FRACTAL
AUDIO SYSTEMS

Welcome to Axe-Edit 3.0, the official software editor for the Fractal Audio Systems Axe-Fx II. Re-written from the ground up, version 3.0 is stable, reliable, and easily able to keep pace with future updates. The aim of this Getting Started guide is to help you install the program and get started quickly, with tips and tricks on how to use Axe-Edit.

Minimum Requirements

Axe-Edit requires an Axe-Fx II[1] running firmware 11.0 or newer. Your Axe-Fx must be connected via USB at all times for the program to operate. Your computer must have the Axe-Fx II drivers installed. Find drivers at www.fractalaudio.com/support.

Mac Minimum Requirements
- OS X 10.5.7 or later.
- Intel Processor.
- 512MB minimum RAM.
- USB 2.0 Support.

Windows Minimum Requirements
- XP SP3, Vista SP2, Win 7 SP1, Win 8 (x86 or x64 support for all)
- Intel Core 2 @1.6 GHz, or AMD equivalent.
- 1GB minimum RAM.
- USB 2.0 support.

Installation & Release Notes

Since you're reading this file typically packaged with installer, you've probably done this already... but you can always download the latest version of Axe-Edit from www.fractalaudio.com/axe-edit. The installer is packaged in a **zip archive** containing various documents in addition to the actual program. Double click the installer and follow any on-screen instructions.
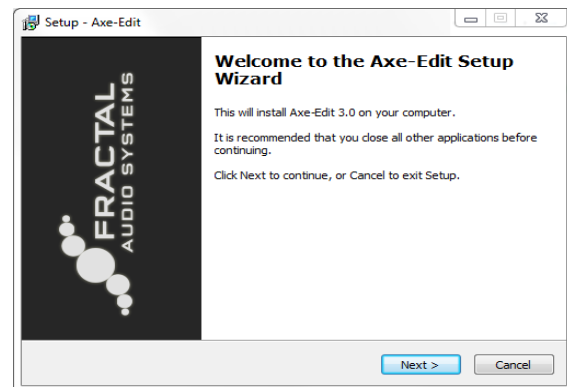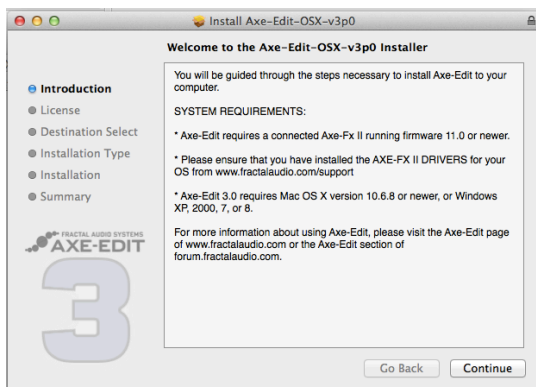

Please read the "Release Notes" included with the installer download. They'll let you know what's new and alert you to anything you may need to be aware of before updating to a new version.

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[1] Find unsupported Legacy Versions" of Axe-Edit for the Axe-Fx II, Ultra and Standard at www.fractalaudio.com/axe-edit

Running Axe-Edit for the First Time

Once Axe-Edit is installed to your computer, you will find it in your Applications (OS X) or Start Menu (Windows). Launch the program. Axe-Edit connects automatically to your Axe-Fx II upon startup.
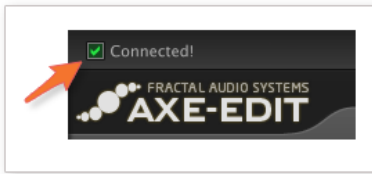
Connected!
To confirm that Axe-Edit is communicating with your Axe-Fx II, look for a green "checkbox" with the word "Connected" in the program's topmost title bar. If the "Connected" message does not appear, don't panic; consult the Troubleshooting section of this guide for how to resolve any issues.

Block Definitions
When you change **versions** of Axe-Edit or Axe-Fx II firmware, Axe-Edit may need to "**Read and Save Block Definitions**" before it can be used. A dialog will alert you when this needs to happen. The process will run for several minutes after you click OK. Once it completes, you may continue using Axe-Edit.

Selecting a Preset to Edit

Three easy sets of controls allow selecting a preset in your Axe-Fx II for editing in Axe-Edit.

