

ToneStack X

Guitar Amps & Effects for Mac

User Manual

Version 1.0.0 — for macOS 12.5 (Monterey) and later

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SECTION 1

Basics

ToneStack X's main layout consists of three screen areas:

- The **Taskbar** on the top of the screen, which contains access to the Preset Manager, Units Browser, and other utilities
- The **Connections section**, which is located just below. The Connections section is where you add, remove, replace, or reorder units
- The **Pedalboard section**, which contains a unit's controls (i.e., its knobs and switches)

1.1 Adding, Moving, Deleting, and Replacing Units

To add a unit: Click the UNITS button on the upper right corner of the taskbar. Browse to the unit you would like, and select it to add to the FX chain.

TIP: If there are already units in the FX chain, the new unit will be inserted exactly after the unit currently highlighted on the Connections section. You can highlight any unit in the FX chain by clicking its icon.

To move a unit: Click and drag its icon on the Connections section.

To delete a unit: Click and drag its icon outside of the Connections section.

To replace a unit: Click and hold its icon until the FX browser appears, then browse and select the replacement unit.

1.2 Focusing on a Unit's Controls

To focus on a unit's controls, either a) double click its icon in the Connections section, or b) scroll to the unit's controls in the Pedalboard section.

1.3 Saving and Clearing the FX Chain

To save the current FX chain: Click the presets button to display the Preset Manager. Select the bank to save to on the left hand of the Preset Manager screen. Click the [PENCIL+] button at the bottom of the screen to save as a new preset.

To clear the FX chain: Display the Preset Manager. Click the [INIT] button to delete all the units in the FX chain.

1.4 Setting Main Audio I/O Levels

Use the input and output level sliders found on the taskbar. Try to avoid clipping for the best audio quality. The audio I/O levels are continuously indicated by the bar-style meters located above the I/O level sliders.

SECTION 2

Preset Management

The Preset Manager can be accessed by clicking the Preset Button on the upper left of the Taskbar.

The updated YPAT3 preset manager is a powerful system for organizing and sharing banks and presets. Here is the function of the buttons found in the lower YPAT3 Taskbar, left to right.

2.1 Bank Controls

Button	Function
PLUS	Create an empty bank
RENAME	Rename the selected bank
EDIT	Enable to reorder or delete banks. When finished, click again to exit editing mode
EXPORT	Export the selected bank as a file

2.2 Preset Controls

Button	Function
SAVE	Save as a new preset
OVERWRITE	Overwrites the currently selected preset
[INIT]	Removes all units from the FX chain
RENAME	Rename the selected preset
MOVE	Move selected preset to a different bank
EDIT	Enable to reorder or delete presets. When finished, click again to exit editing mode
EXPORT	Export the selected preset as a file
IMPORT	Launches the file browser for importing ToneStack X bank or preset files
JOKER	Randomly load a preset from the file system
SEARCH	Search for a preset
RESTORE FACTORY	Reinstall factory presets that came packaged with ToneStack X

2.3 Favorites Bank

You can “favorite” up to 256 presets by clicking the STAR button located next to it. These presets are then displayed in the Favorites repository found at the very top of the banks list. To un-favorite a preset, simply click the star button again.

2.4 Preset MIDI Switching

You can switch banks and presets using standard MIDI program change messages. All bank and preset numbers are zero-referenced. For more details, please refer to the section about MIDI.

SECTION 3

MIDI

Most, if not all, controls on ToneStack X units are MIDI-Learnable (i.e., can be mapped to outputs on a MIDI device). The MIDI information associated with a unit is also saved to file whenever a new preset is created or saved. In addition, a unit's current MIDI map can be saved as a global default, so that the same map is loaded every time a new instance of that unit is created. The loading options can be changed at any time in the Settings panel.

3.1 Activating MIDI Learn Mode

Launch the Settings panel by clicking the button on the Taskbar, and select the MIDI Learn screen on its sidebar. Click the LEARN button to activate MIDI Learn mode for all units, as well as the app's Global Controls. When finished, turn the same button off.

3.2 Learning or Manually Setting a MIDI CC for a Parameter

Click the overlay on the desired parameter. It will turn red when selected. Make sure your MIDI device is connected, and then manipulate the desired knob, switch, etc. on your MIDI device. The CC and channel associated with that MIDI control will show up on the overlay.

To manually enter a CC or channel, double click the overlay on the desired parameter. This will display the options screen for that parameter. Select the CC number label and enter the desired number using the on-screen keypad. Repeat for the channel, and for the other options if needed.

3.3 Saving the MIDI Mapping to a Preset

Simply save the changes to the preset, or save-as a new preset.

3.4 Saving the MIDI Mapping as a Default for a Unit

With MIDI Learn mode active, double-click any parameter overlay on the target unit to display the options screen. Press SAVE AS UNIT DFLT.

3.5 MIDI Map Loading Options

You can load the MIDI mapping for units, if available, from a preset or from global defaults. This preference can be specified in the SETTINGS → MIDI LEARN screen Settings Menu using the CC MAP SOURCE dropdown.

