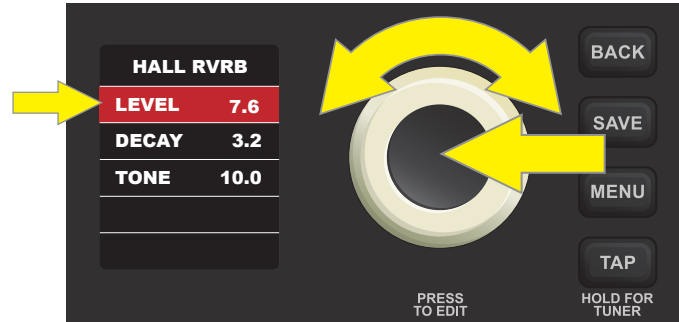
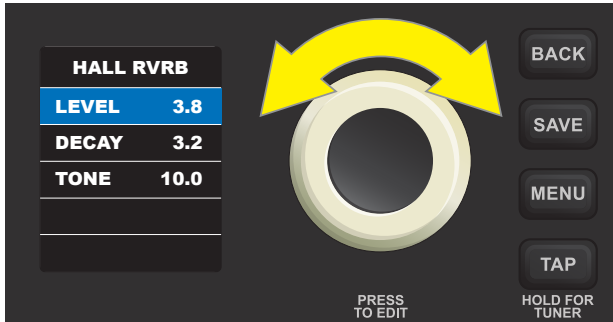
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EDITING AND SAVING EFFECTS CONTROL SETTINGS

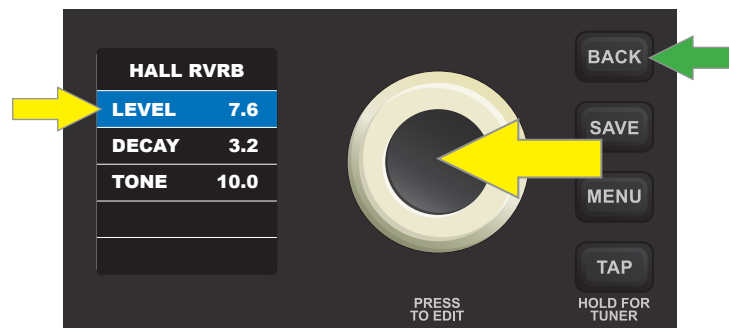
To edit and save individual control settings of a preset's various effects (if any), first select the effect *category* box containing the effect to be edited by turning and pressing the ENCODER. There are four effects category boxes that can each contain one effect: STOMP (stompbox), MOD (modulation), EQ and DELAY:



The DISPLAY WINDOW will then show a list of controls for the effect model in use in that category; use the ENCODER to scroll to a particular effect control. Press the ENCODER to select the effect control; its surrounding box will turn from blue to red. Turn the ENCODER to set a new value for the selected control value:



At this point, press the ENCODER to accept the adjusted effect control value and exit edit mode; the surrounding box will then return to blue. Alternately, press the BACK utility button (*green arrow*) to accept the effect control value change and return to the preset contents screen:

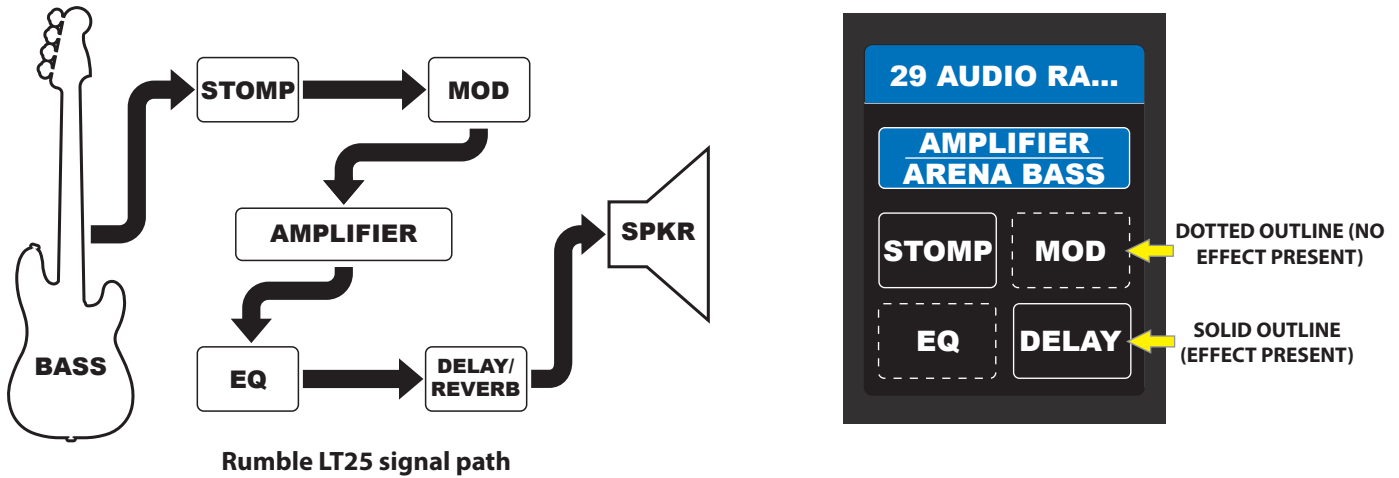


IMPORTANT: If an edited effect control setting is not saved, the preset will revert to its original effect control settings when returning to the preset after leaving it, or when turning the amplifier off and back on again. To save edited effect control settings, follow the SAVE, SAVE AS or REPLACE instructions on pages 6 and 7.

