STL AmpHub LE User Manual

Version 1.0.0

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Introduction

AmpHub LE is a powerful guitar plugin offering a vast library of stompboxes, amps, cabs, mics, and effects, all within a user-friendly interface that puts incredible tone right at your fingertips.

Powered by revolutionary simulation technology, AmpHub LE delivers unparalleled analog modeling, making it the most realistic and accurate amplifier emulation plugin on the market.

AmpHub LE includes three amps, four stompboxes, three cabinets, and six classic effects. It's available in 64-bit VST3, VST2, AU, AAX, and standalone plugin formats. To learn more about AmpHub and try the full version for free, including over 100 different models, visit: https://www.stltones.com/products/stl-amphub

System Requirements

- AmpHub LE comes in 64-bit VST3, VST2, AU, AAX, and standalone plugin formats.

- Latest OS Compatibility for Windows & Mac, including Native Apple Silicon

- Minimum Requirements Mac OS 10.13 or Windows 7

- STL Licensing System, no iLok account required.

- 3 activations are available per user.

NOTE: During recording or monitoring, we recommend a buffer size of 64 samples or lower. This low buffer size is to minimize latency and improve the play-through experience. This can be set in your audio interface setup utility or your DAW audio settings.

Supported Host Software

AmpHub LE is available in the following plugin formats, compatible with all the most used Digital Audio Workstation (DAW) platforms:

- VST3, VST2 (Cubase, Studio One, Ableton Live, and Reaper)

- AU (Logic, Garage Band, and Luna)

- AAX (ProTools)

AmpHub LE software can also be used as a standalone application. The Standalone version is perfect for practice on the go and for use in live situations.

Recommendations

- Always use the high impedance (Hi-Z) input of your interface. This will ensure less noise and signal loss. Most analog (pre)amplifiers and stomp boxes have an input impedance of 1MegaOhm, so the best practice would be to match the 1MegaOhm input impedance on your interface when using this plugin.

- Always ensure the highest input signal before the AD conversion, avoiding clipping.

- Amp and stomp box simulators are not noisy; they do not add noise. They're a lot less noisy than analog hardware. If you have noise issues, check your guitar's electronic circuit, cables, and sound-card settings.

- In almost all cases, amp and stomp box simulators do not introduce noticeable latency. AmpHub LE doesn't introduce any noticeable latency. If you're experiencing latency issues, check your interface settings. Experiment with your input buffer size. We recommend a setting of 64 samples.

Installation and License Activation
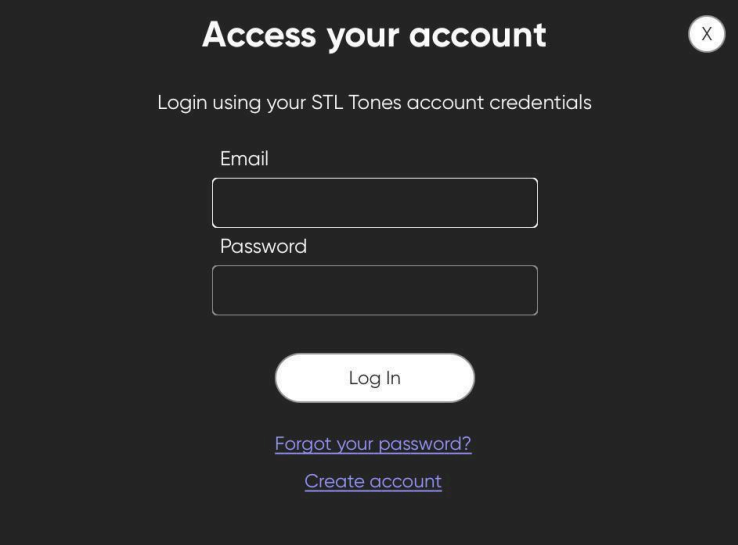
STL Tones Download Center

Please visit https://www.stltones.com/products/amphub-le to find the relevant installers for your product.

STL Tones License System

- The AmpHub LE activation license code will be provided to you by the participating third-party vendor. Click "Redeem" and follow the prompts to activate your product. *NOTE: New users are required to create a free STL Tones account to activate the AmpHub LE plugin.*

- Login to your user account by visiting www.stltones.com and clicking on the "Login" icon in the upper right-hand corner. If you don't have a user account, create one by clicking "Create Account" inside the same login window.

- Multiple Machines: Each activation code can be used on up to 3 different machines, however, the associated email will always be the email entered during your first activation. If you try to activate the same code on a 2nd machine with a separate email, the activation will fail.

- Subscription and AmpHub trial activations are not available with AmpHub LE. You cannot trial or activate additional models to use with AmpHub LE.
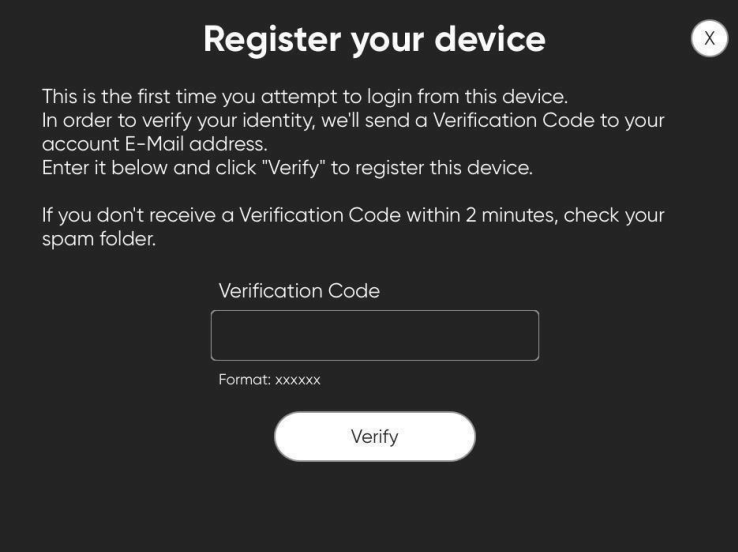
Installation and License Activation

Full Perpetual License (Online Activation)

- When you first open the plugin, you will be prompted to log in to your STL Tones user account.

- You'll receive an email to the address you provided from activations@stltones.com. This email contains your 6-digit verification code.
Copy this 6-digit code from your email and paste it into the Verification Code field in the menu, then click "Verify".

   Note: Check your spam folder if you didn't receive a verification code.

