

AXE-EDIT BETA 0.9.X RELEASE NOTES & USER GUIDE

WELCOME!

The main objectives for this version of Axe-Edit were to improve the look and feel, increase usability, decrease the reliance on preset manager, and to add additional controls for new and future features. The following is meant as a temporary resource until the release version and manual are completed.



GET CONNECTED

Connect your Axe-FX and computer together with cables for BOTH midi in and midi out.

- Open **Audio/Midi Settings** from the **SETTINGS** menu. Select the correct midi input and output ports and set the correct **midi channel** and **sysex id**. These can be found in your Axe-FX in the I/O area under MIDI.
- When you've connected successfully, the Axe-Edit title bar connect area in the upper left will display "Axe-Fx" and your sysex ID (as compared to "Check Audio Midi Settings" shown when there is a connection problem).
- If you want Axe-Edit to show control indicators in real time (ex: LFO1/2, Envelope, ADSR) you must also select an **audio device input** and **output**. (*Other audio settings are not important at this time.*) The Axe-Edit POWER button (top right) mutes audio to prevent feedback.

UPDATE THE FIRMWARE

It is recommended that you update to the latest Axe-FX firmware to get the most out of Axe-Edit. To update, open the Axe-Edit **SETTINGS** menu and select **Update Firmware**. Follow the instructions in the application to proceed.

ENABLE THE TUNER & TEMPO

- **In the Axe-Fx:**
 - Set **SEND REALTIME SYSEX** to **TUNER** (I/O section-> MIDI page)
 - Select a Control Change number (CC) for **TUNER** (I/O section ->CTRL tab)
 - Select a CC for **TEMPO** (I/O section ->CTRL tab)
- **In Axe-Edit:**
 - Set the editor's tuner CC to match the Axe-Fx setting (Settings Menu->Editor Settings)
 - Set the editor's tempo CC to match the Axe-Fx setting (Settings Menu->Editor Settings)

NOTE: To enable use of the **DELAY | LOOPER** controls, you'll also need to set the editor to match CCs shown in the Axe-Fx for Looper1 and Looper2.

ENABLE REDUNDANT PROGRAM CHANGES

To ensure proper operation of Axe-Edit's "Auto-Audition" feature, please turn off **IGNORE REDUNDANT PROGRAM CHANGES** in the Axe-Fx (I/O section->MIDI tab)

GETTING STARTED WITH AXE-EDIT

SELECT A SOURCE

When you start Axe Edit, you should immediately select a SOURCE. Source options include:

- **Axe-Fx:** Use this when you want to open programs on your Axe-FX, Edit and save them.
- **Bank File :** Use this to open, Edit, and save presets inside of a bank file on your computer.
- **Preset Folder:** Use this to open, Edit, and save presets files stored individually in a folder on your computer.

Details about the currently selected source appear above the display. No matter which source you select, the connected Axe-FX will load the program and allow you to monitor your Edits.

ABOUT THE NEW SYNC FEATURES

When you select Axe-Fx as the source, the Editor software uses a process called SYNC to get programs from your connected hardware.

- To **SYNC** one **PRESET**, simply load it individually using the arrows or the preset menu. You may Edit/save/or quit at will.
- To **SYNC** an entire **BANK**, choose SYNC THIS BANK from the top of the preset menu page for that bank.
- To **SYNC ALL THREE** banks at once, choose BACKUP AND SYNC from the preset select menu or the settings menu. (You may also elect to save backup copies to the default bank directory).

The Editor communicates which presets have been synced and which ones have not by displaying their names in black or gray respectively. When you exit the program and return, all entries will be grayed on the chance they may have been changed outside of Axe-Edit. You may ignore this effect if you're confident that the entries are indeed identical in both systems, or re-sync at your convenience.

SAVING EDITED PRESETS

When you've Edited a preset and want to save changes, press the **SAVE** button. This writes it back to same location it was opened from, regardless of the current source.

CREATING A SNAPSHOT

SNAPSHOT copies the currently loaded/Edited preset to the **SPILL/SCRATCH** area of the PRESET MANAGER, allowing you to go back later and revisit cool milestones. The names of snapshot programs include a date/timestamp, so you may wish to rename them before saving back to your hardware or file.

TIP1: Unless you manually SAVE it, the spill/scratch will be cleared when you quit Axe-Edit.

TIP2: You need to press LOAD after starting Axe-Edit to see previously saved SPILL/SCRATCH entries.

“RECALL” AND “SAVE AS” FEATURES

The **RECALL** dropdown activates advanced operations to bring data into the Editor.

RECALL LAST SAVED VERSION provides a one-click way to throw away your Edits and reload the current program from the Axe-FX or your currently opened source file or folder.

