

Blackstar[®]
AMPLIFICATION

ID:X FLOOR

ID:X FLOOR ONE, ID:X FLOOR TWO, ID:X FLOOR THREE

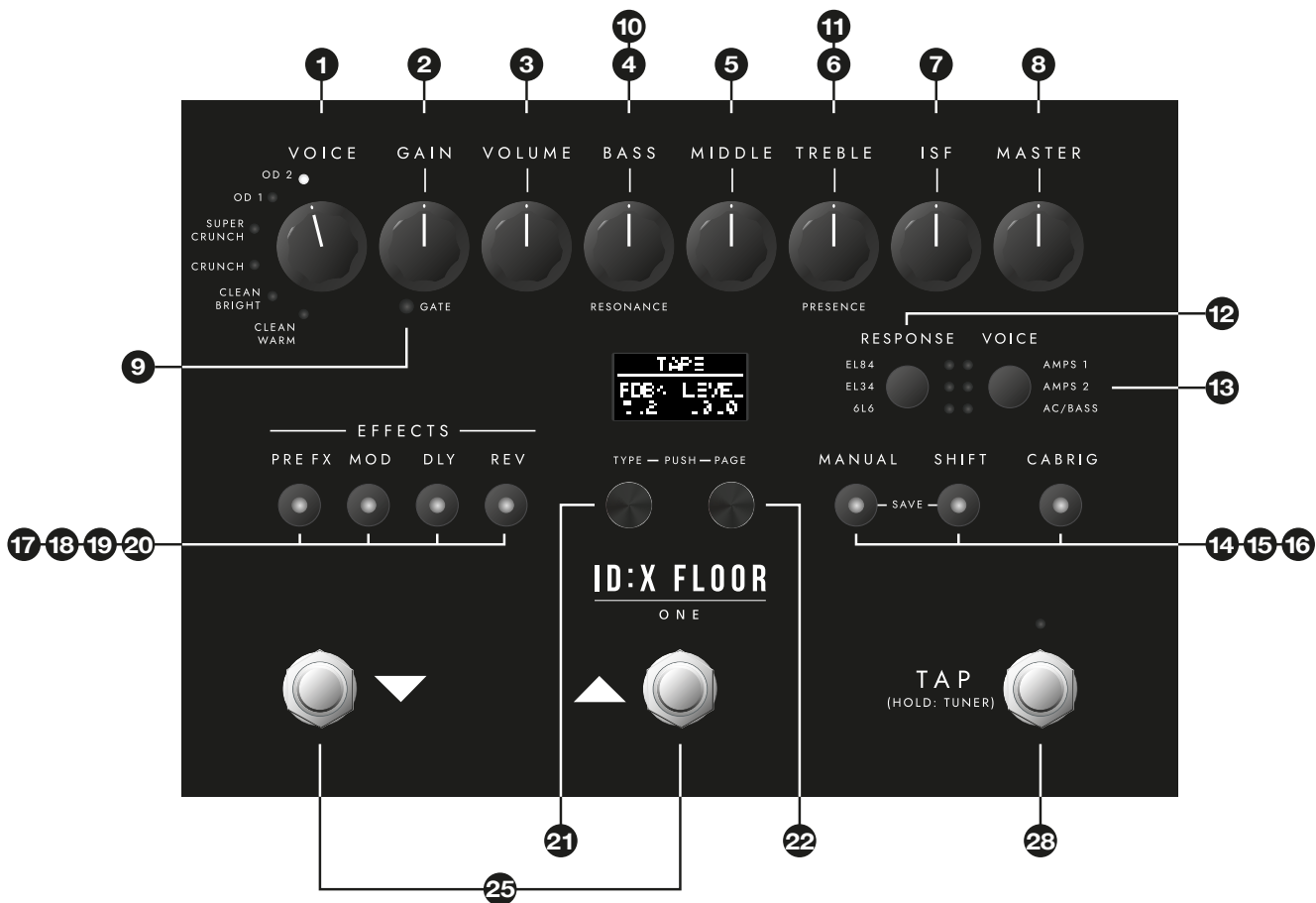
Owner's Manual

the sound in your head

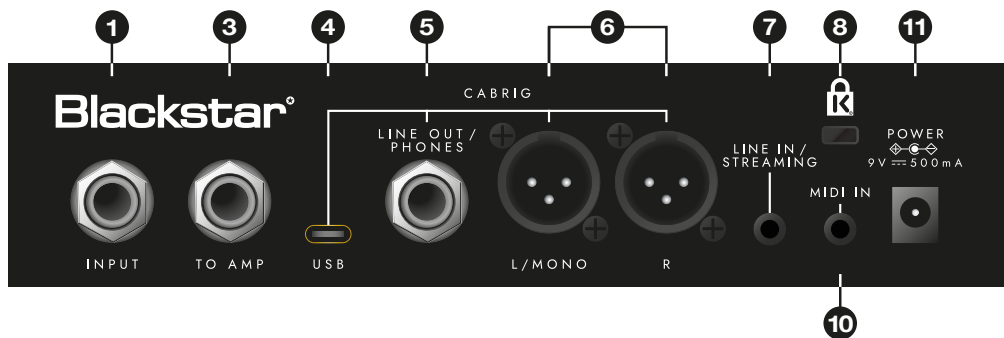
Designed and Engineered by
Blackstar Amplification UK 



ID:X FLOOR ONE - Front Panel



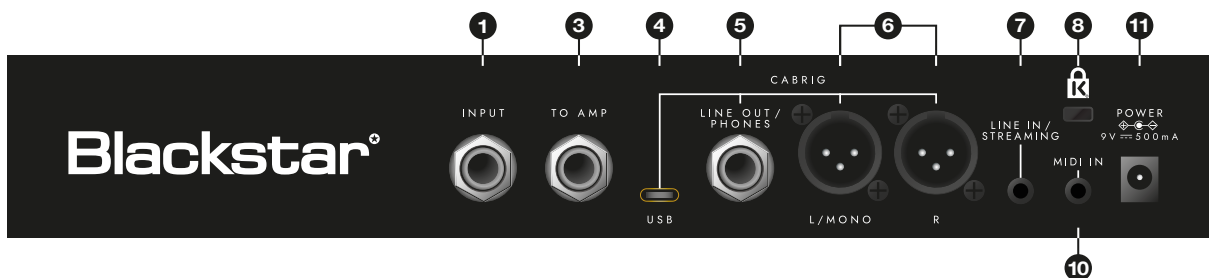
ID:X FLOOR ONE - Rear Panel



ID:X FLOOR TWO - Front Panel



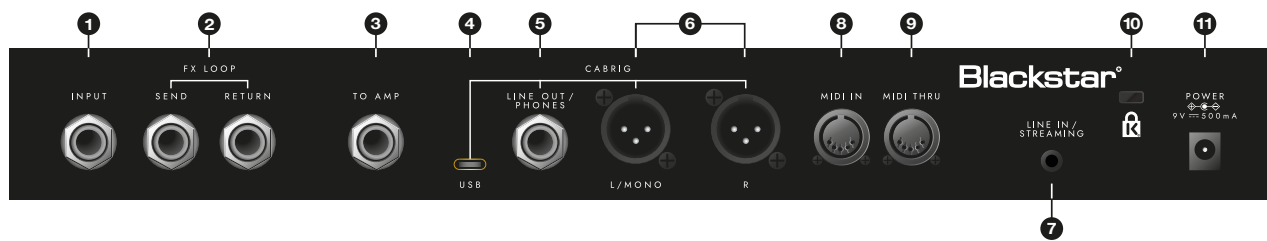
ID:X FLOOR TWO - Rear Panel



ID:X FLOOR THREE - Front Panel



ID:X FLOOR THREE - Rear Panel



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IMPORTANT SAFETY INSTRUCTIONS