CC Map Source	Behavior
PATCH	Any MIDI map data stored in a preset will be loaded along with the rest of the preset data
DEFAULTS	Any MIDI map data stored in the global defaults will be loaded automatically, whether the unit is sourced from a preset or instantiated through the UNITS browser

PATCH & DFLTS	Presets will load their own MIDI data, and new units instantiated via the UNITS browser will source their data from global defaults
NONE	No MIDI mapping will be loaded

You can also manually load the previously saved global default by double-clicking any parameter overlay for a unit while in MIDI Learn mode, and then clicking the LOAD UNIT DFLT button on the option screen.

3.6 Additional MIDI Options

To set the MIDI Program Changes Channel: Go to SETTINGS → MIDI LEARN screen, and use the PROG CH dropdown to select the desired MIDI channel.

Use LSB/MSB Bank Change messages to select a bank. Use Program Change messages to select and load a preset within that bank. You can also conveniently and non-destructively reorder banks or presets in the Preset Manager to suit your current controller layout. All bank and preset ordinals are zero-referenced, as reflected on the numbering of ToneStack X banks and presets.

To manage MIDI inputs, or to configure Bluetooth MIDI connections, use the options found on the SETTINGS → APP AUDIO / MIDI screen.

SECTION 4

AUv3 & Parameter Automation

4.1 Using ToneStack X as a Plug-In

In addition to running as a standalone app, ToneStack X is available as an Audio Unit (AUv3) effect plug-in, so it can be inserted directly on a track in any Mac DAW that hosts AU plug-ins, such as Logic Pro or GarageBand. Add it the same way you'd add any other effect plug-in — from your host's insert or effects slot on a track or channel strip — and refer to your DAW's documentation if you're not sure where that is.

Because each instance keeps its own independent FX chain and preset, you can run several copies of ToneStack X across different tracks at once — for example, a clean amp on a rhythm track and a high-gain amp on a lead track in the same session.

ToneStack X introduces up to 32 simultaneous automation parameters that can be assigned to any amps or effects unit properties. For information about how automation is recorded and edited, please refer to the documentation provided with your DAW.

4.2 Assigning a Unit Property to an Automation Parameter

To assign a unit property to a ToneStack automation parameter, go to **SETTINGS** → **MIDI LEARN** screen and click the **DAW AUTOMATION** button to start the assignment mode. Navigate to the desired unit control (e.g., an amp's gain knob) and click on its overlay to display the assignments panel. Select the desired automation parameter (e.g., PAR 7) and click **ASSIGN** on the lower left. From now on, any automation data sent to PAR 7 will be relayed to the amp's gain knob used in this example.

4.3 Removing Automation Assignments

To unassign a unit property from the automation map, click on its overlay and then click the **REMOVE** button on the assignments panel. (NOTE: **REMOVE** button will be visible only if the unit property is indeed assigned to an automation parameter.) Click the **CLEAR ALL** button to remove all assignments.

When finished, click the **DAW AUTOMATION** button in the **SETTINGS** to exit the assignment mode.

4.4 Saving the Automation Parameter Map

The automation parameter map can be saved to and loaded from patch data. If you would like to retain the map for future use, simply use **SAVE PRESET** or **SAVE PRESET AS** buttons found on the preset browser panel to register the changes to file.

SECTION 5

Tapedeck

5.1 Recording and Looping

You can use the Tapedeck to record your ideas on-the-fly, or create loops that you can play along with. To start or stop recording, press the REC button. Turn on the LOOP toggle to enable looping. Use the IN and OUT buttons to punch in loop start and end times — you can view the in and out times on the counter display. Press CLEAR to reset in and out times.

5.2 Count-In and Timed Recording

Use the Count-In Measures selector to specify the duration of count-in before recording starts. Use the Rec Measures selector to record a set number of measures in the current BPM and time signature (TIP: you can access time signature settings by going to the metronome control screen). For return to unlimited recording time, choose “INF” using the Rec Measures selector. If you want the metronome to automatically turn on when recording starts, turn on the Auto Metronome toggle.

5.3 Output, Send, and Time/Pitch Effects

Set the output volume and stereo balance using the VOL and BALANCE knobs. Use the FX SEND knob to specify how much of Tapedeck's output is routed through ToneStack X FX/Amps signal chain. At fully counter-clockwise, none of the Tapedeck output passes through the FX. At fully clockwise, all of Tapedeck's output is routed through the FX chain.

Use the SHIFT selector to enable Time Compression/Expansion or Pitch-Shifting. Specify the amount of the effect using the AMOUNT knob. Time Compression/Expansion speeds up or slows down the playback while retaining its pitch; Pitch-Shifting changes pitch without affecting playback speed.

5.4 Working with Audio Files

Click the FILES button above the counter to access the audio files browser. Here, you can load a file to Tapedeck, as well as import and export audio files.