

DeKode

iE 10S

Headphone Guitar Amp

User Manual

For V1.0.0 Firmware Version



※ In the interest of product improvement, the specifications and/or the content of products (including but not limited to appearances, packaging design, manual content, accessories, size, parameters and display screen), are subject to change without prior notice. Please check with local supplier for exact offers. Specifications and features (including but not limited to appearances, colors and size) may vary by model owing to environmental factors, and all images are illustrative.

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ATTENTION

Handling

- Do not get the unit wet. If liquid is spilled on the unit, shut it off immediately.
- Do not block any of the ventilation openings.
- Keep away from heat sources.
- Disconnect the unit during storms to prevent damage.
- Operation of this unit within significant electromagnetic fields should be avoided.

Connecting the power and input/output jacks

- Always turn OFF the power to the unit and all other equipment before connecting or disconnecting any cables.
- Also make sure to disconnect all connection cables and the AC adapter before moving the unit.

Cleaning

- Clean only with a dry cloth.

Alterations

- Do not open the unit.
- Do not attempt to service the unit yourself.
- Opening the chassis for any reason will void the manufacturer's warranty.

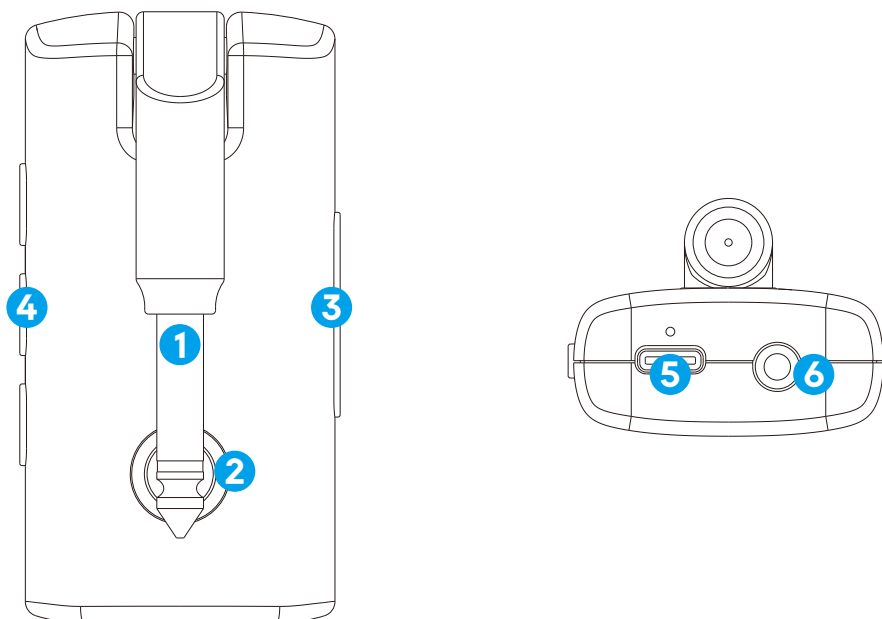
Operation instructions for the power supply adapter

- Always use a DC5V. Use of an adapter other than that specified could damage the unit or cause malfunction and pose a safety hazard.
- Pay attention to the voltage range requirements marked on the power supply.
- Unplug the unit during lightning storms or when unused for long periods of time.

Malfunction

- If the unit should malfunction, disconnect the DC adapter and turn the power OFF immediately. Then, disconnect all other connected cables. Prepare information including the model name, serial number, specific symptoms related to the malfunction and contact DK support (www.dk-music.cn).

Panel Introduction



- ❶ 1/4" (6.35mm) TS mono input for plugging in your instrument.
- ❷ Power / Bluetooth Button
 Power On/Off: Press and hold the button.
 Bluetooth Control: When powered on, short press to turn on Bluetooth; double press to turn off Bluetooth.
 RGB LED Status Indicators:
 Flashing Blue: Bluetooth not connected / Pairing mode.
 Constant Blue Light: Bluetooth connected.
 Constant Red Light: Low battery.
 Flashing Red: Charging.
 PS: The status priority is Bluetooth > Battery > Preset.
- ❸ "+" / "-" Buttons: Press to adjust the Preset Volume; Press "+" and "-" simultaneously to Mute.
- ❹ Press the "◀" and "▶" buttons to switch between presets within the current bank (10 presets per bank, 5 banks total). Bank Switch Button "↻" Cycles through Preset Banks 1-5. When switching banks, the LED will flash for 3 seconds, then return to displaying the current preset status.
 Bank Color Coding: Green (Bank 1) → Cyan (Bank 2) → Yellow (Bank 3) → Purple (Bank 4) → White (Bank 5)
- ❺ USB Type-C Port Used for charging, connecting to a mobile phone or computer for recording, and firmware updates.
- ❻ 3.5mm (1/8") Stereo Output Jack Used for connecting headphones, active speakers, or other effects units.

Using IE-10S as an audio interface

When used as a USB audio interface, the IE-10S will be recognized by the system as a 2-in/2-out USB device.