1. Read these instructions.
2. Keep these instructions.
3. Heed all warnings.
4. Follow all instructions.
5. Do not use this apparatus near water.
6. Clean only with dry cloth.
7. Do not block any ventilation openings.
8. Install in accordance with the manufacturer's instructions.
9. Do not install near any heat sources such as radiators, heat registers, stoves, or other apparatus (including amplifiers) that produce heat.
10. Do not defeat the safety purpose of the polarized or grounding-type plug. A polarized plug has two blades with one wider than the other. A grounding type plug has two blades and a third grounding prong. The wide blade or the third prong are provided for your safety. If the provided plug does not fit into your outlet, consult an electrician for replacement of the obsolete outlet.
11. Protect the power cord from being walked on or pinched particularly at plugs, convenience receptacles, and the point where they exit from the apparatus.
12. Only use attachments / accessories specified by the manufacturer.
13. Unplug this apparatus during lightning storms or when unused for long periods of time.
14. Refer all servicing to qualified service personnel. Servicing is required when the apparatus has been damaged in any way, such as power-supply cord or plug is damaged, liquid has been spilled or objects have fallen into the apparatus, the apparatus has been exposed to rain or moisture, does not operate normally, or has been dropped.

“TO COMPLETELY DISCONNECT THIS APPARATUS FROM THE AC MAINS, DISCONNECT THE POWER SUPPLY CORD PLUG FROM THE AC RECEPTACLE”.

“WARNING: TO REDUCE THE RISK OF FIRE OR ELECTRIC SHOCK, DO NOT EXPOSE THIS APPARATUS TO RAIN OR MOISTURE AND OBJECTS FILLED WITH LIQUIDS, SUCH AS VASES, SHOULD NOT BE PLACED ON THIS APPARATUS”.



This symbol is intended to alert the user to the presence of important operation and maintenance (servicing) instructions in the literature accompanying the appliance.

This symbol is intended to alert the user to the presence of uninsulated “dangerous voltage” within the product’s enclosure that may be of sufficient magnitude to constitute a risk of electric shock to persons.

Warning!

Important safety information!

READ THE FOLLOWING INFORMATION CAREFULLY. SAVE ALL INSTRUCTIONS FOR FUTURE REFERENCE!

Follow all warnings and instructions marked on the product!

Danger! High internal operating voltages.

Do not open the equipment case. There are no user serviceable parts in this equipment. Refer all servicing to qualified service personnel.

Clean only with a dry cloth.

Condensation can form on the inside of this unit if it is moved from a cold environment to a warmer location. Before switching the unit on, it is recommended that the unit be allowed to reach room temperature.

Unauthorised modification of this equipment is expressly forbidden by Blackstar Amplification Ltd. Never push objects of any kind into ventilation slots on the equipment casing.

Do not expose this apparatus to rain, liquids or moisture of any type.

Do not place this product on an unstable trolley, stand or table. The product may fall, causing serious damage to the product or to persons!

Do not cover or block ventilation slots or openings. This unit must only be used in a well ventilated area and never switched on when it is within a poorly ventilated space, such as a bookcase.

This product should not be placed near a source of heat such as a stove, radiator, or another heat producing amplifier.

Use only the supplied power cord which is compatible with the mains voltage supply in your area.

Power supply cords should always be handled carefully and should be replaced if damaged in any way.

Never break off the earth (ground) pin on the power supply cord.

The power supply cord should be unplugged when the unit is to be unused for long periods of time.

An apparatus with Class I construction should be connected to a mains socket outlet with a protective earthing connection.

The mains plug of the power supply cord should remain readily accessible.

Always replace damaged fuses with the correct rating and type.

Never disconnect the protective mains earth connection.

High loudspeaker levels can cause permanent hearing damage. You should therefore avoid the direct vicinity of loudspeakers operating at high levels. Wear hearing protection if continuously exposed to high levels.

If the product does not operate normally when the operating instructions are followed, then refer the product to a qualified service engineer.

The U.S. Government's Occupational Safety and Health Administration (OSHA) has specified the following permissible noise level exposures:

Duration Per Day In Hours	Sound Level dBA, Slow Response
8	90
6	92
4	95
3	97
2	100
1½	102
1	105
½	110
¼ or less	115

According to OSHA, any exposure in excess of the above permissible limits could result in some hearing loss.

Ear plug protectors in the ear canals or over the ears must be worn when operating this amplification system in order to prevent a permanent hearing loss if exposure is in excess of the limits as set forth above. To ensure against potentially dangerous exposure to high sound pressure levels, it is recommended that all persons exposed to equipment capable of producing high sound pressure levels such as this amplification system be protected by hearing protectors while this unit is in operation.



All electrical and electronic products should be disposed of separately from the municipal waste stream via designated collection facilities appointed by the government or the local authorities.



Introduction

Thank you for purchasing this Blackstar ID:X FLOOR Advanced Digital Modeller.

Like all our products, this amp modeller is the result of countless hours of painstaking R&D by our world-class design team. Based in Northampton (UK), the Blackstar team are all experienced musicians themselves, and the sole aim of the development process is to provide guitarists with the ultimate tools for self-expression.

All Blackstar products are subjected to extensive laboratory and road testing to ensure they are truly uncompromising in terms of reliability, quality, and above all, TONE.

Please read through this handbook carefully to ensure you get the maximum benefit from your new Blackstar product. If you like what you hear and want to find out more about the Blackstar range of products please visit our website at <http://www.blackstaramps.com>

Thanks!