The Preset Picker

The Grid

Once a Preset is loaded in Axe-Edit, its contents will be displayed on the grid. As you likely know from working with the Axe-Fx II front panel, the grid is a 4×12 structure where blocks are placed and interconnected to create presets.
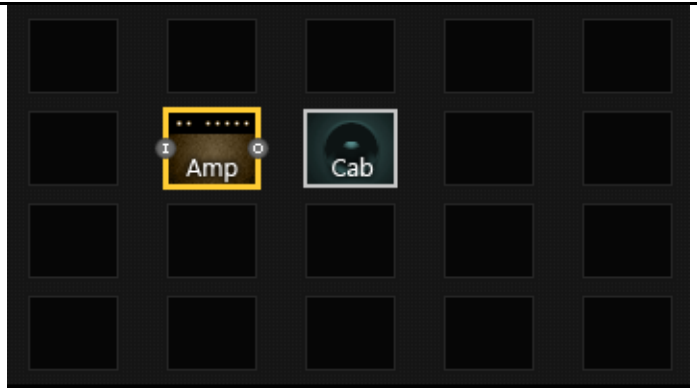

Select the INPUT + GATE for the Noise Gate and more.

Bypassed Blocks appear gray with "flyover" cable.

Engaged Blocks are shown in vivid color.

Select the OUTPUT to show the Output Mixer.

"Controllers" displays parameters used with for modifier sources.

The selected block is highlighted in yellow.

Use "Handles" to move an entire ROW or COLUMN.
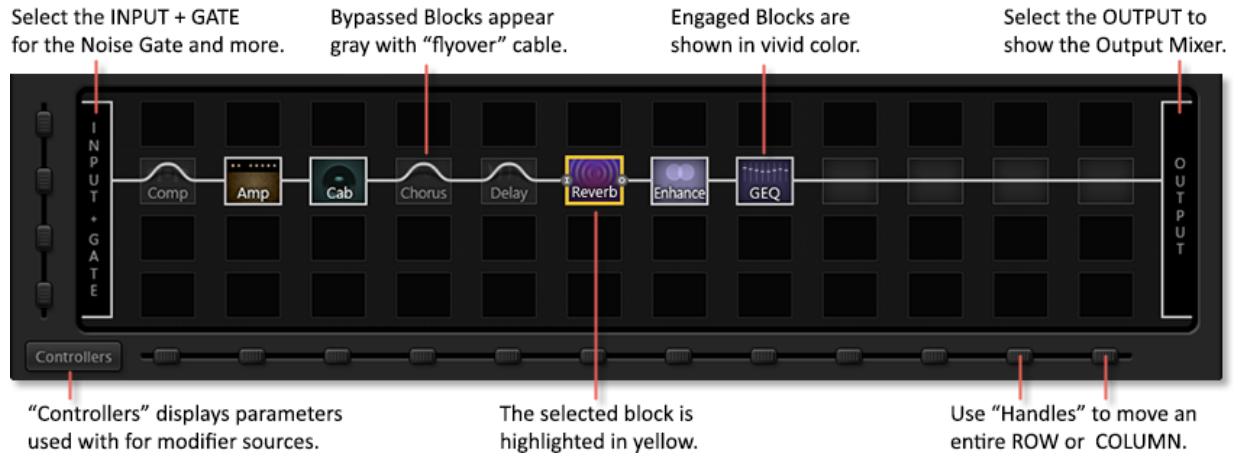
Working with Blocks