Compatible Software

When you connect your IE-10S with the Android/iOS/Windows/ Mac, you can use the free IE-10S software to manage multiple functions, including adjusting tones, import/export patches, firmware upgrade, loading 3rd party IRs and more.

The IE-10S software supports both Android/iOS/Windows/Mac platforms.

Please download the software at www.dk-music.cn

Using Software

Connecting the Device

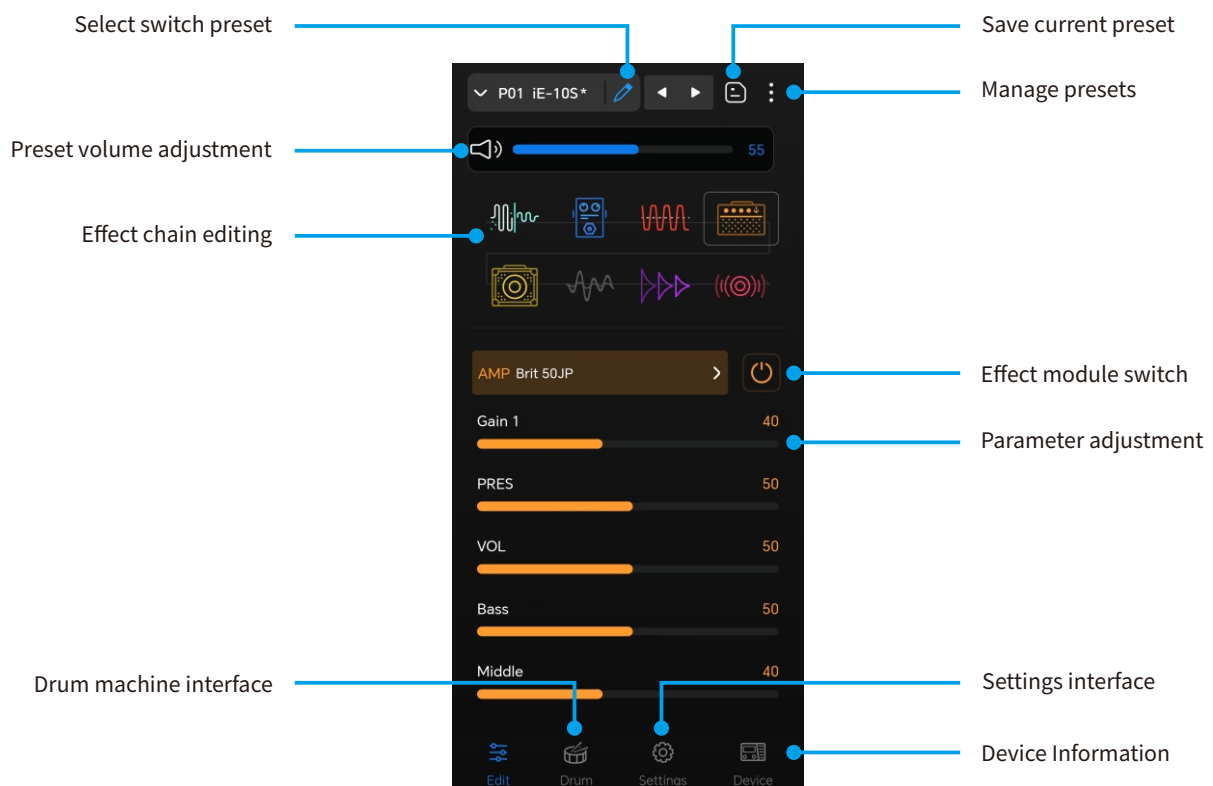
Turn on BT on your smartphone or tablet, open the DKIT software.

When using for the first time, the DKIT App will request Bluetooth permissions (and location permissions for Android devices). Allow these permissions when prompted on your device. The software will automatically search for nearby devices. When your IE-10S appears in the device list, select it and tap "Connect Selected Device" to pair. At this time, the BT status light of IE-10S will turn solid blue to indicate that the BT connection is successful.

Note: BT audio and BT control are independent. You need to connect BT audio and BT control separately to use all functions of the IE-10S.