The Blackstar Team

Features

Our ID:X FLOOR amp modellers are the result of years of research and development, designed to meet the evolving needs of guitarists. Drawing on our legacy of innovation since 2007, the ID:X FLOOR range incorporates cutting-edge digital signal processing, authentic valve-like response, granular effects control, and enhanced usability. With its seamless integration of performance and studio-grade features, the ID:X FLOOR series sets a new standard for amp modellers in its class. Built for musicians of all levels, enjoy:

- 12 versatile guitar amp voices, including 6 original Blackstar models and 6 Ampton Series voices—accurate, component-level recreations of classic amps from clean to high gain
- 3 enhanced bass amp voices delivering everything from vintage warmth to modern punch
- 3 acoustic voices, including a detailed acoustic simulator – fine-tuned for acoustic guitar pickups or turning an electric guitar into a dynamic acoustic sound
- Valve-response emulation based on our patented True Valve Power (TVP), featuring tonal characteristics of EL84, EL34 and 6L6 power valves
- Over 30 studio-quality effects in Pre FX, Modulation, Delay and Reverb categories
- Built-in noise gate to keep your playing clean and focused
- 99 patch storage locations, enabling quick transitions between tones during live performances
- Brilliant OLED display with real-time feedback for effects customisation, patch navigation and editing
- CabRig with advanced IR-based speaker and mic emulation, delivering authentic tone straight to your recording interface, headphones, or PA system
- USB audio, Line In, Headphone Output, and MIDI for seamless integration into any setup
- Hardware Effects Loop to maximise pedal chain setups (ID:X FLOOR THREE only)
- A precise chromatic tuner built directly into the unit for convenience
- Free Architect software, offering powerful desktop editing with deeper customisation, and easy firmware updates
- Architect Community 2.0 – our next generation patch sharing community!

Top Panel

1. VOICE SELECTOR

Selects your individual guitar amp, acoustic, or bass amp voice depending on the selected Voice Mode (13). For details of all available voices, see the Voice Selection Table on Page 14. This setting is saved when you store a patch.

CONTROL KNOBS

Each control knob features a visual of the control's position on the OLED display. This can include a recall position. To learn more see **Patch Recall and Recall Distance Ring** on Page 22.

2. GAIN

For Amps 1, Amps 2, and Bass Voices:

Adjusts the amount of preamp overdrive or distortion. Low settings (counter clockwise) will deliver a cleaner sound. As the Gain control is turned clockwise the sound will become more overdriven, with maximum distortion in the full clockwise position.

For Acoustic Voices:

Adjusts the amount of clean input preamp signal level. Higher settings will not introduce preamp saturation. The Gain setting is saved when you store a patch.

3. VOLUME

For Amps 1, Amps 2, and Bass Voices:

Controls the level of the preamp output volume. Turning it clockwise increases the volume. High levels of Volume will introduce the effect of valve power amp distortion and compression, the character of which depends on the Response (12) setting you have selected. This setting is saved when you store a patch.

For Acoustic Voices:

Controls the overall output level of the preamp. Higher settings will not introduce saturation.

STONE STACK

The ID:X FLOOR series uses accurate tone stack modelling. The EQ controls are a tonal network that behaves just like they would on real analogue amps giving you authentic, responsive tone control.

4. BASS

The Bass control adjusts the level of low-end frequencies in your tone. All the EQ controls are tailored to the selected voice. For example, the St. James 6L6 (Clean Warm) voice has a more pronounced low end, whereas the Artisan 30 (Clean Bright) voice has a more controlled bass response. This setting is saved when you store a patch.

5. MIDDLE

The middle control adjusts the level of mid-range frequencies in your tone. The midrange frequencies are important in setting the amount of 'body' your tone has. With the middle control set to its minimum position (fully counter clockwise) the sound will be scooped. As the Middle control is increased (clockwise) the amount of 'body' is increased. This setting is saved when you store a patch.

6. TREBLE

The Treble control adjusts the level of high frequencies in your tone. At low settings the sound will be warm and dark in character. As the Treble control is increased the sound will become brighter. This setting is saved when you store a patch.

7. ISF (Amps 1 Voices Only)

Our patented ISF control works in conjunction with the Bass, Middle and Treble controls. It allows you to choose the exact tonal signature you prefer. Fully counter clockwise has a more American characteristic, with a tight bottom-end and more aggressive middle, and fully clockwise has a British characteristic, which is more 'woody' and less aggressive. Unlike conventional 'contour' controls and parametric equalisation systems, the Bass, Middle and Treble controls remain interactive with each other just like in a traditional guitar amplifier tone stack. This leads to a very familiar, musical response. This setting is saved when you store a patch.



TIP: Try starting with the ISF set to 12 o'clock (centre) and the Bass, Middle and Treble set to taste. Then try gradually adjusting the ISF CW and CCW until you find the sound you prefer.

NOTE: For Bass and Acoustic Voices, the ISF control becomes a Frequency ('FREQ') selection control. This lets you choose the midrange frequency affected by the Middle (5) Control.

8. MASTER

Controls the overall output level of the ¼" and XLR OUTPUTS on your unit. Turning it clockwise increases the volume. This is a global setting and is *not* saved when storing a patch.

9. GATE (Shift control)

The built-in noise gate helps eliminate unwanted hum and hiss from your tone. Press SHIFT (15), then adjust the Gain control to set the Gate threshold. A lower setting keeps more of your sustain, while a higher setting cuts out unwanted noise for a tighter sound—great for high-gain playing. This setting is saved when you store a patch.

10. RESONANCE (Shift control) (Amps 1 & 2 only)

Shapes the low-end character of the selected Response (12). Lower settings keep the bass tight and controlled, while higher settings add fullness and thump. The Resonance control can be accessed by pressing SHIFT (15) then adjusting the Bass (4) control. This setting is saved when you store a patch.

11. PRESENCE (Shift control) (Amps 1 & 2 only)

Sets the high frequency character of the selected Response (12). Lower settings make the tone smoother and darker, while higher settings add brightness and definition, helping your sound cut through the mix. The Presence control can be accessed by pressing SHIFT (15) then adjusting the Treble (6) control. This setting is saved when you store a patch.

12. RESPONSE (Amps 1, Amps 2, and Bass only)

Three-way switch offering three distinct valve emulations, affecting the overall feel and subtlety of the power amp's characteristics. This setting is saved when you store a patch.

Amps 1 & 2:

- **EL84** – Bright with a balanced low end, vintage feel
- **EL34** – Rich mids and overall warmth, dynamic saturation
- **6L6** – Bold with deep lows and clear highs, more headroom

Bass:

- **LINEAR** – Clean and uncoloured, ideal for transparent full-range tones
- **6550** – Punchy and powerful with tight lows and smooth high-end presence
- **6L6** – Round and warm with a classic low-mid growl and controlled top end

13. VOICE MODE

Voice Mode lets you switch between three groups of amp voices:

- **Amps 1** – Signature Blackstar amp sounds, from sparkling clean to roaring high gain
- **Amps 2** – Legendary tones reimagined with Blackstar's AMPTON models
- **Acoustic/Bass** – Two rich acoustic voices, a realistic acoustic sim, and three powerful bass amp options

Press the Voice Mode button to cycle through them – LEDs show which group you're on. Then, use the Voice knob to choose one of the six voices in that group. This setting is saved when you store a patch.

For details of all available voices, see the Voice Selection Table on Page 14.

14. MANUAL MODE

Enables Manual Mode – 'what you see is what you get'. The sound will reflect the current physical position of the controls.