Installation and License Activation
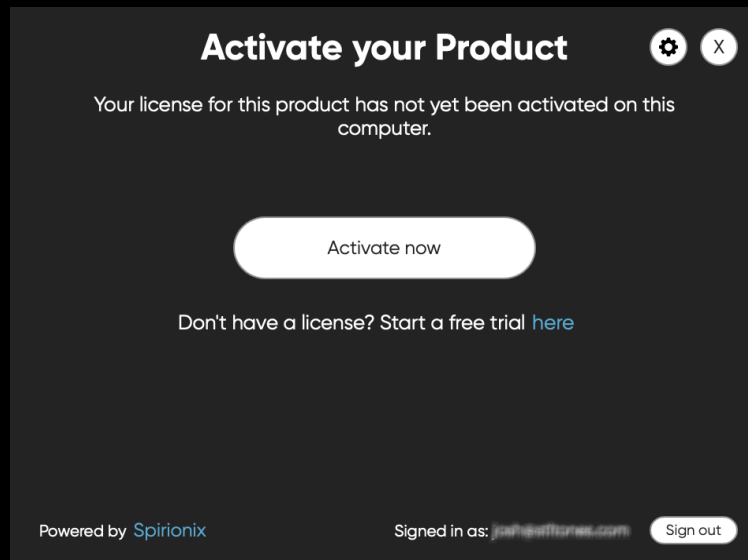
- You then will be prompted to activate a license. Select "Activate now".
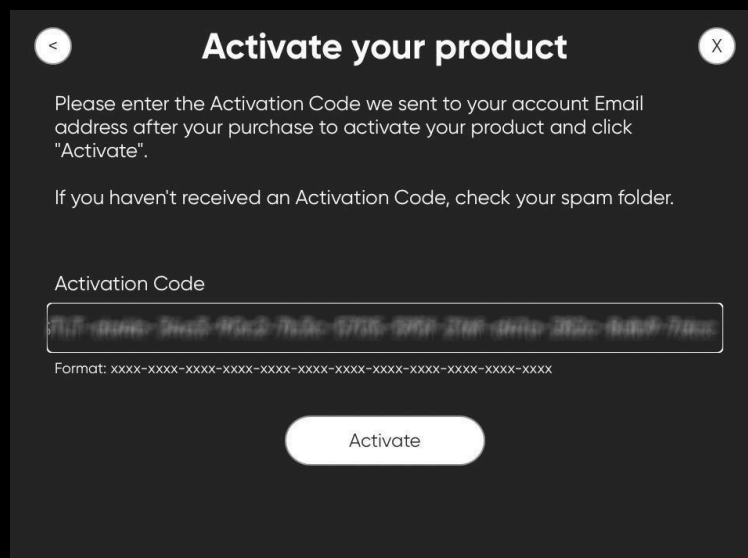
- This will take you to the activation screen. Enter your activation code and click "Activate".
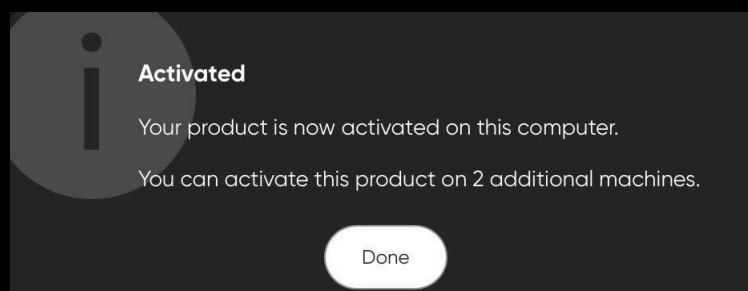
User Interface (Sidebar Menu)
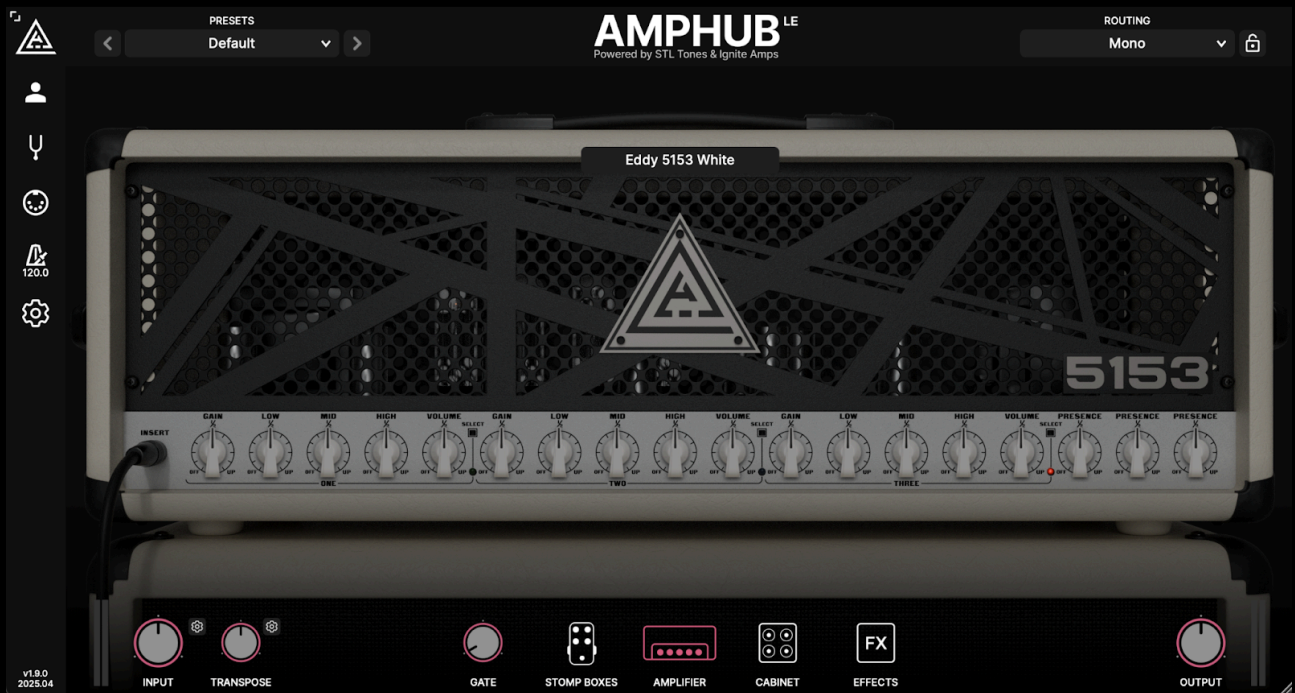
AmpHub LE Sidebar Menu:

- **Account**: Opens the licensing pop-up window for managing your AmpHub LE license.

- **Tuner**: Click the tuner icon to open the Tuner. The tuning indicator light will span from left to right and turn green when the note is in tune (middle position). Right-click on the tuner icon to enable the mini tuner function - display the input signal pitch continuously without expanding the full tuner display. The full tuner display provides the following settings:

  - **Mute**: Mutes the input audio when the full tuner is displayed.
  - **Sensitivity**: Sets how sensitive the tuner is to pitch changes.
  - **Reference**: Sets the audio frequency (Hz) for the musical note of A above middle C.
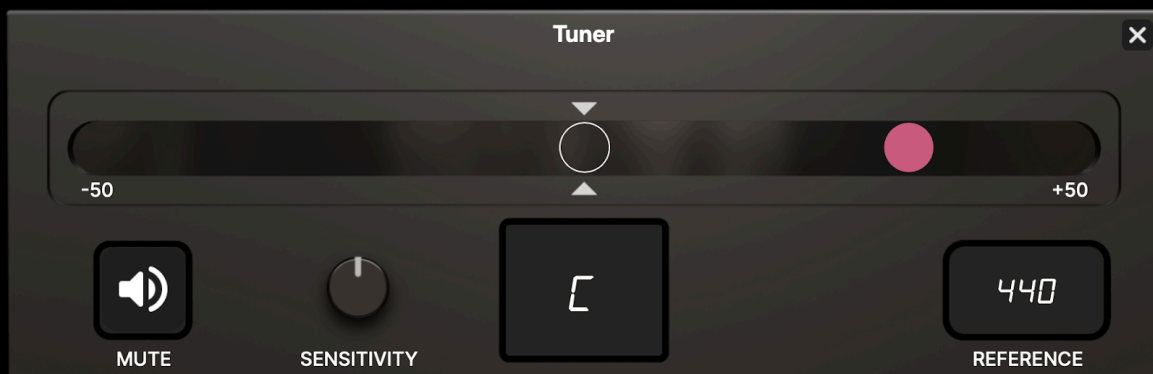
User Interface (Sidebar Menu)

NOTE: Keep in mind that the tuner runs in a modal window, so all the other controls in AmpHub LE are disabled until you close it.