Action	How To	Notes
Insert a Block	Right click (or control-click) any grid slot to bring up the **Grid** context Menu. Choose **Insert**, select the block type you want, and it will appear on the grid. Blocks already on the grid will be disabled in the menu.	The **Insert** fly-out also appears in the **Block** menu at the top of Axe-Edit. Tip: A keyboard shortcut may be used to place shunts. (Mac ⌘+U, Win Ctrl+U) Tip: Use the insert menu to replace any block with one of a different type.
Delete a Block	Select a block and press the **Delete** key on your keyboard.	Delete is also offered in the **Grid	Edit** and **Block** menus.
Bypass or Engage a Block	Double click any block to toggle its bypass state, or select it and press SPACEBAR.	Engage/Bypass is also offered in the **Grid** and **Block** menus.
Swap two Blocks	Drag and drop one block onto another to swap their grid positions.	All connections to and from each block will be preserved when you perform a swap.
Move a Block	Drag a block to an empty grid space to **move** it.	Hold Command (Mac) or Control (Win) while dropping on any existing block to force a move instead of a swap.
Cut/Copy/Paste a Block	Select a block and press the appropriate keyboard shortcut: **Mac** **Win** **Copy** ⌘+C Ctrl+C **Paste** ⌘+V Ctrl+V **Cut** ⌘+X Ctrl+X	Cut/Copy/Paste options also appear in the **Grid	Edit** and **Block	Edit** menus. Tip: You can copy/paste blocks from one preset to another. Tip: Copy a block, then select another block of the same type before choosing paste. All settings of the first block will be transferred to the second (Ex: Amp1 and Amp2)
Initialize a Block	Select the block and press ⌘+I (Mac) or Ctrl+I (Win) or choose Initialize from the **Grid	Edit** or Block menu.	Like double tapping BYPASS on the Axe-Fx, initializing returns all of a block's parameters to a set of default values.
Disconnect all	Select a block and press ⌘+D (Mac) or Ctrl+D (Win) to remove all connector cables from its input and output.	You can also drag a block to any empty grid slot in another column with the same effect.

Connecting and Disconnecting Blocks

Making or removing connections between blocks using Axe-Edit is easy, but a bit different than doing it on the Axe-Fx II. If you worked with previous versions of Axe-Edit, you may find yourself habitually trying to "drag" cables for a while, but in time, we think you'll appreciate the precision of the new jacks-based method of Axe-Edit 3.0.