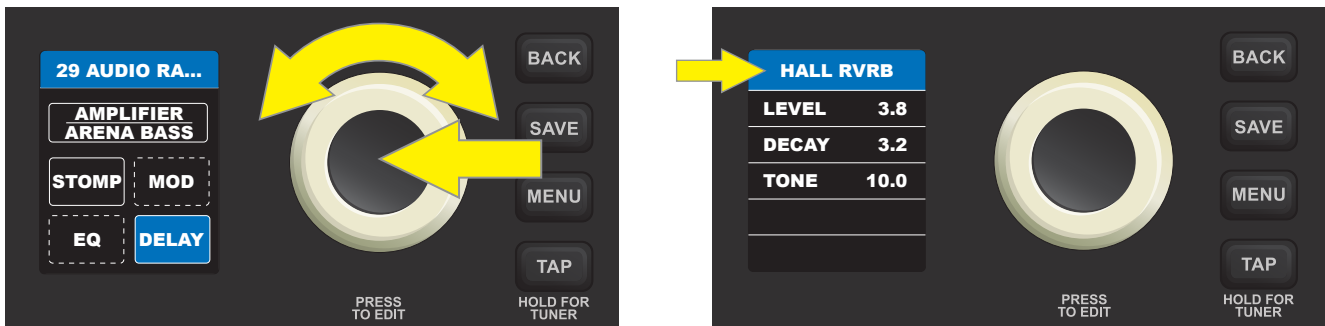
REPLACING, ADDING AND DELETING EFFECTS

As noted, each of the four effect category boxes can contain one effect. If an effect is present, it can be replaced with another effect *in that category*, or it can be deleted. If no effect is present, one can be added (see *list of Rumble LT25 effect models on pages 13-14*). The signal path is *Instrument—Stompbox—Modulation—Amplifier—EQ—Delay/Reverb—Speaker*, as illustrated at left below.

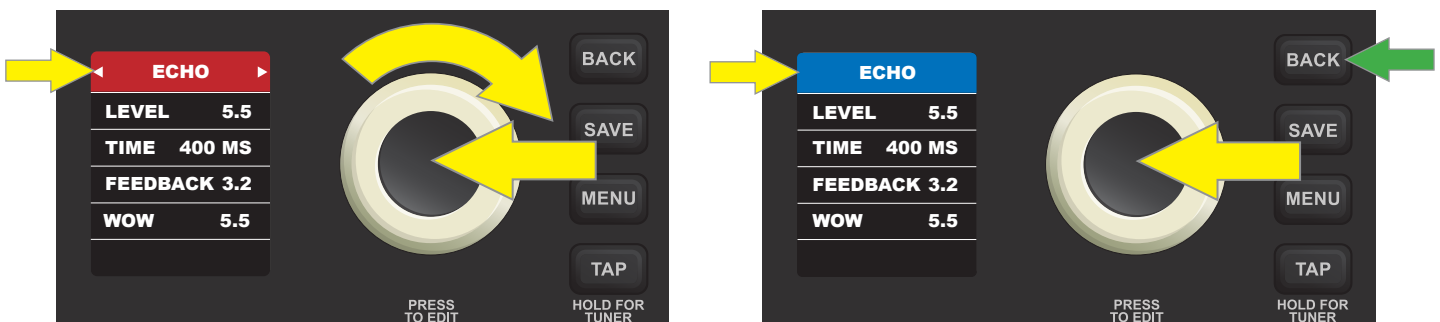
Note that effects category boxes that already contain an effect have a solid outline, whereas effects category boxes that *do not* contain an effect have a dotted outline, as seen in the image at right below:



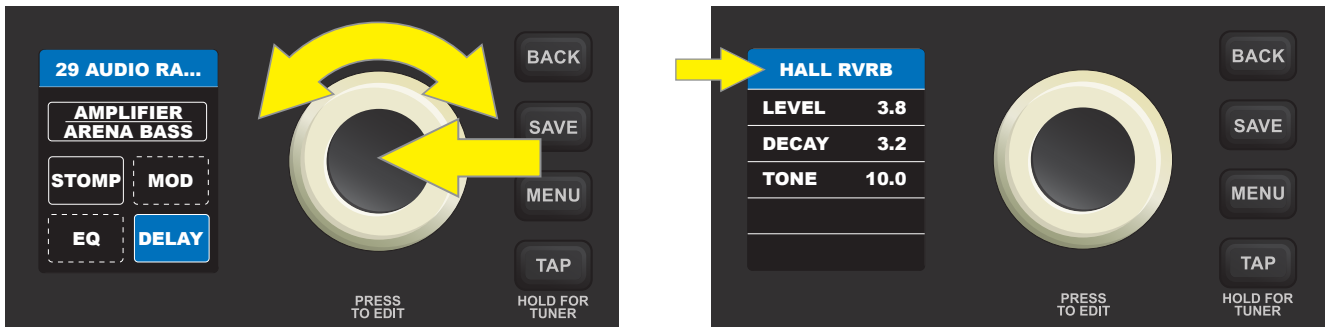
To **replace** an effect, access the contents of a preset by pressing the ENCODER on it, then use the ENCODER to scroll to one of the four effect category boxes. Press the ENCODER again to see the effect contained in the effect category box; the name of the effect model is highlighted at the top of the DISPLAY WINDOW:



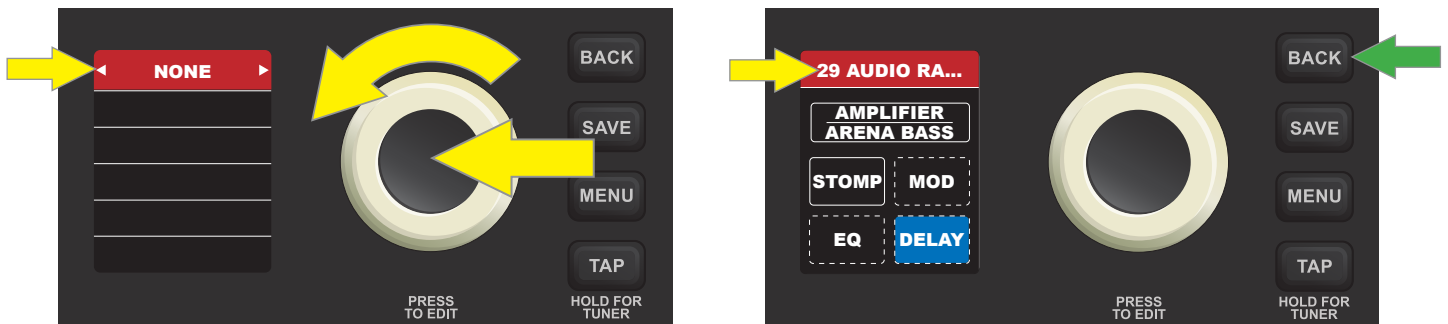
Press the ENCODER once more to activate the effect replacement function; the box surrounding the effect name will turn from blue to red, and white arrows will bracket the effect name. Turn the ENCODER *clockwise* to scroll through other effects models in that category. Press the ENCODER to accept a replacement effect and exit edit mode; the surrounding box will return to blue. Alternately, press the **BACK** utility button (*green arrow*) to accept the replacement effect and return to the preset contents screen:



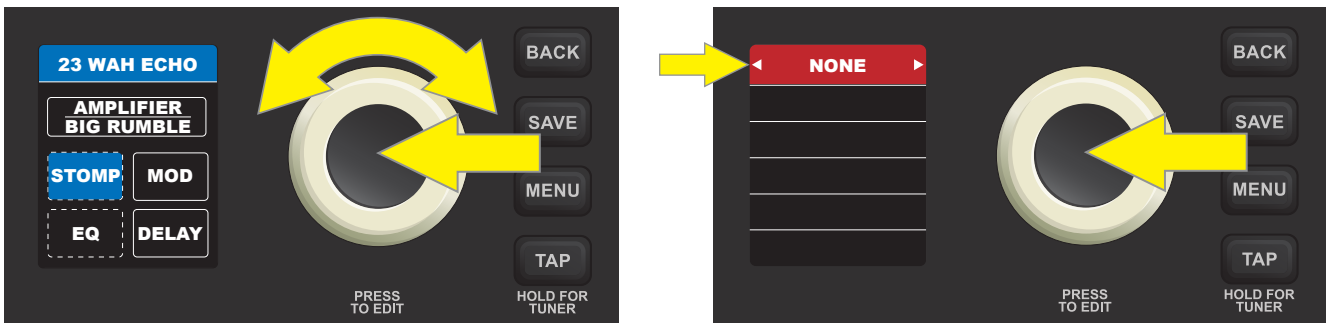
To **delete** an effect, the steps are very similar to those on page 10. As before, access the contents of a preset by pressing the ENCODER on it, then use the ENCODER to scroll to an occupied effect category box. Press the ENCODER again to see the effect contained in the effect category box; the name of the effect model is highlighted at the top of the DISPLAY WINDOW:



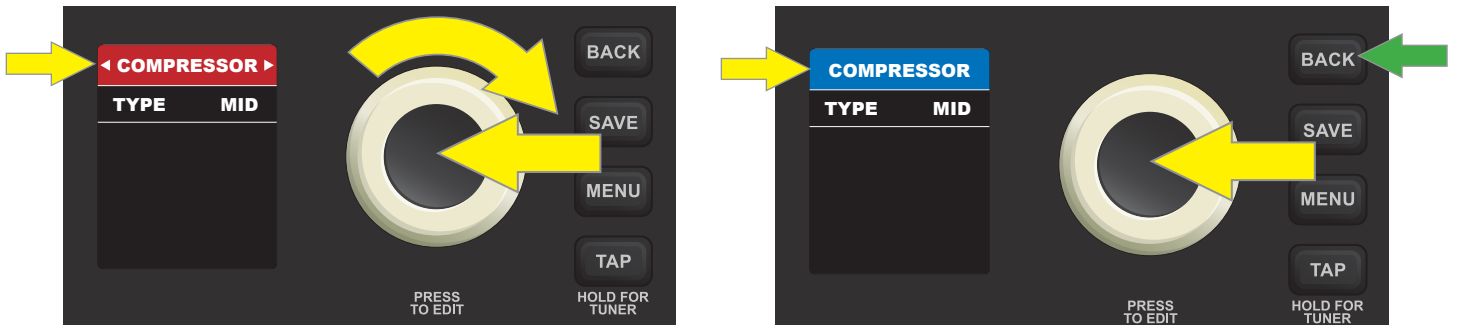
Press the ENCODER once more to activate the effect replacement function; the box surrounding the effect name will turn from blue to red, and white arrows will bracket the effect name. Turn the ENCODER *counter-clockwise* until the red-highlighted effect label at the top of the DISPLAY WINDOW reads “NONE”. Press the ENCODER on “NONE” (or press the BACK utility button), after which the user is returned to the preset screen with the previously occupied effect category box now empty:



To **add** an effect to an empty effect category box, first access the contents of a preset by pressing the ENCODER on it, then use the ENCODER to scroll to the empty effect category box. Press the ENCODER again to access the empty effect category box; the red-highlighted label “NONE” bracketed by white arrows will appear at the top of the DISPLAY WINDOW:



Turn the ENCODER *clockwise* to scroll through effects models in that category. Press the ENCODER on the desired effect, after which the box surrounding the effect name will return to blue and the effect is added—although not yet saved—to that effect category box. Alternately, press the BACK utility button (*green arrow*) to return to the preset contents screen (*see illustrations on next page*):



IMPORTANT: If an effect is not saved once it has been replaced, deleted or added, the preset will revert to its original effect model(s) when returning to the preset after leaving it, or when turning the amplifier off and back on again. To save a changed, deleted or added effect model, follow the SAVE, SAVE AS or REPLACE instructions on pages 6 and 7.

SETTING DELAY TIMES WITH THE TAP BUTTON

There are two ways to set delay times for effects in Rumble LT25's "DELAY" effects category box. The first way is to use the "Editing and Saving Effects Control Settings" instructions found on page 9, using the ENCODER to scroll to, select and adjust individual effect settings, including delay time.

The second way is to use Rumble LT25's TAP utility button (*yellow arrow*). If a preset includes a delay effect, the TAP LIGHT (*green arrow*) flashes in time with that effect's default delay time. This time setting can be modified by tapping the TAP utility button two or more times at the desired tempo, regardless of what screen is shown in the DISPLAY WINDOW:



IMPORTANT: If an edited delay time is not saved, the effect will revert to its original delay time when returning to the preset after leaving it, or when turning the amplifier off and back on again. To save an edited delay time, follow the SAVE, SAVE AS or REPLACE instructions on pages 6 and 7.

RUMBLE LT25 EFFECT MODELS

This table lists the effect models in Rumble LT25, organized into the four categories that appear in each preset—STOMP (stompbox), MOD (modulation), EQ and DELAY/REVERB. The effects labels used in each preset appear in the lefthand column, followed by the effects types and a brief description in the righthand column. Note that STOMP and MOD are “pre” effects; that is, they come *before* the amp model in the signal path. EQ and DELAY/REVERB are “post” effects, placed *after* the amp model in the signal path.

STOMPBOX EFFECTS

OVERDRIVE	Versatile Fender overdrive specially designed for flexibility
BLUES DRIVE	Overdrive effect inspired by the original late-'70s Ibanez TS808 Tube Screamer
BASS DRIVE	Inspired by the snarl of the Tech 21 SansAmp Bass Driver pedal
ROCK DIRT	Distortion effect inspired by the Pro Co RAT
FUZZ	Versatile Fender fuzz with variable low-end response specially designed for Rumble LT25
OCTOBOT	Synth-like combination of octave-down effect plus octave-up fuzz
COMPRESSOR	Compressor with added gain, threshold, attack and release controls
SUSTAIN	Inspired by the MXR M-163 Sustain, a rare 1980s compressor pedal with an especially strong compression effect and short attack time
5-BAND EQ	Five-band graphic equalizer

MODULATION EFFECTS

CHORUS	Distinctive chorus effect that uses a triangle wave for modulation
FLANGER	Distinctive flanging effect that uses a triangle wave for modulation
VIBRATONE	Classic late-'60s/early-'70s Fender effect with a rotating speaker baffle
TREMOLO	Smoothly pulsating tube bias tremolo, as heard in amps such as the Fender Princeton Reverb
PHASER	Long-indispensable jetliner “whoosh” heard on countless recordings
STEP FILTER	Rhythmically choppy effect that dices notes into distinctly alternating “steps”
TOUCH WAH	Wah effect controlled by picking dynamics rather than an expression pedal

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EQ

5-BAND EQ	Five-band graphic equalizer
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DELAY/REVERB EFFECTS

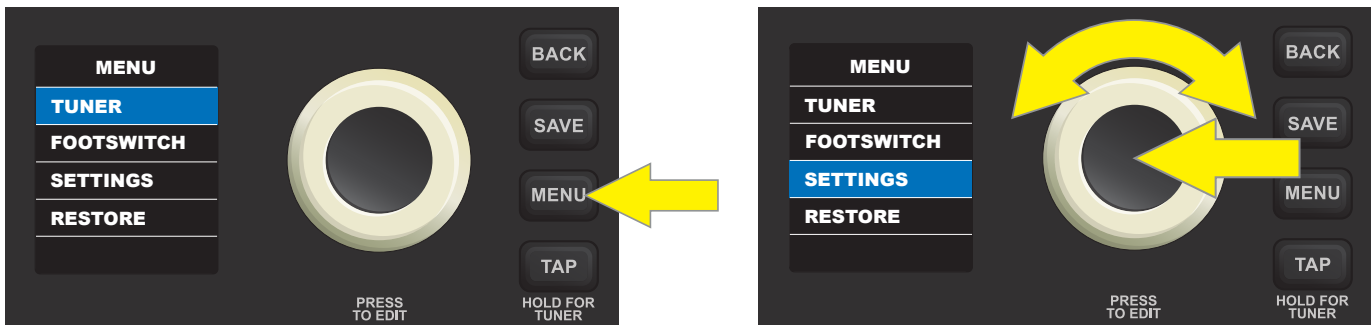
Note that the control panel TAP utility button and TAP LIGHT work in connection with effects in this category only.