- **MIDI**: Opens the MIDI panel, allowing you to review and modify the active preset and global MIDI bindings. Please refer to the MIDI section of the manual for further details on how to assign MIDI controls to AmpHub parameters.
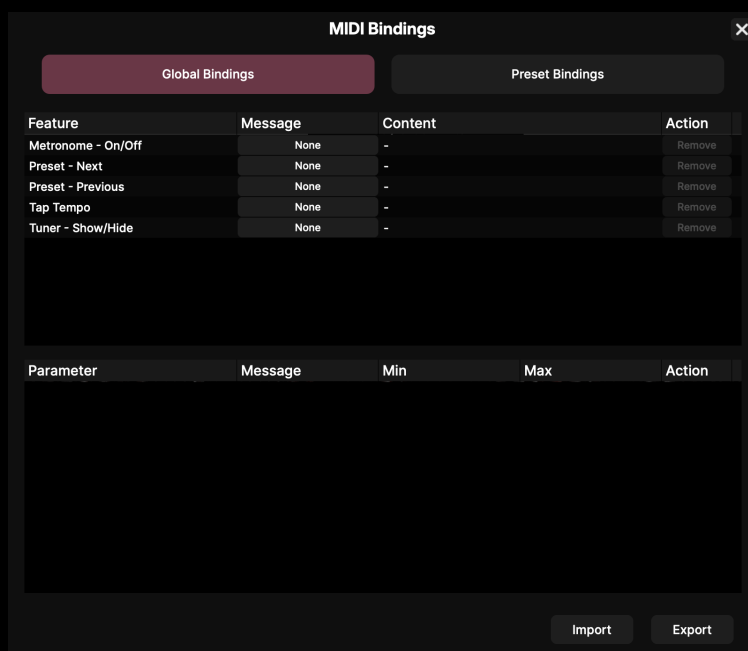
- **Tempo Settings** (Standalone Mode Only): Set the desired tempo for the plugin which includes an inbuilt metronome.

  NOTE: Tempo is saved at preset level.
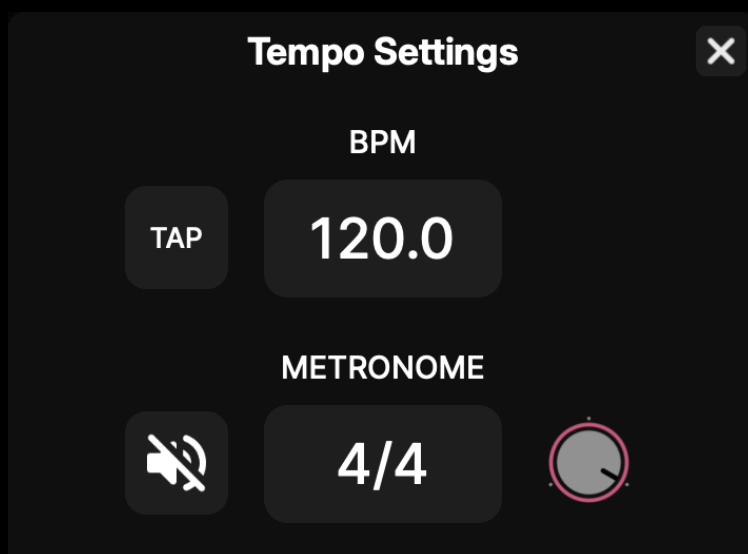
User Interface (Sidebar Menu)

● **Settings**: Provides options for the following:

> **Audio/MIDI Settings**
>
> **User Manual**
> **Product Website**
>
> Your software is up to date
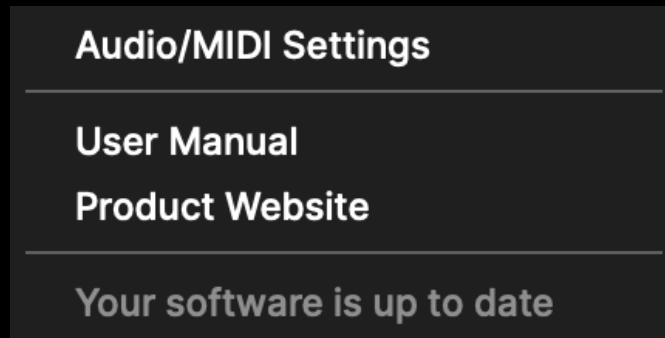
- Audio & MIDI (standalone application only): Opens a pop-up window for configuring the Audio & MIDI settings of the AmpHub LE standalone application.

- User Manual: Opens this User Manual.

- Product Website: Links you to the STL Tones AmpHub product page.

- Plugin Update Indicator: Displays if a new software update is available to download and provides an option to download if so.

- Plugin Version: Displays the installed plugin version number at the bottom of the AmpHub LE side menu.

User Interface (Header Controls)

AmpHub LE Header Controls:

- **Resize**: Located in the top left corner is the resize arrows for the plugin interface. This lets you quickly change the size to three preset values (50%, 75%, and 100%). You can fine-tune the size using the resize function in the bottom right corner of the plugin by clicking and dragging.
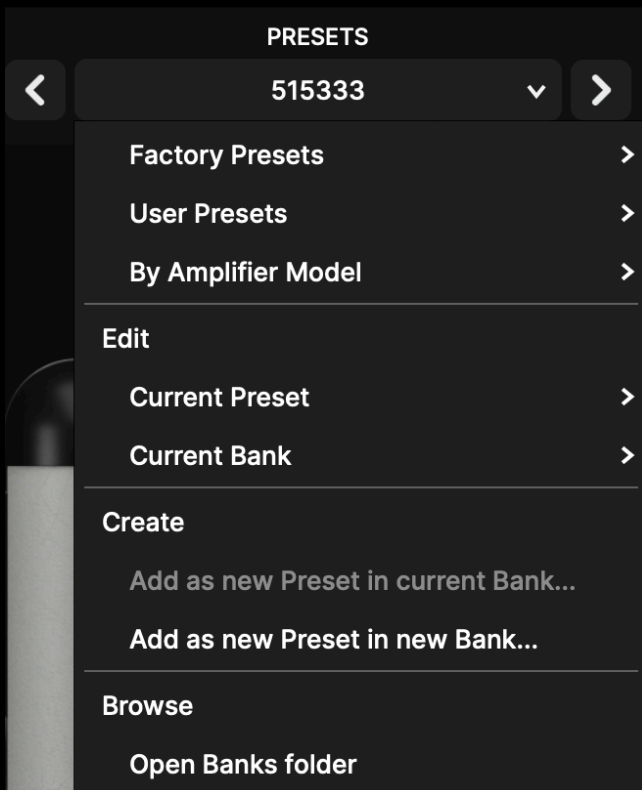
- **Presets**: Manage AmpHub LE factory presets and user presets. The preset manager is divided into 3 sections:

- **Factory & User Presets**: Under the first section you'll find all the available banks where each bank entry has a submenu featuring all the presets it contains. If you don't have an AmpHub Subscription license, some presets may appear grayed out as these presets contain models you don't own.

- **Edit**: Under the Edit section you can tweak the currently loaded preset or bank. Some presets and banks may not be editable if they're set as read-only (eg. AmpHub default presets).

- **Create**: Under the Create section you can either add a preset to the current bank or create a new bank entirely. When creating a new bank, the currently loaded preset will be copied into it, you can tweak it later using the edit options. *NOTE: You can also right-click the displayed preset name to bring up all the editing options for that specific preset.*

- **Browse**: Under the Browse section, you can click on "Open Banks Folder" to open a new navigation window in the folder where banks are stored on disk. This can be useful if you need to transfer presets from one device to another.