Any effects that are active when switching to Manual Mode will initially be turned off and reset. Whilst in Manual Mode, any of the controls can still be modified by an external source (Architect software or MIDI), but this means that the sound will not represent the positions of the knobs on the front panel.

15. SHIFT

Press SHIFT while adjusting any control with a shift function to access the control, such as Gate (9), Resonance (10), and Presence (11).

Voice Selection	Amps 1	Amps 2	Ac / Bass
Clean Warm	ST JAMES 6L6 Smooth, open clean with full lows and rich dynamics.	1 AMPTON TWIN Emulating a 1969 Twin Reverb ® AB763 circuit. Iconic clean tone with deep lows and sparkling highs.	ACOUSTIC 1 Natural, balanced acoustic tone with clear highs.
Clean Bright	ARTISAN 30 Chimey and clear with a natural, expressive breakup.	AMPTON ACE30 Emulating a rare, non-serial-number Vox ® AC30 handwired preproduction head model. Bright and jangly with smooth, dynamic breakup.	ACOUSTIC 2 Bright and detailed acoustic voicing for live or studio.
Crunch	ST JAMES EL34 Edgy, vintage-style drive with punchy mids.	AMPTON PLEXI Emulating a late-1960s Marshall® Super Lead (1959) 'Plexi'. Warm, dynamic crunch with strong mids and classic rock bite.	ACOUSTIC SIM Makes an electric guitar sound like an acoustic.
Super Crunch	HT CLUB 50 Thick, powerful overdrive with tight attack.	AMPTON 800 Emulating Founder Ian Robinson's own vintage Marshall ® JCM800 2203 model. Iconic edgy and focused gain with fast response and bite.	BASS CLASSIC Warm, vintage-style tone with grit when pushed.
OD1	SERIES ONE 100 Saturated high-gain with warm mids and singing sustain.	AMPTON REC Emulating the 'Red Channel' of an original Mesa Boogie ® Dual Rectifier. Heavy and aggressive tone with tight punch and huge sustain.	BASS MODERN Punchy, clear and precise for modern bass styles.
OD2	ST JAMES 100 Crushing distortion with aggressive low-end and tight response.	AMPTON 6L6 Emulating the highly sought after 1992 'block letter' Peavey ® 5150. Modern scooped high-gain with tight lows and soaring leads.	BASS FLAT Clean and neutral tone with excellent transparency.

CABRIG - SIMULATED OUTPUT

CabRig is Blackstar's next generation of highly accurate IR-based cab+mic speaker simulation. Featuring significant improvements to feel and response and our proprietary In The Room™ algorithm, ID:X FLOOR delivers the most intuitive, straight-out-of-the-box great tone available. ITR™ (In The Room™) is Blackstar's unique speaker emulation approach designed to feel like you're playing through a real amp in a real space—not just listening to a mic'd cab. Whether on stage or in headphones, it delivers a more immersive, natural sounding experience.

16. CABRIG

Press the CABRIG switch to focus it and show its settings on the screen. These settings are saved when you store a patch.

How to edit CabRig settings

The ID:X screen includes two push encoders: Type (21) and Page (22). Both adjust parameters when turned, but serve different purposes when pressed.

Type

- Press Type to view different Cab types
- Turn Type to scroll and audition different Cab types
- Press Type again to return to the parameter screen

Page

- Press Page to show more Cab parameters (if available)
- Press Page again to return to the previous parameter screen

CabRig Parameters:

Amps 1 & 2

Cab Type	Microphones	Room Level	Room Size	Room Width
DI St. James 112 HT Venue 112 St. James 212 VOC Artisan 212 Artisan 412A Series One Pro 412B	ITR™ Dynamic 57 Condenser 67 Ribbon 121	0–10	Small Medium Large	Close Spaced Wide

Acoustic

Cab Type	Microphones	Room Level	Room Size	Room Width
DI DI + ROOM	--	0–10	Small Medium Large	Close Spaced Wide

Bass

Cab Type	Microphones	Room Level	Room Size	Room Width
Unity Elite 210C Unity Elite 410C	--	0–10	Small Medium Large	Close Spaced Wide

Press and **hold** the CabRig switch to change between two CabRig modes:

Patch – Loads CabRig settings that were stored in the patch.

Global – Loads ‘global’ CabRig settings even when you change patches. Useful when you’ve dialled in a CabRig setting that you love and want it to stay consistent.

NOTE: When in Manual Mode (14), CabRig mode is **always Global**.

EFFECTS

For more details on effects functionality see Page 19.

17. PRE FX

Press this switch to turn the Pre FX effect on, off, or focus the effect for editing. This setting is saved when you store a patch.

18. MOD

Press this switch to turn the Modulation effect on, off, or focus the effect for editing. This setting is saved when you store a patch.

19. DLY

Press this switch to turn the Delay effect on, off, or focus the effect for editing. This setting is saved when you store a patch.

20. REV

Press this switch to turn the Reverb effect on, off, or focus the effect for editing. This setting is saved when you store a patch.

21. TYPE

Press to show the currently focused Effect/Cab Type list. When the type list is displayed, turn the encoder to scroll through types. When the Effect/Cab parameter is shown, turn the encoder to adjust the parameter value.

22. PAGE

Press to reveal the next page of parameters. Turn the encoder to adjust the parameter value.

EXPRESSION PEDAL (ID:X FLOOR TWO and THREE only)

23. EXP MODE (VOL / WAH / CUSTOM)

Cycles selection between three modes for the expression pedal.

VOL: Volume Pedal

WAH: Wah Pedal

CUSTOM: Custom assigned amp or effect parameter.

For more details on Expression Pedal see Page 21.

24. EXPRESSION PEDAL

Use your foot to affect your tone based on the mode chosen with the switch. Great for hands-free control while playing. For more details on Expression Pedal see Page 21.

FOOTSWITCHES

25. PATCH UP/DOWN (ID:X FLOOR ONE & TWO only)

Use these buttons to move up or down patches 01-1 through 33-3. Hold either button to scroll faster.

26. CH1 | CH2 | CH3 (ID:X FLOOR THREE only)

Selects between the three patches within the current bank.

Press CH1 and CH2 together to select the Bank below, or CH2 and CH3 together to select the Bank above.

For more details on patches see Page 22.

27. EFFECT FOOTSWITCHES (ID:X FLOOR THREE only)

Enables/disables effects by footswitch control. Enabling an effect will also focus the effect.

Press and hold down the MODULATION, DELAY, or REVERB effect footswitch to temporarily ramp up certain effect parameters. Releasing the footswitch returns the effect to its original settings.

28. TAP (HOLD: TUNER)

When pressed in a constant rhythm this sets the delay time or modulation speed by tapping in a tempo depending on whether DLY or MOD is focused. For more details on Effect Focus see Page 20.

NOTE: Both Modulation and Delay effects have separate tap values.

Hold TAP to access the tuner. To exit tuner mode, press TAP or any other switch.

By default, when in tuner mode audio is muted. This setting can be changed in Architect software.