1 When you select a block, notice that it displays Input and Output "Jacks" — small circular objects labeled "I" and "O". These are used to create or remove connections into or out of the block.	
2 When you click a jack, it becomes selected, as all "legal" destination jacks are highlighted with a green plus.	
3 Click the desired jack, and the connection appears!	
4 Naturally, you can make connections in either direction, even spanning multiple columns as desired in a single click. Note that as on the Axe-Fx itself, if you make a connection to the jack of an empty grid slot, a shunt will be inserted automatically at that location.	
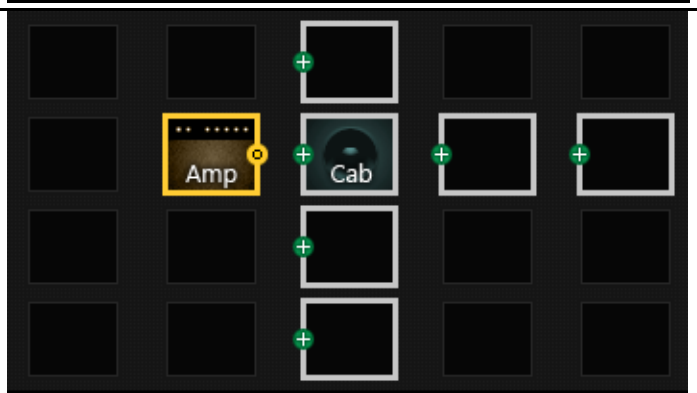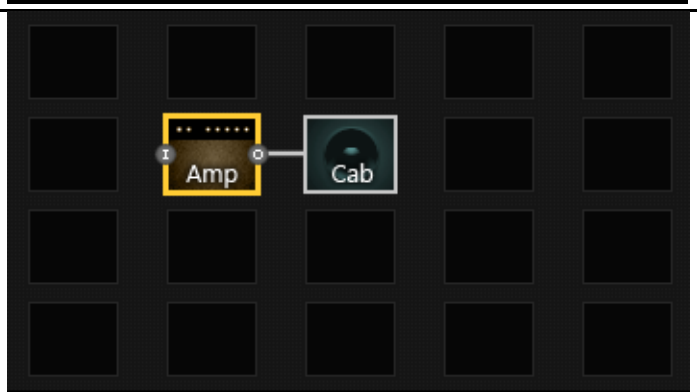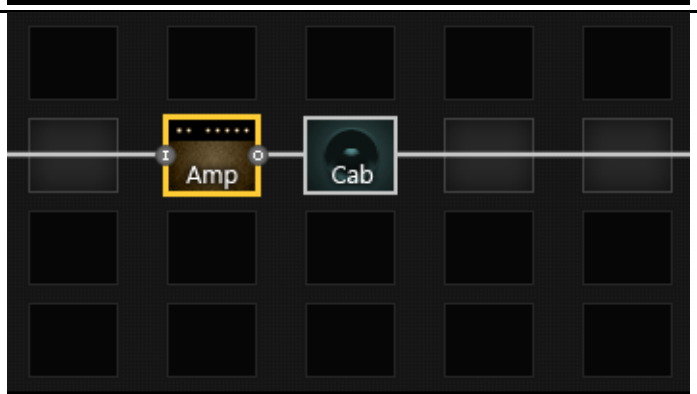
5	If the jack you select already has connections to or from it, the destination jacks will be shown with a red X indicating connections that can be **removed**.	
6	Click the red X and the connection will be removed. Tip: You can also double click any existing connection to remove it instantly!	
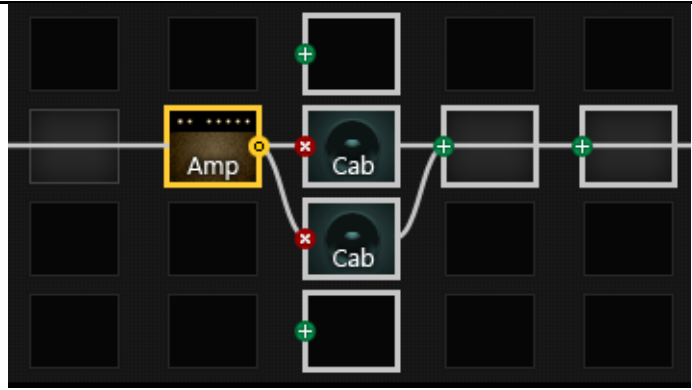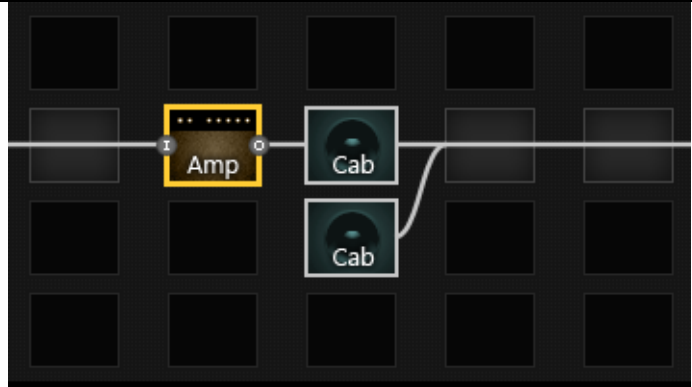
A final note: as on the Axe-Fx, the INPUT and OUTPUT grid objects are not involved in block connection. Whenever a block is inserted in the first or last column, it will automatically be connected to the input or the output.