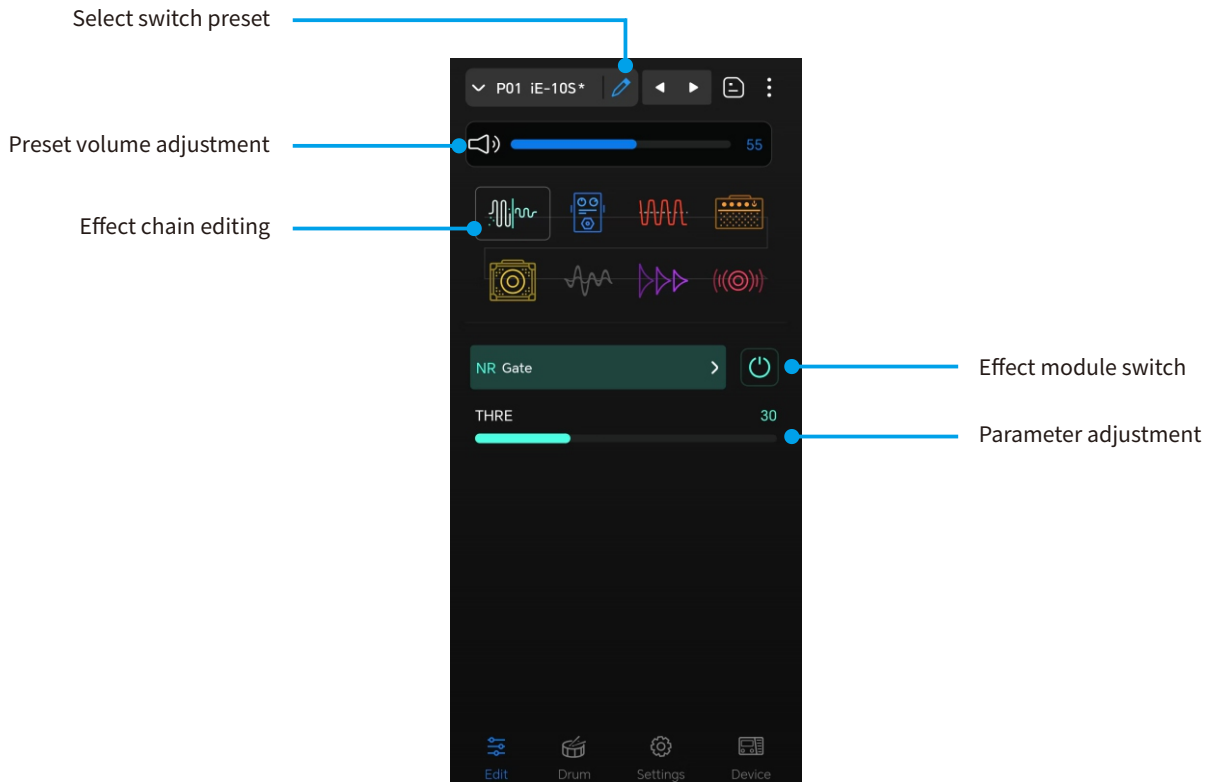
Tone Adjustment

After successful connection, the DKIT software will enter the preset interface:



Editing Presets

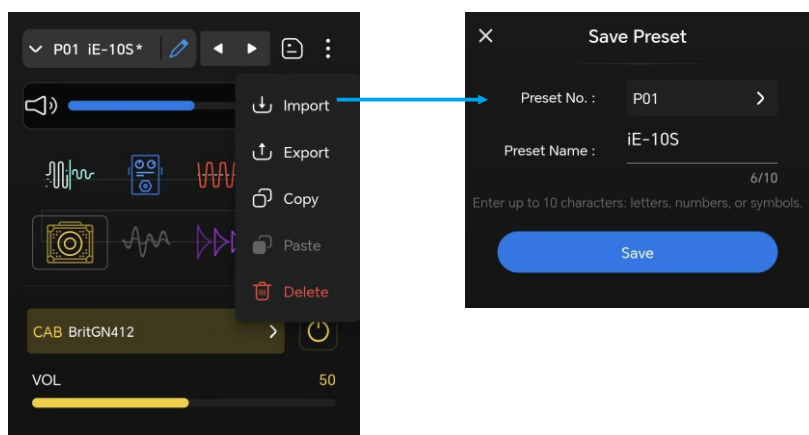
You can edit the parameters of the current preset in the preset interface:



Note: Long-press and drag effect modules to reorder them. DRV/AMP/CAB/EQ modules cannot be moved.

Saving Presets

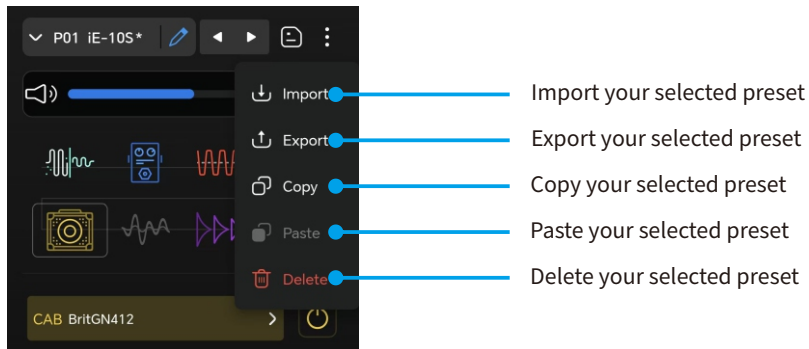
If you are satisfied with the current tone, remember to save it to prevent loss of adjusted parameters.



Note: Preset names are limited to English and must not exceed ten characters.