User Interface (Header Controls)

- **Routing**: Change the routing of your virtual rig. AmpHub LE supports 3 routing modes: Mono, Mono/Stereo, and Stereo:
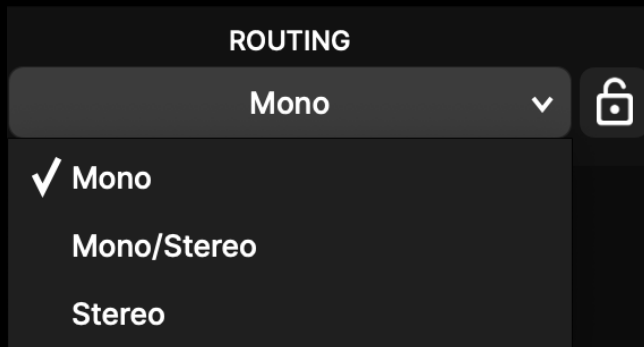
- Mono: All the rig sections will process the signal in mono mode.
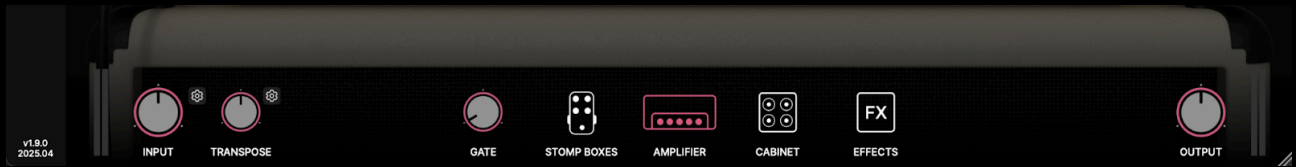
- Mono/Stereo: All the rig sections will process the signal in mono mode until an element supporting the "Mono-To-Stereo-Split" is encountered.

- Stereo: All the rig sections are internally doubled and will process the signal in stereo mode.

NOTE: In Mono/Stereo, the signal is split and the remaining elements in the chain will automatically switch to stereo processing. Delay and reverb effects are typical models supporting the "Mono-To-Stereo-Split", so when using those pedals in Mono/Stereo routing mode, the signal will be split and the subsequent effects will work in stereo mode until the signal reaches the output.

- **Routing Lock**: Click to lock the current routing mode. This control is useful when you want to audition different presets keeping the routing untouched. Activate the lock and it will be kept fixed until you unlock it, avoiding overrides when changing presets.

User Interface (Footer Controls)

AmpHub LE Footer Controls:

- **Input**: Adjusts how much signal the plugin will receive. Adjust according to the pickups you are using and your interface input. The input meters will turn red if the signal goes above the +6dB threshold (4V of total swing) however this is just a warning; AmpHub will retain your input signal perfectly intact without clipping.

  NOTE: To ensure the virtual circuits react naturally to your guitar playing, it is vital to use the correct signal level, so we suggest using the input Level Listener feature located top-right of the input knob.

- **Transpose**: Global pitch shifting of your instrument's signal up or down by a specific semitone interval or continuous mode for non-standard tuning requirements.

- **Gate**: Cuts unwanted noise spill, hiss, or hum by setting a threshold at which the input signal needs to be above for processing.

- **Stomp Boxes**: Click the stomp boxes icon to open the stomp boxes view. In this section, you can access the pedals you want to add in front of your amplifier. AmpHub offers a variety of options, including overdrive, distortion, compressor, EQ, and linear boost pedals. The stomp boxes section can host up to 4 pedals simultaneously by using the scrollbar under the header section to view and access all the available slots.

- **Stomp Select**: To select a pedal, click on the "Select…" button, and a menu will open with all the available models.

- **Swap Stomp**: If you want to move a pedal from one position to another while retaining the settings, you can click the "double arrow" swap button on the right of the selector. Select where you want to move the pedal by clicking the double arrow button on the destination slot.

- **Remove Stomp**: Use the "X" button to remove a pedal from a certain slot.

User Interface (Footer Controls)
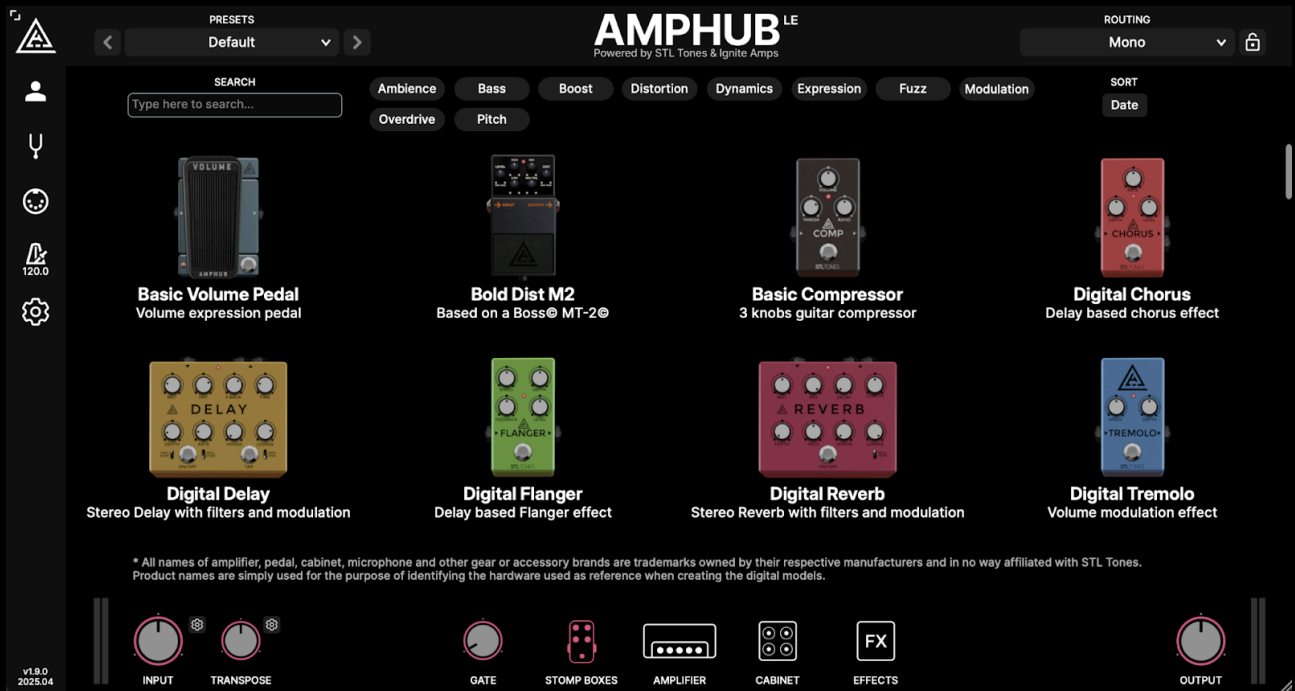
- **Stomp Search**: Use the search field box to type the pedal model, brand, etc of the pedal you are looking for. You can also select the filter keywords displayed to show the available options and sort by date or alphabetically.
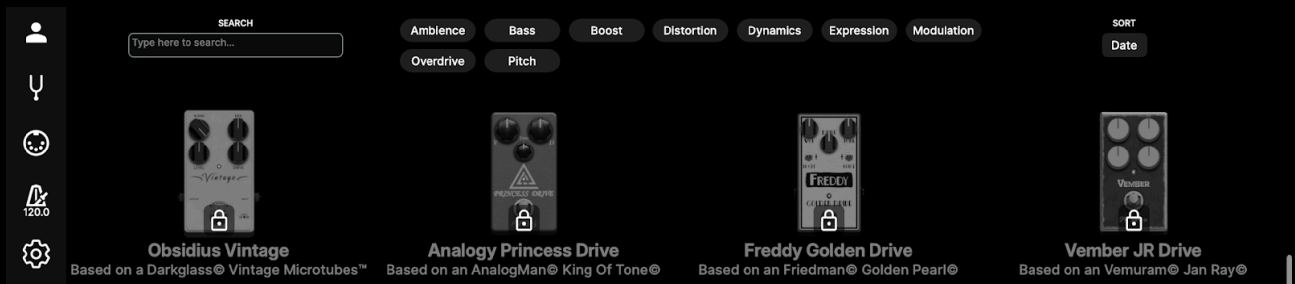
- **Individual Models** (Own Outright only): Selecting a grayed-out stomp model image will give you options to upgrade to AmpHub by directing you to the STL Tones website.