Tip: To connect the input to the output, just connect a block in the first column to a block in the last column and the complete bridge will be made.
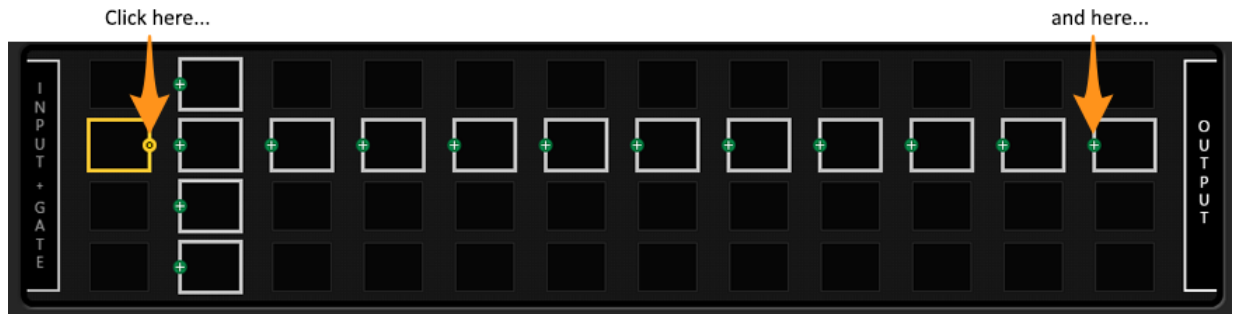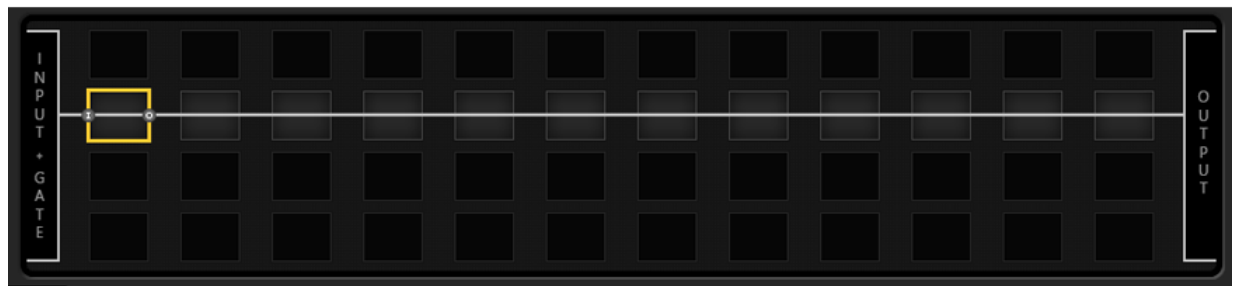
Editing Block Parameters

When an editable grid block is selected, its parameters are shown below the grid in the **Editor**. In the example below, the AMP1 block is selected, so the parameters shown below the grid are those for AMP1. The editor section will have a different number of "pages," each represented by a button (outlined in green below.

Parameter Operations

The knobs, sliders, dropdowns, switches in the editor are used to control sound parameters in the Axe-Fx II. Changes are heard in real-time while you work. Please consider the following notes, tips and tricks.

|	Notes, Tips and Tricks
Knobs	Click on the knob and drag upward/right to increase, or downward/left to decrease. Maximum response is obtained with 45° Northeast/Southwest motion.
	Hold **SHIFT** at any time for finer resolution.
	Double-click the knob or its label to set a *generic* default value (Generic knob values will not necessarily be the same as those obtained when you **Initialize** an entire block, change effect type, etc.
	Use the **Mousewheel/Scroll** with the pointer over a knob to increment or decrement parameter values. Hold CMD (Mac) or CTRL (Win) for **faster action**.
	The **UP** and **DOWN arrow keys** can be used to increment/decrement a selected parameter with the precise resolution of a single "tick" of the main front panel encoder of the Axe-Fx II.
	The default knob mode is **LINEAR**, as described at left. You can invoke **CIRCULAR** knob mode momentarily by holding CMD (Mac) or CTRL (Win). You can change the default knob mode in Axe-Edit's **PREFERENCES**.
	Click the field above any knob or fader to enter the desired value directly with your keyboard.
Fader	**Click and drag** the fader handle. **Double-click, wheel** and **arrow keys** as per knob.
Switches	Click the switch. Double click the label for generic default. Some switches may disengage automatically (e.g. Tone Match "Match")
Dropdowns	Click the text area of the dropdown to display a list of all options. Double click the label to set a generic default. Click the UP/DOWN arrows to select the previous or next value.

Working with XY

Axe-Fx II "XY" equips certain block types[2] with two totally different sets of settings that can be selected at will—like channels on an amp or a 2-way drive pedal. Click the X or Y button in the Editor to select the desired state. Remember that the X/Y switch can be set differently for each SCENE within a preset. Right-click (or Control+click) the X or Y button for Copy, Paste, and Swap options. You can copy/paste X/Y states between blocks of the same type (even across presets!)

Effect Type

Amp, Cab, and many other blocks have a "TYPE" dropdown (on the left side of the editor panel. As on the Axe-Fx, this acts as a kind of "super parameter," and changing the TYPE can cause other parameters to appear, disappear or change their values.

Blocks Library and **Global Blocks** will be added to a future version of Axe-Edit.

Working with Scenes

The Scenes feature gives every Axe-Fx II preset eight sets of saved settings for the **Bypass State** of every block, **XY states** of those blocks which support XY, **FX LOOP block Main level**, and overall **Preset main level**. Remember that every other preset setting NOT mentioned above is shared across all scenes: parameter values, preset name, etc.