Preset Management

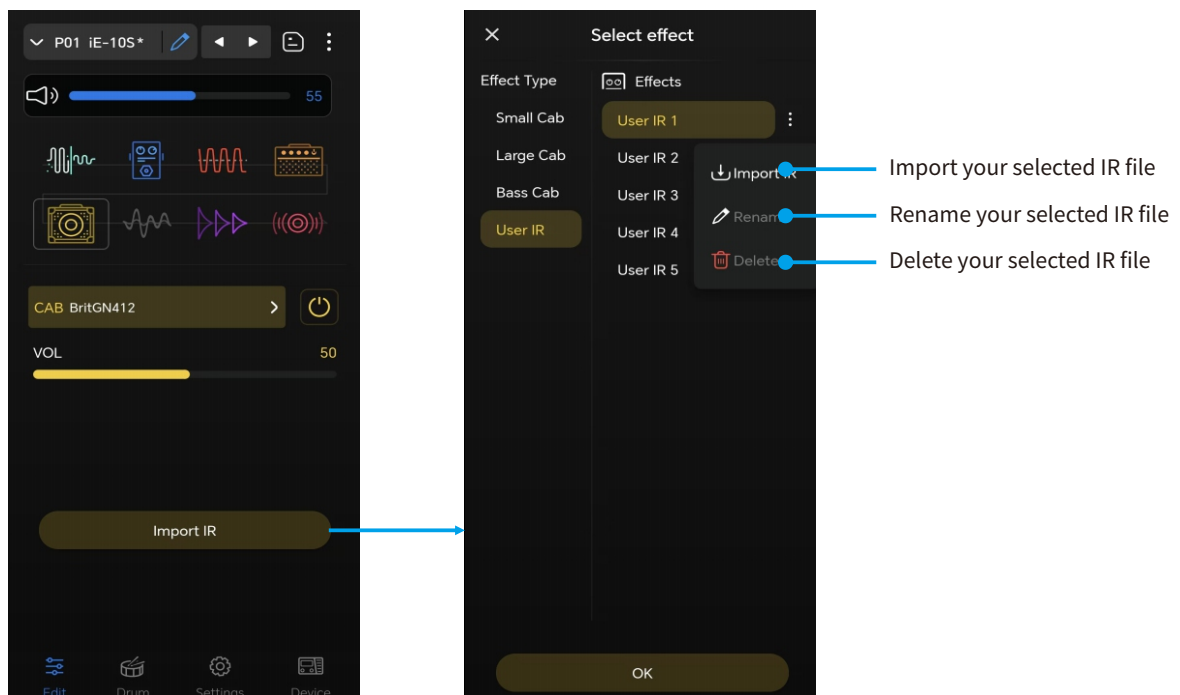
You can click the ... icon to manage the presets on the IE-10S:



Note: You can import/export single or multiple presets simultaneously.

Importing IR

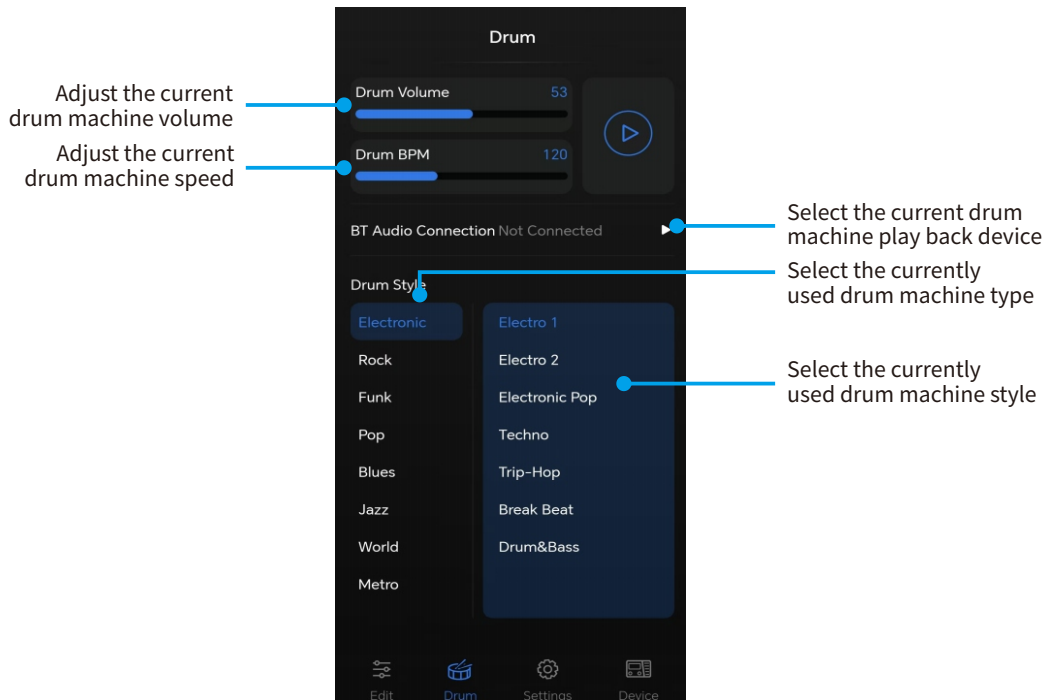
You can manage IR files in the CAB module or effect selection page:



Note: The IE-10S supports IR files with 44.1kHz 24-bit resolution and 512 sample points.