- **Model Lock** (Own Outright users only): Selecting a grayed-out stomp model image will give you options to upgrade to AmpHub by directing you to the STL Tones website.

NOTE: Clicking on the stomp boxes icon in the footer while the stomp boxes view is open will bypass all the pedals, even if their power indicator is engaged.

User Interface (Footer Controls)
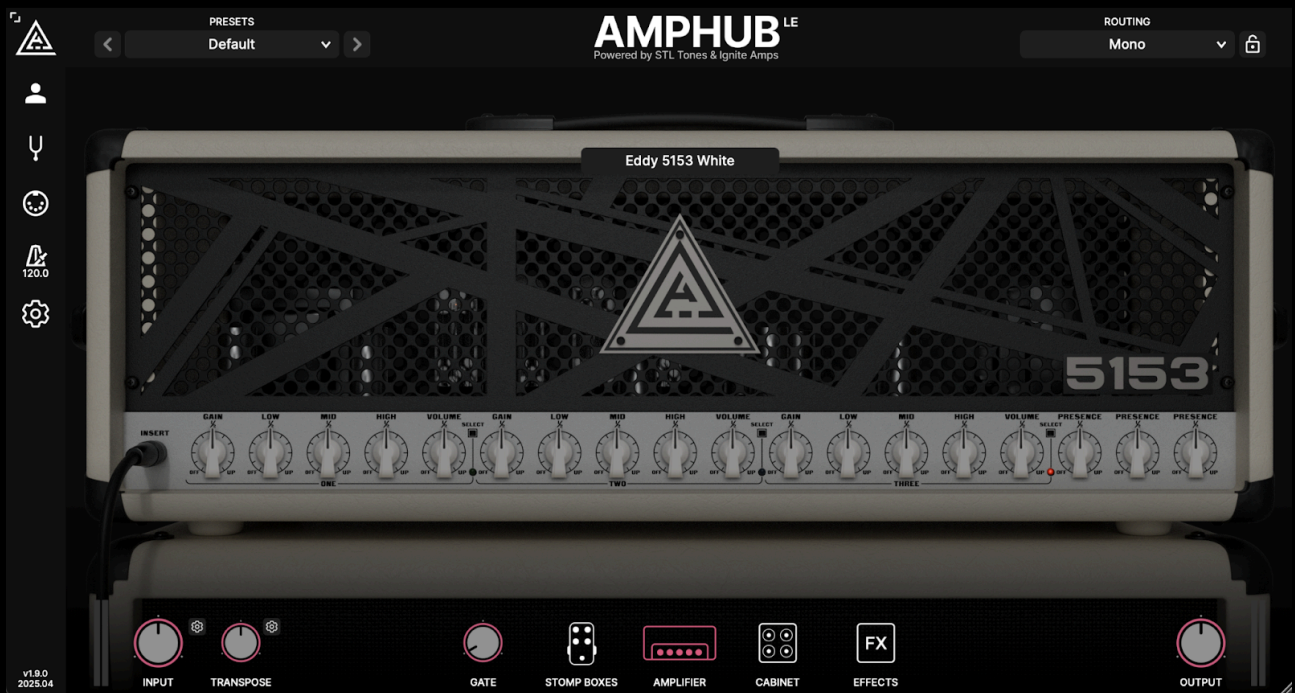
- **Amplifier**: Click the amplifier icon to open the amplifier view. In this section, you can select the amplifier you want to play through.

- **Amplifier Select**: To change the model, click the text button displaying the amp model name (located in the middle of the screen) and the amplifier menu will display all the available models.

User Interface (Footer Controls)

- **Model Select**: To select an amplifier, click on the model image you wish to play.

- **Search**: To quickly find an amp model, click on the "Search…" field box, and type the amp model or brand of the amp you are looking for. You can also select the filter-type keywords shown to display the available options.
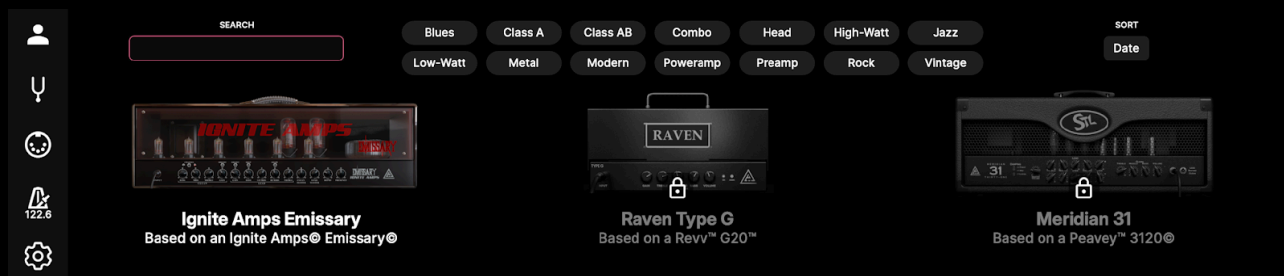
- **Individual Models** (Own Outright Only): Selecting a grayed-out stomp model image will give you options to upgrade to AmpHub by directing you to the STL Tones website.
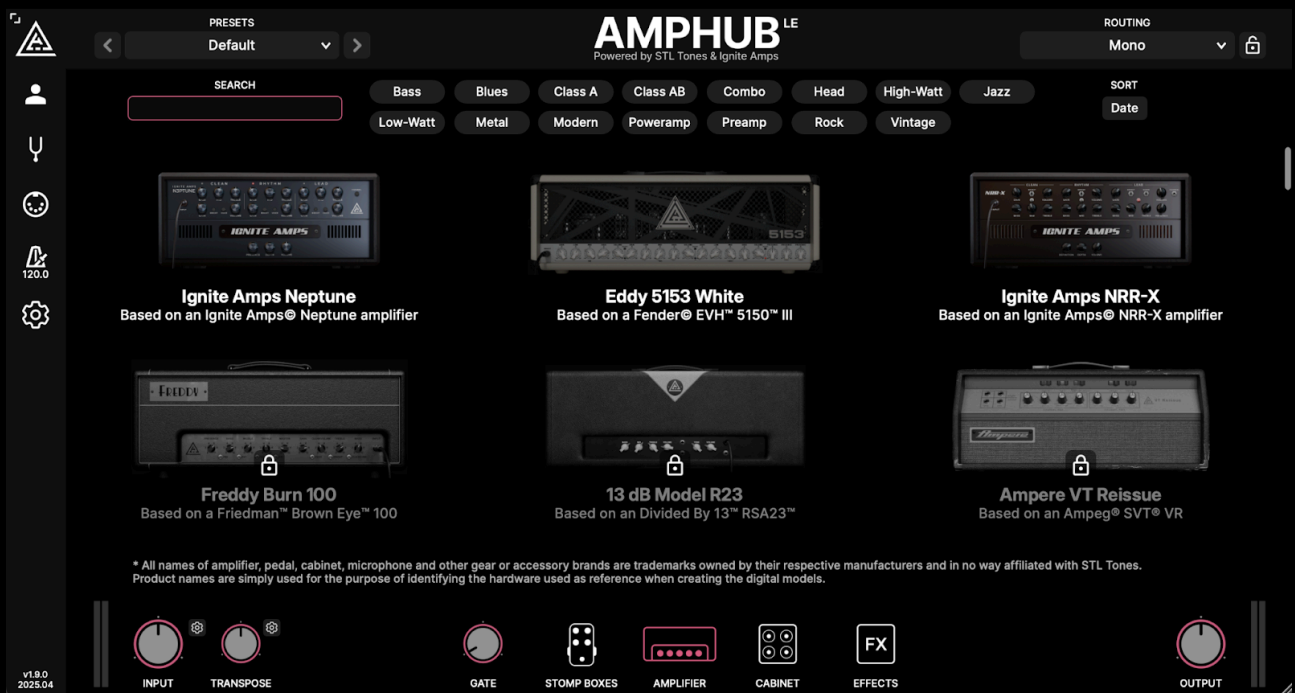
- **Model Lock** (Own Outright users only): Selecting a grayed-out stomp model image will give you options to upgrade to AmpHub by directing you to the STL Tones website.