To select a Scene in Axe-Edit, simply press one of the eight scene buttons to the right of the preset name display. You can also hold Option (Mac) or Alt (Win) and press any scene's number on your keyboard for direct selection.
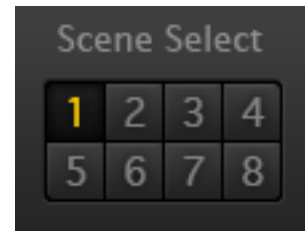
A hidden menu, displayed when you right-click (or control-click) the scene controls, provides handy copy and paste options for scenes.

Note: Instead of MIDI CCs, Axe-Edit uses a SysEx message to change scenes. Therefore, the SCENE REVERT setting on the Axe-Fx is ignored: scenes in Axe-Edit remain as you set them until you save or discard the current preset edit.

Saving Changes

To save the preset you are currently editing, press the red "Save" button in Axe-Edit. The menu option **Preset | Save Preset** (Mac ⌘+S, Win Ctrl+S) performs the same function.

Presets are stored **in the Axe-Fx** at the same preset number they were loaded from.

As on the Axe-Fx II, you will be notified of any unsaved changes by the "Edited" LED located above the Save button.

Snapshots

Snapshots provide one-click export to disk. When you press the Snapshot button, a copy of your current preset (including unsaved changes) is saved as a file to the snapshots folder on your computer:

`~/Documents/Fractal Audio/Axe-Edit/Presets/Snapshots`

An on screen indicator confirms that the snapshot has been saved. Previous snapshots can be brought in to Axe-Edit using the **File | Import** feature.

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[2] Amp, Cab, Chorus, Delay, Drive, Flanger, Phaser, Pitch, Reverb, Wah

Import Preset

Import

In addition to loading presets from the onboard memory of the Axe-Fx II, you can also **IMPORT** individual preset **files** from your computer. This allows you to load files you've backed up, downloaded, or saved as Snapshots.

Press the "Import" button (or choose the **File | Import** Preset menu option) to display the "**Import Preset**" file browser dialog. Navigate to and select any valid Axe-Fx II preset SysEx (.syx) file and choose "Open". The preset is instantly imported to both the Axe-Fx II and Axe-Edit, so you can audition and edit as desired. Imported presets are not stored to the Axe-Fx until you manually press the Save button.

New to Axe-Edit 3.0 is the ability to import individual presets from within a saved Bank file. When you select a bank file in the Import Preset file browser dialog, a "Preset Picker" will be displayed automatically. Simply click the desired individual preset and it will be imported.

Export Preset

To Export the current Axe-Edit preset as a SysEx (.syx) file on your computer, choose **File | Export Preset**. When the **Export Preset** browser dialog is shown, simply navigate to the desired location and press "Save". Exporting presets allows you to post them on Axe-Change, our preset sharing site.

Preferences

Axe-Edit's preferences page is currently in a preliminary state. Once developed fully, it will be covered in this manual.