Using the Drum Machine

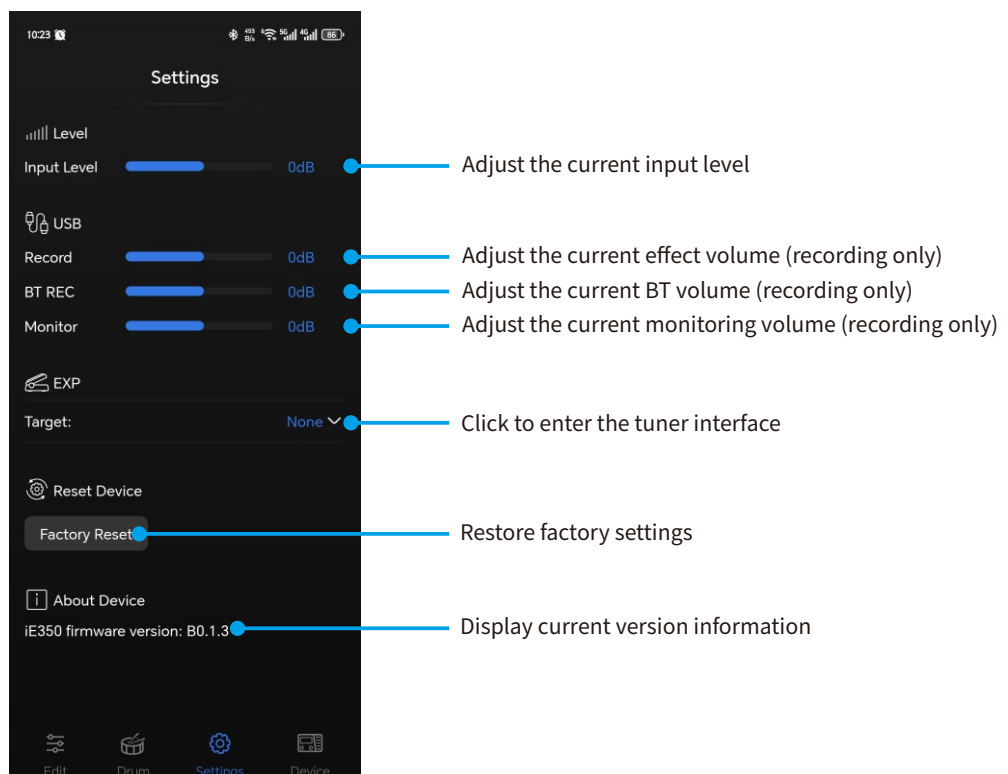
In the drum machine interface, you can select the drum machine currently in use:



Note: The drum machine will not play normally if no drum machine playback device is selected.

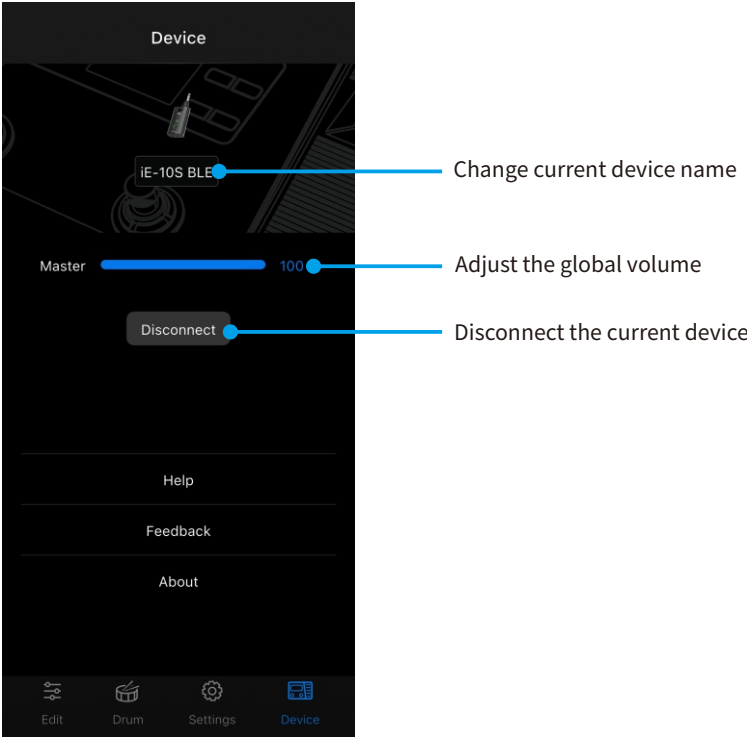
Device Settings

You can configure current device parameters in the settings interface:



Device Information

You can view and configure device information in the device interface:



Effect List

FX Title	Description	Parameters
NR		
Gate	Based on the famous ISP® Decimator™ * Noise Gate pedal	THRE: Adjusts the noise gate's trigger threshold
PRE		
COMP	Based on the famous Keeley® compressor* compressor effect	Sustain: Adjusts the compression amount Attack: Adjusts how quickly the compressor starts processing the audio signal VOL: Adjusts the effect's output volume Clipping: Adjusts input sensitivity
Boost	Based on the Xotic® EPBooster* boost effect	Gain: Controls the effect's gain/output volume +3dB: Selects whether the minimum gain is 0dB or +3dB Bright: Engages to add extra high frequency, disengages to maintain flat frequency response
Detune	This detune effect combines a slightly pitch-shifted signal with the original signal, resulting in a chorus-like tone	Detune: Adjusts the detune amount in cents Wet/Dry: Controls the blend of effect volume / original volume
Octave	Provides a natural polyphonic octave effect	Low: Adjusts the volume of the low octave effect High: Adjusts the volume of the high octave effect Dry: Adjusts the volume of the dry signal
T Wah	Wah tone controlled by playing dynamics (touch)	Sense: Adjusts sensitivity (higher value means higher sensitivity) Range: Adjusts the wah filter's center frequency Q: Adjusts the wah filter's Q value Mix: Adjusts the blend ratio of original sound and effect sound Mode: Selects for Guitar or for Bass
A Wah	Auto Wah effect	Depth: Controls the effect depth Rate: Controls the effect speed VOL: Controls the effect volume Low/High: Controls the effect's low / high frequency points Q: Adjusts the filter's Q value
C Wah	Based on the Dunlop® Cry Baby®* wah pedal	Range: Adjusts the wah filter's center frequency Q: Adjusts the wah filter's Q value VOL: Controls the effect volume
GT EQ	5-Band Equalizer designed for guitar	125Hz, 400Hz, 800Hz, 1.6kHz, 4kHz : Boosts or cuts the corresponding frequency bands VOL : Adjusts the output volume
Bass EQ	5-Band Equalizer designed for bass	50Hz, 120Hz, 400Hz, 800Hz, 4.5kHz : Boosts or cuts the corresponding frequency bands VOL : Adjusts the output volume
MOD		
A-Chorus	Based on the Arion® SCH-1* chorus pedal	Depth: Controls the effect depth Rate: Controls the effect speed
B-Chorus	A bass chorus effect	Tone: Adjusts the tone brightness

FX Title	Description	Parameters
Flanger	Classic flanger effect	Depth: Controls the effect depth Rate: Controls the effect speed P.Delay: Controls the pre-delay time F.Back: Adjusts the effect feedback amount
Phaser	Based on the MXR® M101 Phase90* phaser effect	Rate: Adjusts the speed of the effect
Vibrato	Vibrato effect	Depth: Controls the effect depth
Tremolo	Tremolo effect	Rate: Controls the effect speed
DRV		
TS8	Based on the famous Ibanez® TS-808 Tube Screamer®* Overdrive/Boost tone	Gain: Controls the effect's gain Tone: Adjusts the tone brightness VOL: Adjusts the effect volume
Butter OD	Based on the legendary two-knob yellow overdrive pedal	Gain: Controls the effect's gain VOL: Adjusts the effect volume
JP Dist	Based on a classic orange three-knob distortion effect	Gain: Controls the effect's gain Tone: Controls the tone brightness VOL: Controls the effect volume
Shark	Based on the MIAudio® Crunch Box®* distortion pedal	Gain: Controls the effect's gain Tone: Controls the tone brightness VOL: Controls the effect volume
Red Fuzz	Based on the legendary Dallas-Arbiter® Fuzz Face®* Fuzz pedal	Fuzz: Controls the effect's gain VOL: Controls the effect volume
Bass Drive	This overdrive effect is carefully designed and optimized for the specific frequencies of bass (including five-string bass).	Gain: Controls the effect's gain Blend: Adjusts the dry/wet ratio of the signal Volume: Controls the effect volume Bass/Treble: Controls the effect's high/low frequency
AMP		
TWD Deluxe	Amp simulation based on the Fender® Tweed Deluxe*	Gain: Adjusts the amp's preamp gain Tone: Adjusts the amp's tone brightness VOL: Adjusts the effect output volume
B-Man N	Amp simulation based on the Normal channel of the Fender® '59 Bassman®*	Gain: Adjusts the amp's preamp gain PRES: Adjusts the amp's presence VOL: Adjusts the effect output volume Bass/Middle/Treble: Three-band EQ for low/mid/high frequency response
Dark Twin	Amp simulation based on the Fender® '65 Twin Reverb®*	Gain: Adjusts the amp's preamp gain VOL: Adjusts the amp's output volume / power amp gain Bass/Middle/Treble: Three-band EQ for low/mid/high frequency response Bright: Extra tone brightness switch
Voks 30N	Amp simulation based on the Normal channel of the VOX® AC30HW*	Gain: Adjusts the amp's preamp gain VOL: Adjusts the amp's output volume / power amp gain Tone: Adjusts the amp's tone brightness Bright: Extra tone brightness switch
Jazz 120	Amp simulation based on the legendary "Jazz Chorus" solid-state combo amp	VOL: Adjusts gain / output volume Bass/Middle/Treble: Three-band EQ for low/mid/high frequency response Bright: Extra tone brightness switch