Rear Panel

1. 1/4" INPUT JACK

Plug your guitar, bass, or acoustic here.

2. FX LOOP (ID:X FLOOR THREE only)

EFFECTS LOOP SEND

From here, connect to the mono input of external effects units. The Effects Loop Send is taken after PRE FX and before the power amp stage [Volume (3), Resonance (10), Presence (11), and Response (12) controls] and MOD, DLY, and REV effects.

EFFECTS LOOP RETURN

Connect the mono output of external effects units to here.

3. "TO AMP" OUTPUT

The TO AMP output provides a **CabRig-bypassed** signal specifically for use with an external power amp and real guitar cabinet. This allows you to run your ID:X FLOOR into a separate power amp and traditional cab on stage while still sending a full CabRig signal to a mixer and/or headphones.

NOTE: The ID:X FLOOR does **not include a built-in power amp**. Connecting this output directly to a guitar cabinet will produce no sound.

Since CabRig is bypassed, connecting this output to an FRFR (full-range flat-response) speaker, mixer, or PA system will result in an incorrect sound.

4. USB

Use a standard USB-C cable to connect your device directly to a PC, Mac, or compatible recording device. This enables USB digital audio and connection to Blackstar's Architect software.

NOTE: Windows users will require an audio driver which can be found on your Blackstar account products download page. Access this page and more by signing up and registering your product at blackstaramps.com/warranty/

USB Audio Outputs (device → computer)

These four channels are sent from the device to your computer and appear as 'Inputs' in your DAW or recording software:

- **Input 1 – CabRig L:** Fully processed guitar tone with all effects and CabRig, left side of signal, level
- **Input 2 – CabRig R:** Same as above, but right side of signal
- **Input 3 – Dry Guitar:** Direct, unprocessed guitar input. Perfect for re-amping. Not affected by any amp controls
- **Input 4 – Preamp Out:** Preamp voice and EQ only (no power amp voicing, MOD/DLY/REV effects, or CabRig). Ideal for use with external plugins

TIP: For a true stereo sound, pan Channel 1 hard left and Channel 2 hard right in your DAW mix.

USB Audio Inputs (computer → device)

Your device can also receive audio from your computer for playback:

- **Channel 1 – Left:** For monitoring or playback of computer audio
- **Channel 2 – Right:** For monitoring or playback of computer audio

This is useful if you'd like to watch/listen to video/music from your computer while playing guitar through your ID:X FLOOR modeller.

5. ¼" STEREO HEADPHONE/LINE OUTPUT

Connect your headphones, or use a standard ¼" TS or TRS cable to connect to an FRFR (full-range flat-response) speaker cabinet, recording device, or mixing desk. When using headphones always listen at safe volumes – prolonged exposure to loud sound can cause permanent hearing damage, and we'd love for you to enjoy your tone for years to come.

6. XLR OUTPUTS

Use standard 3-pin XLR cables to connect to a recording device, stage box, or mixing desk, providing a low-noise, low-impedance signal for high-quality live or studio use. For stereo operation, use both outputs; for mono, use the L/Mono output only.

7. LINE IN/STREAMING

Use a standard 3.5mm 'aux' cable to connect your phone, tablet, or audio player to stream music or backing tracks through the device. Ideal for jamming along or silent practice when combined with headphones.

Use a standard TRRS cable to record your tone directly to smart phone devices.

8. MIDI IN

To send MIDI messages to your ID:X modeller, connect your MIDI device here. For more details on MIDI see Page 24.

9. MIDI THRU (ID:X FLOOR THREE only)

MIDI messages received at the MIDI IN port will be passed, unaffected, to the MIDI THRU. Use this output to chain multiple MIDI devices together. For more details on MIDI see Page 24.

10. KENSINGTON LOCK

Also known as a Kensington Security Slot or K-Slot this is a specifically sized hole for connecting a compatible Kensington Lock to secure the ID:X FLOOR to a fixed point. For more information please refer to <http://www.kensington.com>

11. POWER

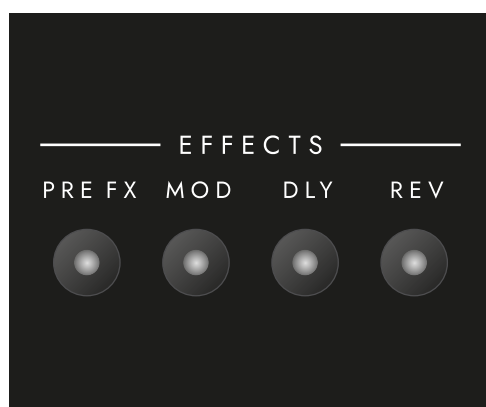
Connect the supplied 9V power adapter here. ID:X FLOOR units require a 9V DC 500mA centre-negative power supply via a standard barrel connector.

NOTE: The power input should only be connected to a power adapter that is compatible with the voltage and power requirements stated on the rear panel. If in doubt, seek advice from a qualified technician.

EFFECTS

The ID:X FLOOR series features a powerful, next-gen FX engine designed to capture the essence of some of the world's most iconic effects – alongside a selection of unique sounds you won't find anywhere else. From classic analogue-style delays and overdrives to lush modulation and ambient reverbs, we have faithfully crafted each effect using advanced DSP for authentic tone and feel.

Effect Blocks



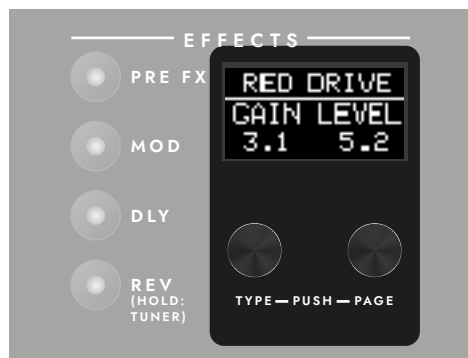
(ID:X FLOOR ONE & TWO)



(ID:X FLOOR THREE)

The ID:X FLOOR features four independent effect 'blocks': **Pre FX**, **Modulation**, **Delay**, and **Reverb**. You can load one effect per block, tweak its parameters, and save the entire setup as part of a patch. This allows you to run four effects simultaneously.

Navigating and Selecting Effects



(ID:X FLOOR THREE)

The effects section includes two push encoders: **Type** and **Page**. Both adjust parameters when turned, but serve different purposes when pressed.

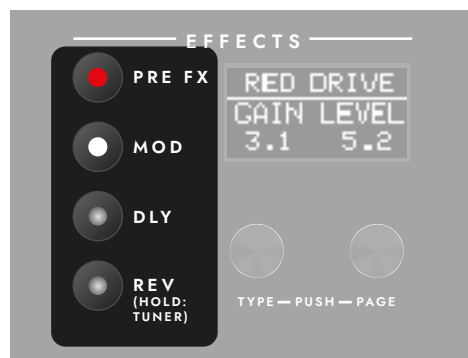
Type

- **Press Type** to view different effect types
- **Turn Type** to scroll and audition different effect types
- **Press Type** again to return to the parameter screen

Page

- **Press Page** to show more effect parameters (if available)
- **Press Page** again to return to the previous parameter screen

Effects Block Focus



(ID:X FLOOR THREE)

To engage effects, press any of the Effects block switches (**PRE FX**, **MOD**, **DLY**, and **REV**).