DELAY	Clean, simple and pristine signal repetition
REVERSE	Reverses the delayed signal for the classic “backwards guitar” effect
ECHO	Tape delay effect based on the analog classic Maestro Echoplex, which had tape imperfections that created distinctive “wow” and “flutter”
HALL REVERB	Strong, bright reverb simulating the size of, for example, a major performance hall and other large, cavernous spaces
ROOM REVERB	Warmer, less echo-y reverb typical of smaller spaces and classic echo chambers

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MENU FUNCTIONS

Rumble LT25 features four convenient MENU functions—TUNER, FOOTSWITCH, SETTINGS and RESTORE—all easily accessed by pressing the MENU utility button. The first function (TUNER) is automatically highlighted; use the ENCODER to scroll to and select any MENU function:



TUNER: Enables use of Rumble LT25’s built-in chromatic tuner (*page 15*).

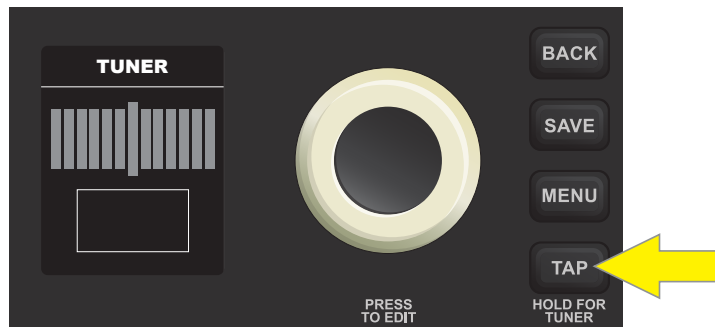
FOOTSWITCH: For configuring Rumble LT25’s single-button footswitch to provide easy hands-free selection of any two presets (*page 16*).

SETTINGS: Displays the firmware version (*page 17*). Also includes a gain control for use when recording using the USB audio port on the control panel (*page 18*).

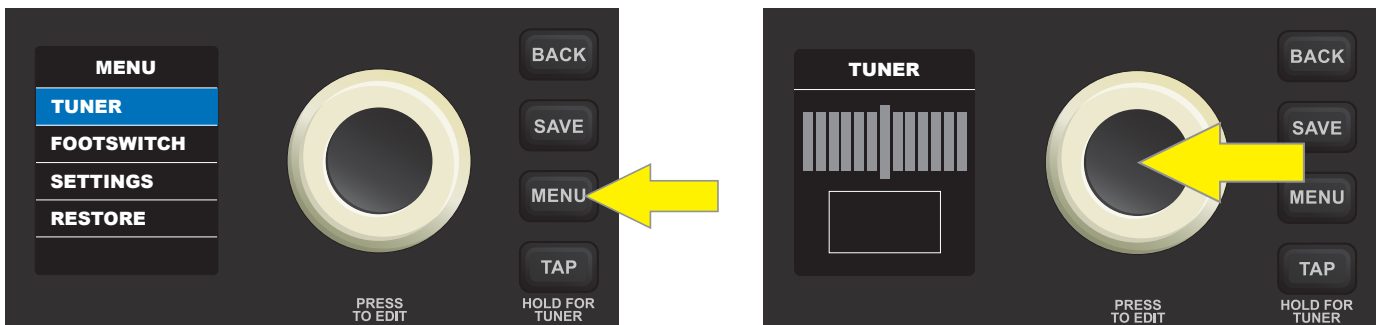
RESTORE: Enables restoration of factory presets and amplifier settings (*page 17*).

MENU FUNCTION: TUNER

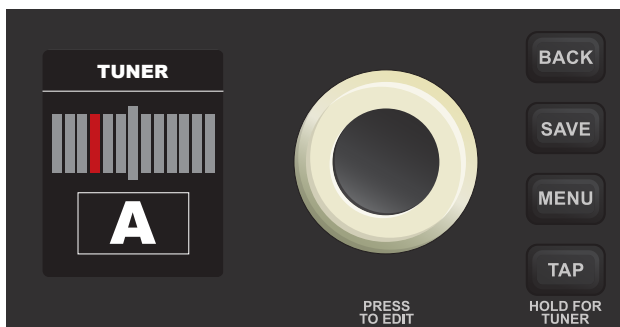
There are two ways to access Rumble LT25's built-in chromatic tuner. The first way is to press and hold the TAP utility button on the control panel until the tuner screen appears in the DISPLAY WINDOW:



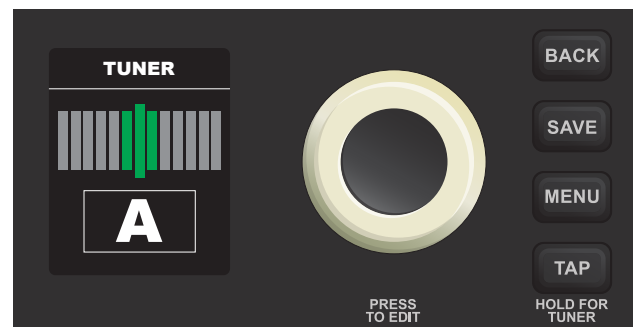
The second way is to press the MENU utility button on the control panel; the list of MENU functions will appear in the DISPLAY WINDOW with the TUNER function automatically highlighted atop the list. Press the ENCODER on TUNER to access the tuner screen:



To use the TUNER, sound a note; the letter name of the pitch will appear in the box at bottom and the shorter vertical bars on either side of the longer vertical center bar will illuminate red to indicate varying degrees of sharpness (to the right) or flatness (to the left). When a pitch is precisely in tune, the longer vertical center bar and the two shorter vertical bars on either side of it will illuminate green:



"A" PITCH SLIGHTLY FLAT



"A" PITCH IN TUNE

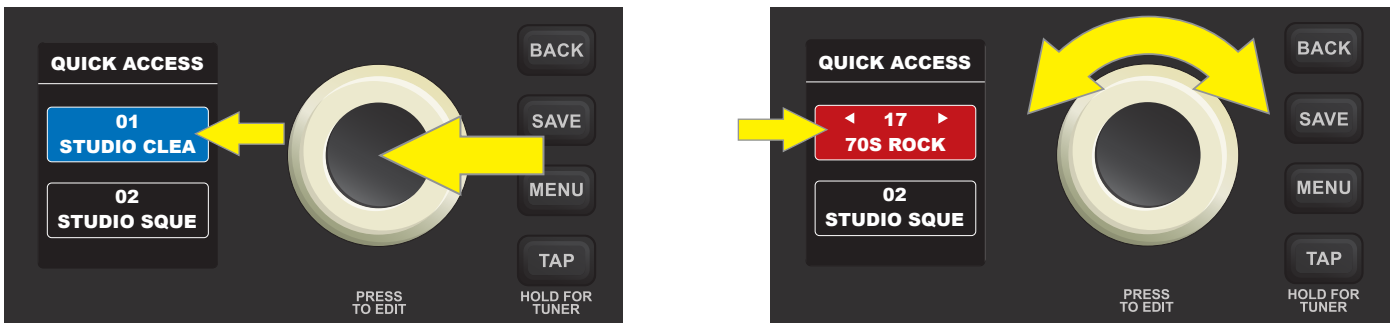
Note that speaker output is muted when tuning, and that the volume control *on the instrument being tuned* must be turned up sufficiently to register a TUNER reading.

MENU FUNCTION: FOOTSWITCH

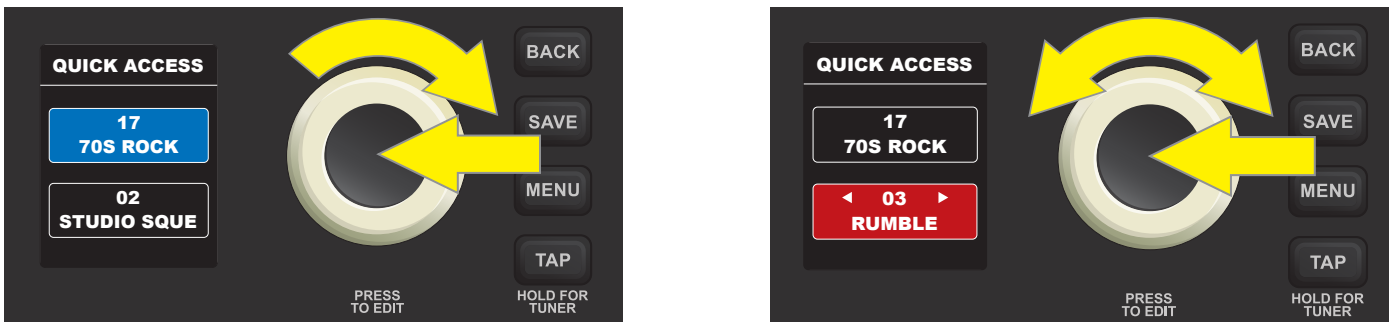
Connect an optional Fender single-button footswitch (PN 0994052000) by plugging it into the “FTSW” jack on the control panel. The footswitch provides convenient hands-free switching between two pre-determined “quick-access” presets. The second MENU function—FOOTSWITCH—enables easy configuration of any two presets for quick-access footswitch use. To do this, press the MENU utility button, then use the ENCODER to scroll to and select FOOTSWITCH:



Two presets will be shown in the DISPLAY WINDOW below the header “QUICK ACCESS”; the upper preset is automatically highlighted in blue. To choose a new preset for this upper quick-access position, press the ENCODER on it; the box surrounding the preset name will turn red. Use the ENCODER to scroll to a new preset for the upper quick-access position:



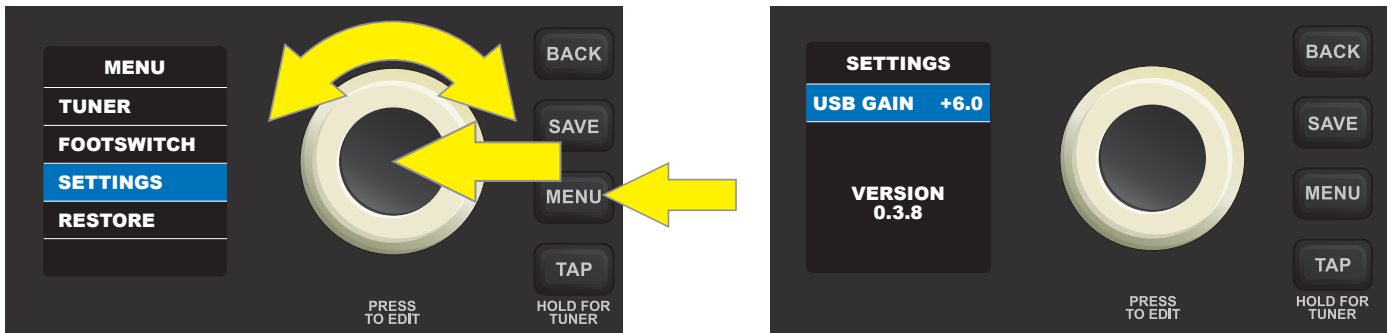
Press the ENCODER to select the new upper quick-access preset; the box surrounding the preset name will return to blue. To choose a new preset for the *lower* quick-access position, turn the ENCODER *clockwise* to highlight the lower preset, then follow the same steps as above:



IMPORTANT: If quick-access footswitch presets are not saved, the quick-access preset slots will revert to their original contents when returning to the preset after leaving it, or when turning the amplifier off and back on again. To save quick-access footswitch presets, follow the SAVE, SAVE AS or REPLACE instructions on pages 6 and 7.

MENU FUNCTION: SETTINGS

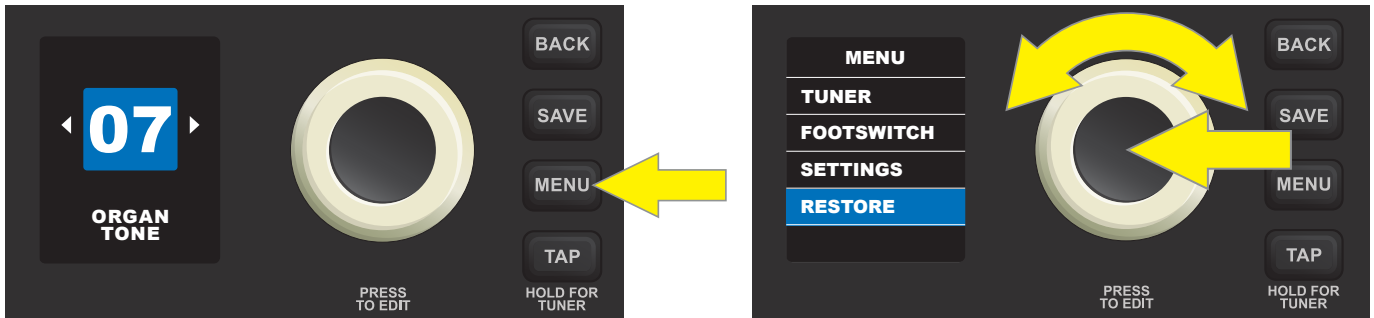
The third MENU function—SETTINGS—displays the current firmware version and features a gain control for use when recording using the USB port on the control panel. To access these options, press the MENU utility button and use the ENCODER to scroll to and select SETTINGS. The USB gain control appears at top (see instructions under “USB PORT”, page 18), with the firmware version below (“VERSION”):



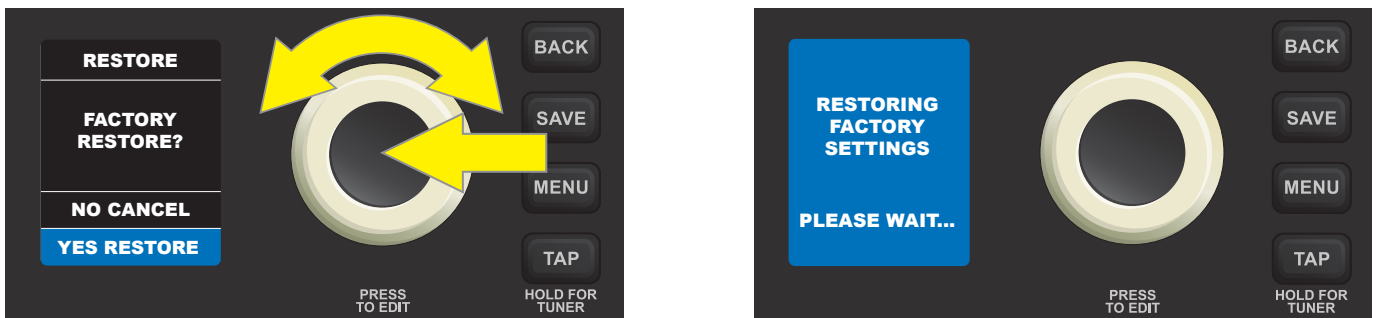
Be sure to check [fender.com/firmware/support](https://www.fender.com/firmware/support) regularly for firmware updates that improve and enhance the Rumble LT25 experience.

MENU FUNCTION: RESTORE

The fourth MENU function—RESTORE—enables restoration of all original factory presets and amplifier settings. To do this, press the MENU utility button, then use the ENCODER to scroll to and select RESTORE:



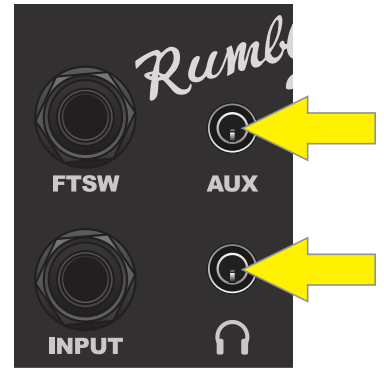
To initiate restoration use the ENCODER to scroll to and select “YES RESTORE”. To cancel restoration, press the ENCODER on “NO CANCEL”, or press the BACK utility button. While restoration is in progress, a blue waiting screen will briefly appear. When restoration is complete, the user is returned to the first preset screen:



AUXILIARY INPUT AND HEADPHONE OUTPUT

The Rumble LT25 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.