NOTE: Toggling on the amplifier icon in the footer while the Amplifier view is open will bypass the amplifier.

NOTE: The hardware version of some of the amps available in AmpHub LE (especially the vintage ones) has crosstalk between channels (sometimes referred to as "channel bleed"). This is what contributes to making those amp tones so unique and, as AmpHub models are 100% circuit derived, the same behavior has been replicated with incredible accuracy, so you may hear some slight tonal differences when turning the knobs of the inactive channels. The amplifier power section behaves differently depending on the speakers connected to it. To replicate this behavior perfectly, we have spent countless hours measuring the impedance curves for all the cabinets featured in AmpHub LE so you may feel the dynamic and saturation of the power amp changes when you switch between different cabinets as that's exactly what happens in the analog world too.

User Interface (Footer Controls)

- **Cabinet**: Click to open the cabinet view. In this section, you can change speaker cabinets and microphone models.

- **Microphone Position**: Taking advantage of Ignite Amps "Azimut 4" four-dimensional IR (Impulse Response) interpolation technology, you'll be able to move the microphone around the speaker with 4 degrees of freedom: X (horizontal axis), Y (vertical axis), Z (distance) and W (angle). Each speaker has been measured with each of the available microphones in more than 100 positions to achieve the ultimate realism and accuracy.

- **Hi Pass**: This lets you select the frequency range of the high-pass filter. It ranges from 10Hz to 400Hz and can be useful to control the low-end response of the speaker.

- **Lo Pass**: This lets you select the frequency of the low-pass filter. It ranges from 6KHz to 22KHz and can be useful to control the high-end response.

- **Room**: Simulates a natural room ambience, with amount control for each speaker.

- **Resonance**: This control simulates the power amp and speaker interaction in tube amplifiers. It provides a boost in the guitar cabinet speaker's resonant frequencies.

- **Speaker Level**: Change the volume +/-18dB of each microphone by using the related volume slider located next to each speaker.

- **Phase**: Flip the phase of each speaker using the phase button located at the bottom of the volume slider.

- **Cabinet Mix Slider** (Mix Mode): Set the mix of the two cabinets using the percentage slider to find the perfect balance.

User Interface (Footer Controls)

- **Cabinet Pan** (Pan Mode): Clicking on the 'MIX MODE' button will enable 'PAN MODE' allowing each speaker to be placed anywhere in the stereo field.

- **Cabinet EQ**: Clicking on the EQ icon located at the top of each speaker opens a 3-band equalizer for more tonal control.

- **Cabinet Status**: The Status Buttons located to the left and right of each corresponding speaker dropdown menu switch between the internal AmpHub cabinets and external impulse response, giving the option to use third-party IRs. *NOTE: Mic distance, mic angle, and room controls are disabled when external impulse response is engaged.*

- **Cabinet Select**: To change the cabinet model, click the text button displaying the cab model name (located above each corresponding speaker) to show the cabinet dropdown menu displaying all available cabinets.

- **Disconnected (Resistive Load)**: When using external IRs, the cabinet impedance seen by the amplifier is still defined by the current AmpHub Cabinet selection. For more accurate results, select an AmpHub Cabinet of the same model as the one used to capture the IR whenever possible (microphone model does not affect the impedance, so you can choose any of the available for the selected cabinet). If the same cabinet model is not available, select one with the closest speaker model and configuration. If the IR already contains the impedance curve in it, set the AmpHub Cabinet to 'Disconnected' for optimal results.

NOTE: Toggling on the cabinet icon in the footer while the cabinet view is open will bypass the cabinet section.

User Interface (Footer Controls)
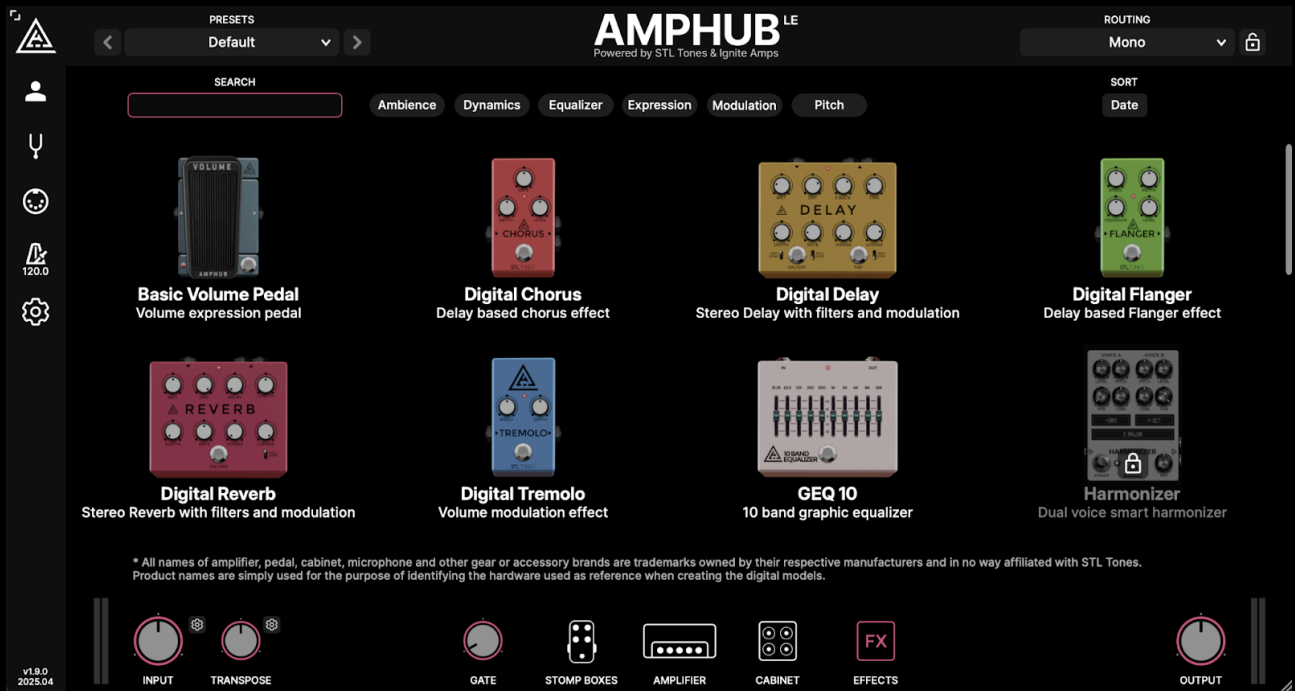
- **Effects**: This button will navigate you to the FXs section, where you will find all the plug-in time-based effects, studio-style post-cabinet compression, and additional stomp EQ. The effects section can host up to 4 pedals simultaneously by using the scrollbar under the header section to view and access all the available slots.