RECALL FROM AXE-Fx EDIT BUFFER pulls in the contents of the Axe Fx edit buffer. The EDIT BUFFER is the special temporary memory space in the Axe-Fx. When a preset is loaded or recalled, it is placed here for playback and/or editing. This is useful to resync Axe-Edit when you make change from the Axe-FX front panel.

RECALL AXE-FX PRESET ### will poll the Axe-FX for the preset at this designated location (Available for Bank File/Preset Folder Sources only)

AUTO RECALL is shown only when the SOURCE is Axe-FX. When it's ON, this option causes the Axe-FX to send each preset to the Editor as it is selected. When Auto Recall is OFF, the selected preset is loaded instead from a locally cached version created the last time it was SYNCED. Presets loaded in this manner are shown with their names dimmed in the display until a SAVE or RECALL is performed.

IMPORT PRESET FILE or CSV allows you to load individual preset files within the current source.

The **SAVE AS** dropdown activates advanced operations related to storing presets.

SAVE TO NEW LOCATION allows you to re-direct an edited preset to a new memory location in the CURRENT SOURCE. *Example: Open Axe-FX preset A:013 and save it to Axe-FX Preset C:382.*

SAVE AS AXE-FX PRESET - Use this option (available only when the source is a BANK FILE or PRESET FOLDER) to write the currently loaded preset to the Axe-FX at its original numbered location. *(Example: Open Bank File Preset 15 into Axe-FX preset 15).*

SEND TO AXE-FX EDIT BUFFER pushes the current state of Axe-Edit back to the connected hardware. Use this if you have to reboot the hardware or to override changes made through the front panel.

EXPORT PRESET FILE or CSV allows you to SAVE any preset as a file to any location on your computer.

AUTO AUDITION causes any preset you load from a bank file, preset folder, or import to be automatically sent to the connected Axe-Fx (so you can hear it!) Turning Auto Audition OFF stops this from happening, at which point you will need to manually send or save programs to the hardware. Any parameter Edits you make will still be sent, however, so tread carefully. While Auto-Audition is active, the setting for **AUTO AUDITION AT NUMBERED LOCATION** determines whether presets load into the current hardware preset number or the current software preset number. The former simply sends the preset to the Axe-Fx edit buffer. The latter sends a program change to the Axe-Fx to select the corresponding preset number *before* sending the new preset to the Axe-Fx.

PRESET MANAGER INTEGRATION

While the preset manager is slated for a rework, a high level of Editor/Preset Manager integration is supported in this beta. For example:

- Loading presets in the Axe-FX workspace will SYNC corresponding entries in the Editor.
- Preset manager operations which impact the current Editor source are reflected immediately
- Editor operations which impact the Preset Manager views are reflected immediately
- Functions from previous Preset Manager betas are unaffected by new Editor features.

ADDITIONAL FEATURES & NOTES

- Faster startup time, asset loading, performance & stability
- The Preset Manager can now be accessed with a single click from the editor
- The Settings/GUI Menus appears as a unified entry in the main editor.
- Preset Tempo can now be entered by typing into the tempo field.
IMPORTANT: At present, tempo integration with the Axe-FX is limited; tempos may or may not sync or sync precisely between software and hardware
- CPU usage is represented by a numeric percent meter. Differences between HW and SW assessments of utilization are slated for review.
- The Grid is now equipped with a button to INITIALIZE any selected block to default values. To initialize an entire preset, deselect all blocks first.
- Delete likewise clears the entire preset when no blocks are selected
- Undo has an accompanying REDO and is no longer cyclical. LEVELS of UNDO may be adjusted in GUI settings, up to 50
- Initial support for the LOOPER is provided in the DELAY block. Editor settings require CC assignments corresponding to those in the hardware.
- Axe-FX firmware 9.0 is fully supported.
- Missing/mislabeled parameters were fixed
- New layouts for all editor panels should streamline editing and add consistency across common areas.
- The power button can now be used to mute audio and eliminate feedback problems.
- Grid row/column re-ordering has been completely reworked to eliminate weird wiring after dragging. Some issues remain, but significant improvement can be expected.
- The PRESET FOLDER source currently imposes a structure of 3 numbered banks but this is under reconsideration
- Adjusting Noise Gate Threshold no longer causes a crash
- Dialogs should now center correctly on dual monitor systems
- The middle mouse button may be used to toggle bypass state. Custom keyboard and mouse assignments are on the drawing board.
- As on the Axe-Fx, blocks which are adjusted, deleted, and then reinserted retain prior settings
- The preset select wheel was removed
- Mac version should no longer “quit unexpectedly” on closing
- Numerous Bug fixes, improvements, and minor features

COMMUNITY SUPPORT

This beta product is not yet officially supported by Fractal Audio Systems.

For community support please visit <http://www.fractalaudio.com/forum/viewforum.php?f=27>