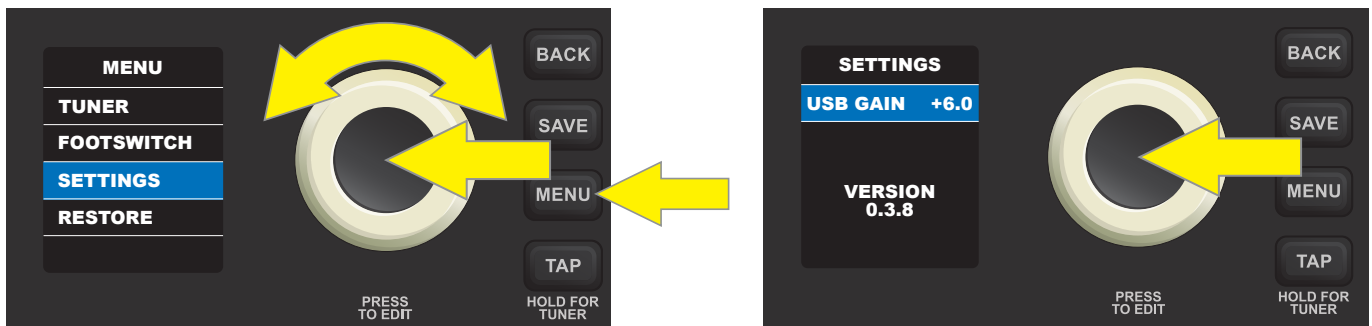


USB PORT

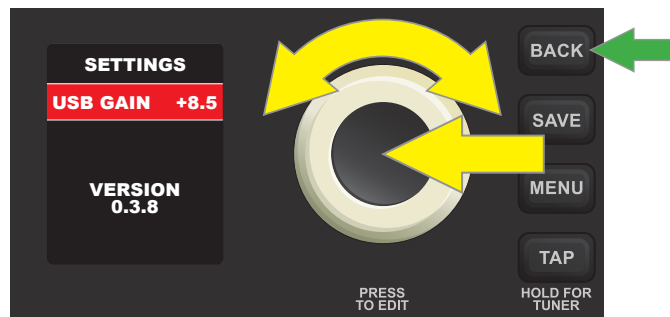
The Rumble LT25 control panel features a USB port for audio recording. Using a micro USB cable (not included), connect a computer with recording software to this port. No external driver is needed to connect to an Apple computer. To connect to a Windows-based computer, the user must download the ASIO driver setup with Fender Mustang device, available at www.fender.com/support/articles/fender-universal-asio-drive.

Note that although the USB port and the auxiliary input *can* be used simultaneously, the USB port *cannot* be used to record a signal from the auxiliary input.

When recording using the USB port, a gain control is located in the SETTINGS menu function (*page 17*). To access and use this gain control, press the MENU utility button and use the ENCODER to scroll to and select SETTINGS; "USB GAIN" will automatically be highlighted. Press the ENCODER on "USB GAIN" to select it; the surrounding box will turn from blue to red:



Turn the ENCODER to set a new "USB GAIN" value. Press the ENCODER to accept the new value; the surrounding box will return to blue (*not shown*). Alternately, press the BACK utility button (*green arrow*) to accept the new value and return to the MENU function screen:



Note that the "USB GAIN" control in the SETTINGS menu function is the only one that affects USB recording; the actual physical GAIN control knob on the control panel *does not* affect USB recording.

SPECIFICATIONS



TYPE	PR 5250
POWER REQUIREMENTS	84 watts
POWER OUTPUT	25 watts into 8Ω
INPUT IMPEDANCE	1MΩ (instrument) 15kΩ (aux)
SPEAKER	One 8" Fender Special Design speaker (8Ω)
FOOTSWITCH	Fender 1-Button Economy On-Off Footswitch (optional, PN 0994049000)
DIMENSIONS AND WEIGHT	Width: 15.3" (38.9 cm) Height: 16.4" (41.6 cm) Depth: 11" (28 cm) Weight: 19.25 lbs. (8.7 kg)

Product specifications subject to change without notice.

Be sure to check [fender.com/firmware/support](https://www.fender.com/firmware/support) regularly for firmware updates that improve and enhance the Rumble LT25 experience.

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

Rumble LT25

2270100000 (120V, 60Hz) NA
2270101000 (110V, 60Hz) TW
2270103000 (240V, 50Hz) AU
2270104000 (230V, 50Hz) UK
2270105000 (220V, 50Hz) ARG
2270106000 (230V, 50Hz) EU
2270107000 (100V, 50/60Hz) JP
2270108000 (220V, 50Hz) CN
2270109000 (220V, 60Hz) ROK
2270113000 (240V, 50Hz) MA

产品中有害物质的名称及含量

部件名称	有害物质					
	铅 (Pb)	汞 (Hg)	镉 (Cd)	六价铬 (Cr(VI))	多溴联苯 (PBB)	多溴二苯醚 (PBDE)
箱体	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。

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FENDER MUSICAL INSTRUMENTS CORP.
311 CESSNA CIRCLE
CORONA, CALIF. 92880 U.S.A.

AMPLIFICADOR DE AUDIO
IMPORTADO POR: Fender Ventas de México, S. de R.L. de C.V.
Calle Huerta #279, Int. A. Col. El Naranjo. C.P. 22785. Ensenada, Baja California, México.
RFC: FVM-140508-CIO
Servicio al Cliente: 01(800) 7887395, 01(800) 7887396, 01(800) 7889433

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