- **Effect Select**: To select an effect, click on the "Select…" button, and a menu will open with all the available models.

- **Effect Search**: Use the search field box to type the effect type, brand, model of the pedal you are looking for. You can also select the filter keywords displayed to show the available options and sort by date or alphabetically.

- **Effect Stomp**: If you want to move an effect from one position to another while retaining the settings, you can click the "double arrow" swap button on the right of the selector. Select where you want to move the pedal by clicking the double arrow button on the destination slot.

- **Remove Stomp:** Use the "X" button to remove an effect from a certain slot.

User Interface (Footer Controls)

About FX Spillover

The term "spillover" refers to the possibility of keeping the tail of an ambiance effect (eg. delay or reverb) playing even when the effect is being switched off, achieving a smoother change between two different sounds by fading out any possible decay instead of truncating it abruptly. All delays and reverbs in AmpHub LE feature a toggle switch to enable this functionality. When the Spillover is enabled (toggle switch up), switching that model off will keep its tail decaying naturally even if the effect itself is not processing the signal anymore. Switching an ambiance effect off while keeping the tail fading out is the simplest possible form of spillover, however, AmpHub also supports spillover on preset changes! The principle of switching from a preset A to a preset B with spillover enabled is the same as switching off the effect on the same preset with the additional constraint of having the same effect available in the same slot of both presets. This constraint is due to the polymorphic audio chain of AmpHub, allowing you to freely place the effects in various positions of your rig, even multiple times.

NOTE: The only way for AmpHub LE to perform spillover on preset change is to have the same effect available in the same position for both presets, so it can retain its memory and keep the tail decaying seamlessly after the preset switch.

NOTE: Toggling on the effects icon in the footer while the effects view is open will bypass the effects section.

User Interface (Footer Controls)

- **Output**: Adjusts how much signal the plugin will feed to your DAW channel. The output level meters to the right of the output knob indicate the audio output level coming out of the plugin and will turn red if the signal goes above the +0dB threshold, however, this is just a warning: AmpHub will retain your input signal perfectly intact without clipping.

MIDI

MIDI (AmpHub Standalone)

1. Open the standalone version and click on the Audio I/O button.

2. Select the MIDI inputs (device) connected to your computer you want to use - all done!

MIDI Bindings   ✕

Global Bindings	Preset Bindings

Feature	Message	Content	Action
Metronome - On/Off	None	-	Remove
Preset - Next	None	-	Remove
Preset - Previous	None	-	Remove
Tap Tempo	None	-	Remove
Tuner - Show/Hide	None	-	Remove

Parameter	Message	Min	Max	Action

Import   Export
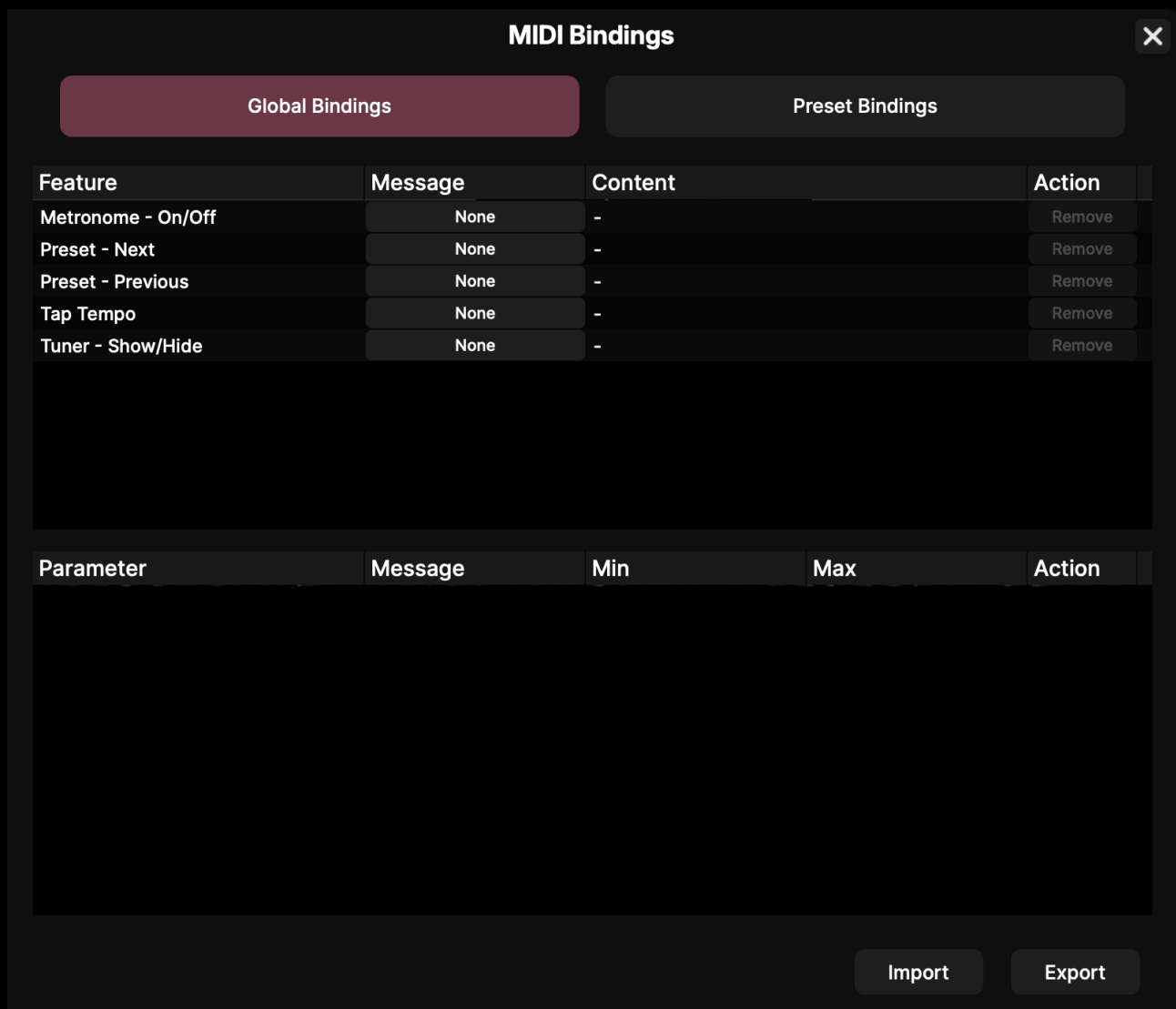
- **MIDI Bindings Panel**: All MIDI activity is managed in the MIDI settings panel, accessed by clicking on the MIDI icon in the AmpHub side menu.

MIDI

- **MIDI Learn**

Enable MIDI Learn by right-clicking on the AmpHub plugin parameters and UI sections you want to assign MIDI controls:

> MIDI Learn - Preset
>
> MIDI Learn - Global

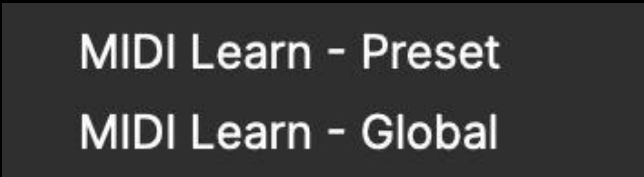- **MIDI Learn - Preset**: This feature will store the MIDI bindings at the Preset level. Preset-level bindings have priority over Global Bindings, meaning that assigning a MIDI PC or CC message at the preset level will override bindings of the same messages assigned at the Global level, if any. Preset-level bindings are saved within the active preset and recalled when the preset becomes active.