FX Title	Description	Parameters
Brit 45	Amp simulation based on the Normal channel tone of the legendary Marshall® JTM45*	Gain: Adjusts the amp's preamp gain PRES: Adjusts the amp's presence VOL: Adjusts the amp's output volume/power amp gain Bass/Middle/Treble: Three-band EQ for low/mid/high frequency response
Brit 50JP	Simulation based on the legendary Marshall® JTM50* amp with jumped inputs	Gain 1/2: Adjusts the amp's preamp gain PRES: Adjusts the amp's presence VOL: Adjusts the amp's output volume / power amp gain Bass/Middle/Treble: Three-band EQ for low/mid/high frequency response
Brit 800	Amp simulation based on the legendary Marshall® JCM800* amp head tone	Gain: Adjusts the amp's preamp gain PRES: Adjusts the amp's presence VOL: Adjusts the amp's output volume Bass/Middle/Treble: Three-band EQ for low/mid/high frequency response
Voks 30TB	Amp simulation based on the TB channel of the VOX® AC30HW*	Gain: Adjusts the amp's preamp gain Tone: Adjusts the amp's tone brightness Master: Adjusts the effect output / power amp gain Bass/Treble: Two-band EQ for low/high frequency response Char: Selects tone type: Cool - sound is "cooler"; Hot - sound is "hotter" with more distortion
Dizzy VH	Based on Channel 3 of the famous Diezel® VH4* amp head	Gain: Adjusts the amp's preamp gain PRES: Adjusts the amp's presence VOL: Adjusts the effect output volume Bass/Middle/Treble: Three-band EQ for low/mid/high frequency response
Eng 120	Amp simulation based on the famous ENGL® Savage120 E610*	Gain: Adjusts the amp's preamp gain PRES: Adjusts the amp's presence VOL: Adjusts the effect output volume Bass/Middle/Treble: Three-band EQ for low/mid/high frequency response
Halen 51	Amp simulation based on the Peavey® 5150** (LEAD Channel)	Gain: Adjusts the amp's preamp gain PRES: Adjusts the amp's presence VOL: Adjusts the effect output volume Bass/Middle/Treble: Three-band EQ for low/mid/high frequency response
Sol 100 LD	Amp simulation based on the Overdrive channel of the Soldano® SLO100* amp head	Gain: Adjusts the amp's preamp gain PRES: Adjusts the amp's presence VOL: Adjusts the effect output volume Bass/Middle/Treble: Three-band EQ for low/mid/high frequency response
Calif Dual V	Based on the legendary Mesa/Boogie® Dual Rectifier** (Vintage mode)	Gain: Adjusts the amp's preamp gain PRES: Adjusts the amp's presence VOL: Adjusts the effect output volume Bass/Middle/Treble: Three-band EQ for low/mid/high frequency response

FX Title	Description	Parameters
Bog XT	Tone based on the Bogner® XTC* (Red channel)	Gain: Adjusts the amp's preamp gain PRES: Adjusts the amp's presence VOL: Adjusts the effect output volume Bass/Middle/Treble: Three-band EQ for low/mid/high frequency response
Classic Bass	Amp simulation effect based on the legendary Ampeg® SVT* bass amp	Gain: Adjusts the amp's preamp gain VOL: Adjusts the amp's output volume MidFreq: Selects the mid-frequency point Bass/Middle/Treble: Three-band EQ for low/mid/high frequency response
Foxy Bass	Amp simulation based on the 1965 VOX® AC-100* vintage bass amp.	VOL: Adjusts gain / output volume Bass/Treble: Two-band EQ for low/high frequency response
IR		
TWD 1x8	Sound based on the vintage Fender® Champ* 1x8 cab tone	VOL: Controls the output volume
Viblux 1x12	Sound based on the vintage Fender® Vibrolux* 1x12 cab tone	
Voks 1x12	Sound based on the vintage Vox® AC15* 1x12 cab tone	
TWD 2x12	Sound based on a custom Fender® Tweed* 2x10 cab tone	
Double 2x12	Sound based on the vintage Fender® '65 TwinReverb* 2x12 cab tone	
Jazz 2x12	Sound based on the legendary "Jazz Chorus" 2x12 cab tone	
Brit GN 2x12	Sound based on the Marshall® 2550* 2x12 cab tone	
B-man 4x10	Sound based on the Fender® '59 Bassman®* 2x12 cab tone	
Brit GN 4x12	Sound based on the vintage Marshall 4x12 cab with Celestion® Greenback® speakers	
Bog 4x12	Sound based on the Bogner®* 4x12 cab tone	
Dizzy 4x12	Sound based on the Diezel®* 4x12 cab tone	
Sol 4x12	Sound based on the Soldano®* 4x12 cab tone	
Dual 4x12	Sound based on the Mesa/Boogie® Rectifier®* 4x12 cab tone	
Mark 2x10	Sound based on the Markbass®* 210 bass cab tone	
Ampg 4x10	Sound based on the legendary Ampeg® SVT* 4x10 bass cab tone	
User IR 1~5	User IR	