Each effect block has an LED to indicate its status:

- **White** – The effect is **on and currently focused** for editing. Its parameters will appear on the OLED screen
- **Red** – The effect is **on** but not currently focused
- **Off** – The effect is **bypassed**

NOTE: Only one block can be focused at a time. If you turn off the currently focused effect, the amp will automatically shift focus to the next active block. This may cause another LED to switch from red to white.

REMEMBER: White means you're editing it, Red means it's active but not focused, and Off means it's off.

Delay Time Display

You can view delay time in either BPM (beats per minute) or MS (milliseconds).

- **BPM** shows delay time in relation to musical tempo—ideal for syncing repeats to the beat of a song
- **MS** shows the exact time between repeats—useful for fine-tuning delay by feel or ear

Switch between them in Architect under the ‘Display BPM / MS’ setting. Default is BPM.

TAP Button

The **TAP** button sets the tempo for time-based effects like delay and modulation.

- Tap to set the speed
- The tempo applies to whichever effect block is currently **focused** (Delay or Mod)
- Each block stores its own tap value, so you can have different tempos for Delay and Modulation

To change which effect you’re tapping for, simply focus that block first.

Delay Trails and Reverb Trails

By default, reverb tails and delay trails remain audible when an effect block is turned off—this means your echoes and ambience fade out naturally instead of cutting off abruptly.

This behaviour can be changed in Architect using the ‘**REV Trails**’ and ‘**DLY Trails**’ settings.

- **On (default):** Delay / reverb continues to decay after being switched off
- **Off:** Delay / reverb is cut instantly when bypassed

Useful for shaping how clean or seamless your transitions feel when turning effects on or off.

Expression Pedal

The built-in expression pedal gives you hands-free control of Volume, Wah, or Amp and Effect controls. To turn the expression pedal on and off, press the pedal toe down until the toe-switch engages.

Press the **EXP MODE (23)** button to cycle modes. The current mode LED shows what the pedal controls.

- When in **VOL** mode, **hold EXP (23)** to toggle between **Pre** (before the preamp) and **Post** (at the end of the signal chain). The screen will show which mode you are currently on.
- When in **WAH** mode, **hold EXP (23)** to switch between **Classic** and **Modern** Wah types. The screen will show which mode you are currently on.

CUSTOM ASSIGNMENT – Assign the pedal to any supported parameter for real-time control.

- When in **CUSTOM** mode, **hold EXP (23)** to enter Assign mode (the screen will prompt you)
- Now turn **one** parameter – **the first control you move is assigned**
- You can still press encoders to change pages or effect types without making an assignment; only **turning** a parameter assigns it
- To reassign, repeat the steps above

What can be assigned: Continuous effect or amp parameters only (e.g. Reverb Mix, Delay Time, Amp Treble). Discrete (on-off, or 3-position) controls and all CabRig parameters can't be assigned.

NOTE: If the effect is already on, the pedal won't take over until you move it **past the saved value (Recall point)**. Watch the tick on the screen—once you pass it, the expression pedal will control the assigned parameter.

Calibration

The expression pedal is pre-calibrated at the factory. If you ever need to recalibrate it, this can be done in two ways:

1. Simply hold down the EXP MODE (23) switch whilst switching on the unit
2. Connect to Blackstar's Architect software, open Settings → Calibrate Expression, and follow the on-screen steps

Patches

Your ID:X FLOOR modeller amp lets you save and recall patches. A patch is a complete snapshot of your current sound, including Voice, Tone controls, Effects, Response, CabRig settings, and more. Saving a patch lets you recall that sound instantly later.

Master (8) level is not saved in a patch. This prevents sudden volume changes when selecting different patches.

You can store up to 99 patches, organised into **33 Banks** with **3 Channels per Bank**.

How to Navigate Patches

ID:X FLOOR ONE and TWO

1. Press the **PATCH UP/DOWN (25)** footswitches to select patches—hold either to scroll through patches quickly

ID:X FLOOR THREE

1. Press **CH1+CH2** or **CH2+CH3 (26)** together at the same time to move up and down through the banks
2. Press any of the **CH1/2/3 (26)** buttons to select one of the three patches within that bank

NOTE: By default, changing banks keeps the same channel active. You can change this in Architect using the '**Retain Patch On Bank Change**' setting. When off, the amp will always load **Channel 1** when selecting the next bank, allowing sequential patch changing. See the example below.

Retain Patch On Bank Change

Off: Bank01 Ch3 → press Bank → recalls Bank02 Ch1
 On: Bank01 Ch3 → press Bank → recalls Bank02 Ch3

How to Save a Patch

To save your current sound:

1. Press **MANUAL (14) + SHIFT (15)** switches at the same time
2. The patch LEDs will flash and the screen will ask to select the patch saving location
3. If needed, navigate to the desired patch location
4. Press **MANUAL (14) + SHIFT (15)** switches at the same time **again** to confirm
5. The patch is now saved

NOTE: When saving a patch, the current patch name will also be saved into the selected slot. To quickly name, reorder, or backup your patches connect your ID:X FLOOR via USB to Blackstar Architect software.

Patch Recall and Recall Distance Ring



When you load a patch, all amp settings update instantly to match the saved values—but the physical positions of the knobs may not match what’s been recalled. To solve this, the ID:X FLOOR displays a **Recall Distance Ring** around the affected parameter on the OLED screen.

This ring helps you match your physical knob to the patch’s saved value without causing sudden jumps or tone changes, perfect for when you want to continue tweaking your saved patch.

- The tick mark on the recall distance ring shows the exact value stored in the patch
- As you turn the knob, the ring shrinks toward the tick
- Once your adjustment passes through the tick, the knob value becomes active and audible
- The tick remains visible as a reference point, even after passing it

This system keeps adjustments smooth and lets you see where the original tone was set.

Manual Mode

Press **MANUAL (14)** to enter Manual mode. This mode reflects the **actual position of the amp’s knobs**—what you see is what you hear. Use it to dial in tones from scratch, or as a starting point for a new sound.

Saving from Manual Mode

Once you’ve got a sound you like, you can save it just like any other patch:

1. Press **MANUAL (14) + SHIFT (15)** switches at the same time
2. The patch LEDs will flash and the screen will ask to select the patch saving location
3. If needed, navigate to the desired patch location
4. Press **MANUAL (14) + SHIFT (15)** switches at the same time **again** to confirm
5. The patch is now saved

Your current settings are now stored as a patch. When saving from Manual mode, patches are named ‘MANUAL MODE’ and an ascending number. To rename patches use Blackstar’s Architect software.