Keyboard Shortcuts Summary

SECTION	ACTION	MAC	WINDOWS
FILE			
	Save Snapshot	^ + ⇧ + ⌘ + S	CTRL + SHIFT + ALT + S
	Import Preset	^ + ⇧ + ⌘ + I	CTRL + SHIFT + ALT + I
	Export Preset	^ + ⇧ + ⌘ + X	CTRL + SHIFT + ALT + X
PRESET			
	Clear Preset	⇧ + ⌘ + DEL	CTRL + SHIFT + DEL
	Initialize Preset	⇧ + ⌘ + I	CTRL + SHIFT + I
	Copy Preset	⇧ + ⌘ + C	CTRL + SHIFT + C
	Paste Preset	⇧ + ⌘ + V	CTRL + SHIFT + V
	Refresh	⇧ + ⌘ + F5	CTRL + SHIFT + F5
	Revert	⇧ + ⌘ + F12	CTRL + SHIFT + F12
	Save	⌘ + S	CTRL + S
	Save to New Location	⇧ + ⌘ + S	CTRL + SHIFT + S
BLOCK			
	Cut Selected Block	⌘ + C	CTRL + C
	Copy Selected Block	⌘ + X	CTRL + X
	Paste Selected Block	⌘ + V	CTRL + V
	Delete Selected Block	⌘ + delete	CTRL + DEL
	Initialize	⌘ + I	CTRL + I
	Disconnect All	⌘ + D	CTRL + D
	Bypass/Engage	SPACE	CTRLSPACE
SCENE			
	Select Scene	OPTION + 1,2,3… etc.	ALT + 1,2,3… etc.
MISC			
	Tuner	⌘ + T	CTRL + T
	Axe-Manage	⌘ + M	CTRL + M
	Preferences	⌘ + P	CTRL + P
GRID			
	Insert Shunt	⌘ + U	CTRL + U
	Navigation	Arrow Keys	Arrow Keys
EDITOR			
	Fine Increment Knob/Fader	UP	UP
	Fine Decrement Knob/Fader	DOWN	DOWN
	Coarse Increment Knob/Fader	⌘ + UP	CTRL + UP
	Coarse Decrement Knob/Fader	⌘ + DOWN	CTRL + DOWN
	Adjust Knob/Fader	Mouse Wheel	Mouse Wheel
	Coarse Adjust Knob/Fader	⌘ + Mouse Wheel	CTRL + Mouse Wheel
	Default Param Value	Double Click the Knob/Slider	Double Click the Knob/Slider

Troubleshooting & FAQ

Q:	Sometimes, I have problems when disconnecting the USB cable without quitting Axe-Edit.	**A:**	Please quit Axe-Edit before connecting or disconnecting the USB Cable. If the USB Cable becomes disconnected, please re-start Axe-Edit.
Q:	My Axe-Fx is connected via USB, and the drivers are installed, but Axe-Edit still shows the unit as "Disconnected."	**A:**	• Begin by rebooting. Shut down Axe-Edit. Shut down your Axe-Fx. Shut down your computer. Then turn re-start your computer, power on your Axe-Fx, and re-start Axe-Edit. • Please begin by ensuring that you have the latest Axe-Fx II drivers installed. (You can install newer drivers right overtop of the old ones without first uninstalling). • Next, ensure that your Axe-Fx II is running firmware 11.00 (Aug 27, 2013) or newer. Beta versions of 11.0 will not work. • Please ensure that your Axe-Fx is connected directly to your computer, rather than through a USB hub. A REAR panel USB port is sometimes preferable as front panel ports may utilize an integrated hub). • Try a different USB port. • Try a different USB cable.
Q:	After I start Axe-Edit, I get the following message: "Communication failure: Axe-Edit was unable to complete the communication request due to time-out."	**A:**	• Try starting Axe-Edit BEFORE powering on your Axe-Fx II. • Follow the instructions above for "Disconnected." • Some users have reported that clearing a problem entry from their User Cabs solved this issue. • You may also contact us via http://support.fractalaudio.com
Q:	I have problems when I try to edit my Axe-Fx front panel while Axe-Edit is running.		Axe-Edit can cause the screen of the Axe-Fx to change menus or pages. This is normal. We recommend that you avoid using the Axe-Fx front panel for editing while Axe-Edit is running.
Q:	Axe-Edit 3.0 won't work with my Standard/Ultra/Older Axe-Fx II firmware		Axe-Edit requires an Axe-Fx II with firmware version 11.0 or newer.
Q:	Axe-Edit won't change presets, or behaves erratically.	**A:**	Please check for the following settings in the I/O:MIDI page of your Axe-Fx II: • PROG CHANGE: ON • MAPPING MODE: NONE
Q:	The tuner or tap tempo won't work.	**A:**	Please check for the following settings in the I/O:MIDI page of your Axe-Fx II: • SEND REALTIME SYSEX: ALL
Q:	When will (insert feature name here) be added?	**A:**	At present, we have not published any timelines, but development of Axe-Edit will be an ongoing effort.
Q:	Some changes in Axe-Edit are not shown on my MFC-101 (or vice versa)	**A:**	This is normal. Some changes in one system will not be shown in real-time in the other.
Q:	Where can I turn for additional help?	**A:**	Our forum at http://forum.fractalaudio.com has two entire sections dedicated to Axe-Edit. You may also contact us via http://support.fractalaudio.com

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