FX Title	Description	Parameters
DLY		
Pure	Produces a pure and accurate delay tone	Mix: Adjusts the blend ratio of original sound and effect sound Time: Adjusts the delay time F.Back: Adjusts the delay feedback amount
Slap	Simulates the classic Slapback delay effect	Mix: Adjusts the blend ratio of original sound and effect sound Time: Adjusts the delay time F.Back: Adjusts the delay feedback amount
Warm	Produces a warm analog delay style tone	Mix: Adjusts the blend ratio of original sound and effect sound Time: Adjusts the delay time F.Back: Adjusts the delay feedback amount
Mag	Simulates the tone of a transistor magnetic tape delay	Mix: Adjusts the blend ratio of original sound and effect sound Time: Adjusts the delay time F.Back: Adjusts the delay feedback amount
Reverse	This is a delay effect that can play the original sound in reverse	Mix: Adjusts the blend ratio of original sound and effect sound Time: Adjusts the delay time F.Back: Adjusts the delay feedback amount
Sweep	Produces a delay effect with sweep filter modulation	Mix: Adjusts the blend ratio of original sound and effect sound Time: Adjusts the delay time F.Back: Adjusts the delay feedback amount S-Depth: Adjusts the sweep filter depth S-Rate: Adjusts the sweep filter speed
Ping Pong	Produces a Ping Pong delay effect, where each feedback alternates between the left and right channels, making every note bounce back and forth in your mind like a ping pong ball	Mix: Adjusts the blend ratio of original sound and effect sound Time: Adjusts the delay time F.Back: Adjusts the delay feedback amount
RVB		
Air	Natural, airy reverb effect	Mix: Adjusts the dry/wet signal ratio Decay: Adjusts the reverb decay time Damp: Attenuates the effect's high frequencies
Room	Reverb effect simulating the acoustic characteristics of a room	Mix: Adjusts the dry/wet signal ratio Decay: Adjusts the reverb decay time
Hall	Reverb effect simulating the acoustic characteristics of a concert hall	Mix: Adjusts the dry/wet signal ratio Decay: Adjusts the reverb decay time
Church	Reverb effect simulating the acoustic characteristics of a large church/cathedral	Mix: Adjusts the dry/wet signal ratio Decay: Adjusts the reverb decay time
Plate	Reverb effect simulating a large plate reverb unit	Mix: Adjusts the dry/wet signal ratio Decay: Adjusts the reverb decay time
Spring	Simulates the reverb sound produced by a vintage spring reverb unit	Mix: Adjusts the dry/wet signal ratio Decay: Adjusts the reverb decay time
Dream	Reverb effect with added modulation, creating a rich, sweet, and expansive reverb tone	Mix: Adjusts the dry/wet signal ratio Decay: Adjusts the reverb decay time Damp: Attenuates the effect's high frequencies Mod: Adjusts the amount of modulation in the effect sound

*The manufacturers and product names mentioned above are trademarks or registered trademarks of their respective owners. The trademarks were used merely to identify the sound character of the products.

Specifications

Technical Specifications

A/D/A Converter: 24-bit

Sampling Frequency: 44.1 kHz

SNR:103dB

Maximum Simultaneous Effects: 8

Preset Memory: Built-in 50 factory presets

Analog Input Connections

IN: 1/4" (6.35mm) Unbalanced (TS), 1M Ω

Analog Output Connections

OUT (PHONES): 1/8" (3.5mm) Stereo (TRS), 100 Ω

Digital Connections

USB Port: USB 2.0 Type-C Port

USB Recording Specification

Sample Rate: 44.1 kHz

Bit Depth: 16-bit

Size and Weight

Dimensions: 84.3mm (w) x 43.7mm (D) x 32.2mm (H)

Unit Weight: 64g

Power

Power Requirements: USB Type-C, DC 5V

Built-in Lithium Battery: 1000mAh

Troubleshooting

Device Won't Turn On

- Make sure the power supply is properly connected and the device is switched on.
- Check if the power adapter is working properly.
- Check if you're using the correct power adapter.

No Sound or Slight Sound

- Make sure your cables are connected properly.
- Make sure the volume knob is adjusted properly.
- Check the patch Master Volume settings.
- Check the effects module volume settings.
- Check the patch volume settings.
- Make sure your input device is not muted.

Noise

- Make sure your cables are connected properly.
- Check your instrument output jack.
- Check if you're using the correct power adapter.
- If the noise is coming from your instrument, try using the noise reduction module to reduce it.

Sound Problems

- Make sure your cables are connected properly.
- Check your instrument output jack.
- If you use IE-10S with other effects, please check whether the other effects are set up correctly.
- Check your effects parameter setup. If effects are set to extremes, IE-10S may have abnormal noise.