NOTE: Certain controls, such as Gate (9), Resonance (10), Presence (11), Response (12), and Expression Modes (23) have default positions when entering Manual Mode. These default positions can be changed in our Architect software.

Factory Reset

The default factory patches and settings can be restored to your unit at any time. This can be done in two ways:

1. Simply hold down the MOD, DLY and REV switches simultaneously, whilst switching on the unit.
2. Connect your device via USB to our Architect software, under Settings → General → 'Restore Patches and Settings'

The screen will display a countdown before the factory reset begins.

If using the front panel, releasing any MOD, DLY, or REV switch before the countdown is finished, cancels the reset, and your settings stay safe.

IMPORTANT: This process will overwrite any user saved patches and settings.

Tuner

The built-in chromatic tuner makes it easy to stay in tune without needing extra gear.

To access the tuner hold the **TAP (28)** footswitch, the screen will switch to Tuner mode.

How to Use the Tuner

- Play a single open string
- The display will show the closest note and how sharp or flat you are
- Tune the string until the indicator is centred and the screen turns white

How to Exit the Tuner

While in Tuner mode, pressing any button or adjusting any control will immediately exit Tuner mode.

NOTE: By default Tuner mode will mute all audio. This setting can be changed in Architect.

MIDI Control

Your ID:X FLOOR supports MIDI Program Change (PC) and Control Change (CC) messages for patch changes, effect toggling, and more. Connect your MIDI controller to the MIDI IN connection located on the rear panel.

Program Change (PC) Messages

- PC 0 = Manual Mode
- PC 1 = Bank 01 Channel 1
- ...
- PC 99 = Bank 33 Channel 3

NOTE: PC 100-127 is ignored.

Control Change (CC) Messages

- Bank 01 Channel 1 = 01A
- Bank 01 Channel 2 = 01B
- Bank 01 Channel 3 = 01C

For a full list of supported MIDI CC messages and values, refer to the MIDI Function Table below.

MIDI Function Table - Part One

Category	Function	CC#	Value
Voice	Clean Warm	1	≥64 = On
	Clean Bright	2	≥64 = On
	Crunch	3	≥64 = On
	Super Crunch	4	≥64 = On
	OD1	5	≥64 = On
	OD 2	6	≥64 = On
	Ampton Twin	8	≥64 = On
	Ampton ACE30	9	≥64 = On
	Ampton Plexi	10	≥64 = On
	Ampton 800	11	≥64 = On
	Ampton 6L6	12	≥64 = On
	Ampton Rec	13	≥64 = On
	Acoustic 1	14	≥64 = On
	Acoustic 2	15	≥64 = On
	Acoustic Sim	16	≥64 = On
	Bass Classic	17	≥64 = On
Bass Modern	18	≥64 = On	
Bass Flat	19	≥64 = On	
Amp	Gain	21	0–127
	Volume	22	0–127
	Bass	23	0–127
	Middle	24	0–127
	Treble	25	0–127
	ISF	26	0–127
Response	Res	27	0–127
	Pres	28	0–127
	EL84	29	≥64 = On
	EL34	30	≥64 = On
	6L6	31	≥64 = On
Output	Master	7	0–127
PRE FX	On / Off	40	0–63 = Off 64–127 = On
	Type	49	0–127
	Param 1	41	0–127
	Param 2	42	0–127
	Param 3	43	0–127
	Param 4	44	0–127

MIDI Function Table - Part Two

Category	Function	CC#	Value
MOD	On / Off	50	0-63 = Off 64-127 = On
	Type	59	0-127
	Param 1	51	0-127
	Param 2	52	0-127
	Param 3	53	0-127
	Param 4	54	0-127
DLY	On / Off	70	0-63 = Off 64-127 = On
	Type	79	0-127
	Param 1	71	0-127
	Param 2	72	0-127
	Param 3	73	0-127
	Param 4	74	0-127
REV	On / Off	80	0-63 = Off 64-127 = On
	Type	89	0-127
	Param 1	81	0-127
	Param 2	82	0-127
	Param 3	83	0-127
	Param 4	84	0-127
GATE	On / Off	90	0-63 = Off 64-127 = On
	Gate (Control)	91	0-127
OTHER	ALL FX ON / OFF Only currently enabled effects	100	0-63 = Off 64-127 = On
	REV TAILS ON / OFF	101	0-63 = Off 64-127 = On
	DELAY TAILS ON / OFF	102	0-63 = Off 64-127 = On
	Tap DLY	103	127 = Trigger Tap
	Tap MOD	104	127 = Trigger Tap
	Tuner	105	0-63 = Closed 64-127 = Open
	Patch Change	32	0-99 0=Manual Mode 1=Bank01Ch1 ... 99=Bank33Ch3
CabRig	CabRig GLOBAL Mode	111	≥64 = On
	CabRig PATCH Mode	112	≥64 = On

Effect Descriptions

Pre FX

Effect Name	Effect Description	Parameter	Parameter Description
VALVE BST	Based on the Blackstar Dept. 10 Valve Boost, known for its harmonically rich overtones.	BOOST	Controls the level of the clean boost, into subtle valve warmth.
		TONE	Shapes the brightness or darkness of the effect.
RED DRIVE	Based on the crunch channel of the Blackstar Dept. 10 Dual Drive.	GAIN	Amount of overdrive or distortion.
		LEVEL	Overall output level of the effect.
		TONE	Shapes the brightness or darkness of the effect.
TS DRIVE	Based on the classic green box, heard on many classic recordings.	DRIVE	Amount of overdrive or distortion.
		LEVEL	Overall output level of the effect.
		TONE	Shapes the brightness or darkness of the effect.
K DRIVE	Based on arguably the most famous and sought after drive pedal.	GAIN	Amount of overdrive or distortion.
		LEVEL	Overall output level of the effect.
		TREBLE	Shapes the brightness or darkness of the effect.
BLUE DRIVE	Based on the compact blues overdrive pedal.	GAIN	Amount of overdrive or distortion.
		LEVEL	Overall output level of the effect.
		TONE	Shapes the brightness or darkness of the effect.
YEL DRIVE	Based on the classic yellow overdrive.	DRIVE	Amount of overdrive or distortion.
		LEVEL	Overall output level of the effect.
		TONE	Shapes the brightness or darkness of the effect.
OG DIST	Based on the original orange distortion pedal from the 1970s.	DIST	Amount of overdrive or distortion.
		LEVEL	Overall output level of the effect.
		TONE	Shapes the brightness or darkness of the effect.
RODENT	Based on a classic distortion pedal that was a huge part of the grunge movement in the 90s.	DIST	Amount of overdrive or distortion.
		LEVEL	Overall output level of the effect.
		TONE	Shapes the brightness or darkness of the effect.
PIE FUZZ	Based on the classic 70s big box fuzz.	FUZZ	Amount of fuzz and saturation.
		LEVEL	Overall output level of the effect.
		TONE	Shapes the brightness or darkness of the effect.
SMILE FUZZ	Based on the big round blue fuzz.	FUZZ	Amount of fuzz and saturation
		LEVEL	Overall output level of the effect.
COMPRESSOR	Based on the Blackstar St. James Plugin Compressor, Simple and effective.	SUSTAIN	Adjusts the compression intensity and how long notes are held.
RED SQUASH	Based on the infamous two knob red compressor, great for sustaining leads and rhythmic funk sounds.	AMT	Adjusts the compression intensity and how long notes are held.
		LEVEL	Overall output level of the effect.
ENV FILTER	Adaptive filter that reacts to your playing in real time.	GAIN	Sets input sensitivity, adjust for different guitar pickups.
		PEAK	Controls the peak frequency.
		TYPE	Changes the shape of the filter from Low Pass, Band Pass, to High Pass
AUTO WAH	Adaptive auto wah that reacts to your playing in real time.	RANGE	Sets how wide the filter sweeps.
		SENS	Sets how the wah reacts to playing intensity, adjust for different guitar pickups.
		Q	Sets the sharpness of the filter.
OG FUZZ	Based on the first ever fuzz pedal, used on 'Satisfaction' and countless other hits.	FUZZ	Amount of fuzz and saturation.
		LEVEL	Overall output level of the effect.