   NOTE: Remember to save the preset using the Preset Manager (check the Header Controls section) if you want to persist the MIDI bindings.

- **MIDI Learn - Global**: This feature will store the MIDI bindings globally for the application/plug-in. Global bindings are shared among presets, meaning the registered MIDI assignments will remain active even when changing presets (unless overridden by a preset level assignment as described above).

Once you select the binding type, the application will notify you that it's ready to perform the assignment: press the MIDI note/trigger you want to assign to the selected parameter on the MIDI controller, and the binding will be stored, and the MIDI Learn popup menu will then disappear. You can now adjust the plug-in parameter value using the MIDI controller.

- **MIDI General Setup**:

How do I connect a MIDI foot controller to control my STL Tones plug-in?

- Using MIDI cables, connect the MIDI Out port to the MIDI In port on a MIDI audio interface.

My audio interface doesn't have MIDI ports. Can I still use a foot controller?

- Yes absolutely! Using a MIDI to USB interface, connect the MIDI Out port on the foot controller to the USB port on your computer.

Can I use other USB MIDI devices to control my STL Tones plug-ins?

- Yes, simply connect the USB MIDI device (keyboard controller, etc) straight to the USB port of your computer using the product-supplied USB cable.

MIDI

NOTE: Be sure to follow the instructions that came with the MIDI controller, which may include installing the correct driver on your computer.
Check the manufacturer's website for the latest driver software.
If you are using a MIDI interface, be sure to follow the instructions that came with the interface.

Support

For technical issues or any problems experienced with our software, contact us via the contact page at www.stltones.com

Before doing so, follow our troubleshooting questions below to see if these fix your issue.

To help us assist you in the best way possible, please provide the following information to our support team:

- Product Version Number (e.g. STL AmpHub LE - v1.0.0_2025.05)

- Version number of your DAW (e.g. ProTools 11.2.2, Logic 11.1.0)

- Interface/hardware (e.g. Focusrite Scarlett 2i2, Universal Audio Apollo Twin, etc.)

- Computer and operating system info (e.g. Macbook Pro OS X 11.5.1, Windows 10 ver 1709, etc.)

- Please include a detailed description of your problem.

Troubleshooting

Uninstall / Reinstall

This will repair possible broken permissions, fix corrupted files, and remove old versions of our software.

Steps:

1. Close out of all host software (Pro Tools, Logic, Cubase, etc.)

2. Uninstall your plug-in.

3. Open your host software and ensure that the plug-ins no longer show up in the inserts list. If the plug-ins are still present, locate the files on your computer and remove them manually. Once they no longer show up in your DAW (after restarting it), move on to step 4.

4. Close out of all host software.

5. Follow the installation and licensing procedure outlined in the "Installation & License Activation" section of this manual, ensuring you have the latest installers for the plug-in.

6. Run the latest installers and start your host program.

7. Follow the STL licensing prompts, ensuring that your host program is reading the latest version of our software.

Troubleshooting

Repair permissions on your computer

Mac & Windows

Instructions: Run your host software as an administrator (Windows-only)

This can fix a variety of issues that result in crashing or error messages on Windows DAWs that are loading our plugins for the first time.

1. Exit your host program (Pro Tools, Cubase, etc.)

2. Right-click on the icon for that host program and select "Run as an Administrator." You will only have to do this once, meaning you can open up the host program normally the next time.

Troubleshooting

How do I find my plugin in Reaper?

If you cannot find your STL AmpHub LE plugin in Reaper, follow these steps to make the plugin available:

1. Follow the installation and licensing procedure outlined in the "Installation & License Activation" section of this manual, ensuring you have the latest installers for the plug-in.

2. Now, check if the plugin is installed on your computer in the default folder.

File Locations: Mac
VST: Macintosh HD/Library/Audio/Plugins/VST/STL AmpHub LE

File Locations: Windows
VST: C:\Program Files\VSTPlugins\STL AmpHub LE

If you don't find the respective files, please reinstall your STL AmpHub LE Product. If the relevant plugin files are in the above folder, perform a rescan:

1. In Reaper, press [Ctrl] + P (Windows) / [Cmd] + [,] (Mac) to access Preferences.

2. Go to Plugins > VST

3. Under "VST Plugin Path," make sure that the following path is listed (if not, add it):

Windows: 64-bit VST: C:\Program Files \VSTPlugins \STL AmpHub LE
Mac: System HD > Library > Audio > Plugins > VST

Click on Clear Cache/Re-Scan. Create a new session with a supported sample rate, add a track, and load your STL AmpHub LE plugin. If the pop-up window tells you to activate, please press the "activate" button and insert your full license serial code.

Troubleshooting

How do I find my plugin in Pro Tools?

If you cannot find your STL AmpHub LE plugin in Pro Tools, follow these steps to make the plugin available.

1. Follow the installation and licensing procedure outlined in the "Installation & License Activation" section of this manual, ensuring you have the latest installers for the plug-in.

2. Now, check if the plugin is installed on your computer in the default folder.

VST: Macintosh HD / Library / Audio / Plugins / VST / STL AmpHub LE

AAX: Macintosh HD / Library / Application Support / Avid / Audio / Plugins / STL AmpHub LE

Windows: 64-bit VST: C:\Program Files\VSTPlugins\STL AmpHub LE
Windows: 64-bit AAX: C:\Program Files\Common\Files\Avid\Audio\Plugins\STL AmpHub LE

If you don't find the respective files, please reinstall your STL AmpHub LE product. If the relevant plugin files are in the above folder, perform a rescan:

- To do a Rescan, you must delete certain files on your computer depending on your Pro Tools version. Please follow the official Avid website to do this.

Troubleshooting

The plugin makes no sound at all, why is this happening?

You have most likely not activated the software yet, or the license file has moved to a different location, and the software can't find it anymore.

Follow the installation and licensing procedure outlined in the "Installation & License Activation" section of this manual, making sure you have the latest installers for the plug-in.

Where do I find the installers?

Visit https://www.stltones.com/products/amphub-le where you will find the latest installers for your product.

Where is the STL AmpHub LE Plugin located on my computer?

Mac

AU: Macintosh HD / Library / Audio / Plugins / Components / STL AmpHub LE
VST: Macintosh HD / Library / Audio / Plugins / VST / STL AmpHub LE
AAX: Macintosh HD / Library / Application Support / Avid / Audio / Plugins / STL AmpHub LE

Windows

64-bit VST: C:\ Program Files \ VSTPlugins \ STL AmpHub LE
64-bit AAX: C:\ Program Files \ Common Files \ Avid \ Audio \ Plugins \ STL AmpHub LE

Legal Disclaimer

All names of amps, pedals, cabinets, microphones, and other gear and/or accessory brands are trademarks owned by their respective manufacturers and are in no way affiliated with STL Tones or STL AmpHub LE. Product names are simply used for the purpose of identifying the hardware device on which the digital model is based on.

AAX: Trademark of Avid Technology Inc.
Audio Unit: Trademark of Apple Inc.
VST/VST3: Trademarks of Steinberg Media Technologies GmbH.

STL AmpHub uses:
Takuya Ooura's **OouraFFT** library, to perform fast Fourier transforms.
Aleksey Vanev's **r8brain** library to perform high-quality resampling.

Credits

Plugin Development
Federico Berti (Ignite Amps)

Plugin Design
Sonny Truelove, Dan Dankmeyer, and Federico Berti

Need more help?

Find technical support and instructions here: www.stltones.com/pages/contact-us

Contact our friendly Support Team here: www.stltones.com/pages/submit-a-request

Sincerely,
STL Tones and Ignite Amps Team