Effect Descriptions

Mod

Effect Name	Effect Description	Parameter	Parameter Description
CHORUS	Based on the classic compact triangle wave analogue chorus pedal.	RATE	Sets the speed of modulation or effect movement.
		DEPTH	Controls the intensity of the effect.
		WIDE	Controls stereo width or spaciousness.
FLANGER	Based on the St. James Plugin Flanger.	SPEED	Sets the speed of modulation or effect movement.
		DEPTH	Controls the intensity of the effect.
		WIDTH	Increases the stereo spread or range.
		RANGE	Adjusts the range of the delay time modulation
ECLT FLNGR	Based on a legendary 70s flanger.	RATE	Sets the speed of modulation or effect movement.
		RANGE	Adjusts the range of the delay time modulation
		COLOR	Controls the intensity of the effect.
PHASER	Based on the St. James Plugin Phaser.	SPEED	Sets the speed of modulation or effect movement.
		DEPTH	Controls the intensity of the effect.
		PHASER	Increases the stereo spread or range.
		RES	Adjusts the feedback / resonance of the effect.
VINT PHASE	Based on the classic analogue phase shifter.	SPEED	Sets the speed of modulation or effect movement.
VIBE	Based on the 60s photocell phase / vibe circuit.	SPEED	Sets the speed of modulation or effect movement.
		DEPTH	Controls the intensity of the effect.
		LEVEL	Overall output level of the effect.
		TYPE	Selects either Chrous or Vibrato type
BIAS TREM	Based on a classic bias shifting amp tremolo, with sharp volume swells.	SPEED	Sets the rate of modulation.
		DEPTH	Controls the intensity of the effect.
		WIDTH	Increases the stereo spread or range.
HARM TREM	Based on the USA 'brown' era amp phase shifting tremolo.	SPEED	Sets the rate of modulation.
		DEPTH	Controls the intensity of the effect.
		XOVER	Adjusts the crossover frequency for high / low modulation.
		WIDE	Increases the stereo spread or range.
OPTO TREM	Based on a classic opto amp tremolo, smooth sinewave like volume swells.	SPEED	Sets the rate of modulation.
		DEPTH	Controls the intensity of the effect.
		WIDTH	Increases the stereo spread or range.
VIBRATO	Based on the famous analogue Japanese vibrato pedal.	SPEED	Sets the rate of modulation.
		DEPTH	Controls the intensity of the effect.

Effect Descriptions

Dly

Effect Name	Effect Description	Parameter	Parameter Description
ANALOG DLY	Based on an analogue Japanese delay, with added mod circuit.	MIX	Balance between dry and effected signal.
		FDBK	Controls the number of repeats or feedback.
		TIME	Adjusts the delay time.
		TONE	Shapes the brightness or darkness of the effect.
DIGI DELAY	Based on the classic white digital delay pedal.	MIX	Balance between dry and effected signal.
		FDBK	Controls the number of repeats or feedback.
		TIME	Adjusts the delay time.
		PONG	Pans repeats between left and right output.
TAPE ECHO	Based on a vintage tape echo, great for characterful repeats that modulate naturally.	MIX	Balance between dry and effected signal.
		FDBK	Controls the number of repeats or feedback.
		TIME	Adjusts the delay time.
		AGE	Changes the Tape Age between 'New' and 'Old' for different sonic characteristics
MULTI TAP DLY	Based on an otherworldly green echo delay.	MIX	Balance between dry and effected signal.
		FDBK	Controls the number of repeats or feedback.
		TIME	Adjusts the delay time.
		PONG	Pans repeats between left and right output.
SHIMMR DLY	Pitch shifting delay with a sparkling high octave.	MIX	Balance between dry and effected signal.
		FDBK	Controls the number of repeats or feedback.
		TIME	Adjusts the delay time.
		SHIM	Increases high octave shimmer amount.

Rev

Effect Name	Effect Description	Parameter	Parameter Description
HALL	Based on a classic concert hall.	SIZE	Increases the size of the space and length of decay.
		MIX	Balance between dry and effected signal.
		TONE	Shapes the brightness or darkness of the effect.
		WIDE	Controls stereo width or spaciousness.
PLATE	Based on a vintage electro-mechanical reverberation plate.	SIZE	Increases the size of the space and length of decay.
		MIX	Balance between dry and effected signal.
		TONE	Shapes the brightness or darkness of the effect.
		WIDE	Controls stereo width or spaciousness.
SPRING	Based on a valve reverb tank from the early 1960s.	DECAY	Increases the size of the space and length of decay.
		MIX	Balance between dry and effected signal.
		TONE	Shapes the brightness or darkness of the effect.
		DRIP	Adjusts how much 'drip' or spring transients are in the reverb tail.
CHAMBER	Based on the Capitol Studios LA chamber.	SIZE	Increases the size of the space and length of decay.
		MIX	Balance between dry and effected signal.
		TONE	Shapes the brightness or darkness of the effect.
		WIDE	Controls stereo width or spaciousness.
CATHEDRAL	Based on the ambience of an historic cathedral.	SIZE	Increases the size of the space and length of decay.
		MIX	Balance between dry and effected signal.
		TONE	Shapes the brightness or darkness of the effect.
		WIDE	Controls stereo width or spaciousness.

Technical Specification

ID:X FLOOR ONE

Weight (kg): 1.33 kg

Dimensions (mm): 215 x 68 x 155

ID:X FLOOR TWO

Weight (kg): 2.07 kg

Dimensions (mm): 315 x 68 x 173

ID:X FLOOR THREE

Weight (kg): 2.88 kg

Dimensions (mm): 397 x 68 x 195

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For the latest information go to: www.blackstaramps.com

Whilst the information contained herein is correct at the time of publication, due to our policy of constant improvement and development, Blackstar Amplification Ltd reserves the right to alter specifications without prior notice.