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## Moke's Magical Moving Pitch Block

The purpose of this preset is to demonstrate how the Pitch block (or any block) can exist in two different locations in the signal chain, in different scenes of a single preset. The idea came about from discussions on the Fractal forum and several of the Facebook groups about specific Pitch block effect needs within a single preset that require a Pitch block routed before (pre) and after (post) the Amp block to accomplish. The comments were that this was impossible because the Fractal Audio FM3 and FM9 only have one Pitch block available.

This was accomplished through the use of two Multiplexer block to select which rows of the 'grid' are allowed to pass their audio signal through. This created a feedback loop to route the Pitch block either before (pre) or after (post) the Amp block by switching the channels of the two Multiplexer blocks via scenes (see screenshots below).

I want to thank all at 'Fractal Audio' for making these amazing units, and the constant pursuit of excellence. I hope that these preset examples ignite the imagination for someone about some of the possibilities that exist in these awesome units. Dig in there and explore what is going on.

NOTE... During the switching from 'pre' to 'post' routing, there is a few milliseconds where a squealing sound is created because the signal briefly loops back on itself. Because of this I added a Filter (#3) block placed just after the Multiplexer feedback loop that quickly (30 milliseconds) reduces the volume when transitioning between 'pre' and 'post' routing, via a Scene Controller attachment to the 'Level' parameter.

Fractal Audio Systems **FM9-EDIT** Preset Block Tools Settings Help TUNER TAP 120 BPM CPU 72.9%

Connected! FM9 FW: 4.00 - beta Presets 384 Moke's Magical Moving Pitch blk Scenes S02 Whammy (pre)

Controllers Quick Build Block Info Scene Mgr Perform Amp 1: (A) 6G4 Super Amp 2: Not Used 10 FC Edit FC Per-Prst Sets/Songs

Currently allowing only row 3 through this block

In 1 M-Plex Pitch Filter Muted VolPan Cab Filter Flange Chorus Delay Reverb Out 1

Config M-Plex Multiplexer 1 CHANNEL A B C D E F LIBRARY

Currently allowing only row 2 through this block

Row 2 Input Select

Stereo Input Mode

0.0 dB 0.0 Level Balance

Fractal Audio Systems **FM9-EDIT** Preset Block Tools Settings Help TUNER TAP 120 BPM CPU 76.0%

Connected! FM9 FW: 4.00 - beta Presets 384 Moke's Magical Moving Pitch blk Scenes S03 Stereo Detune (post)

Controllers Quick Build Block Info Scene Mgr Perform Amp 1: (A) 6G4 Super Amp 2: Not Used 10 FC Edit FC Per-Prst Sets/Songs

Currently allowing only row 2 through this block

In 1 M-Plex Pitch Filter VolPan Cab Filter Flange Chorus Delay Reverb Out 1

Config M-Plex Multiplexer 1 CHANNEL A B C D E F LIBRARY

Currently allowing only row 4 through this block

Row 4 Input Select

Stereo Input Mode

0.0 dB 0.0 Level Balance

These presets are intended as a template with a few examples of what is possible. I also included a selection of other typical effect blocks (as CPU% permitted), each with four different models to choose from, including the Drive block. You can of course easily replace the Amp and Cab models with your own favorites from your effects library. And also remove and/or replace any of the extra effect blocks that I included with anything you wish.

The Whammy and the Wah blocks are both controlled via an expression pedal connected to the 'Pedal 1' jack ('FC1 Pedal 1' on the Axe-Fx III preset). The Wah will auto-engage in a similar fashion as the Factory presets. But is disabled in the two Whammy scenes.

The FM3 and FM9 are nearly identical. The only difference being in the Drive block. On the FM3, I used four of the low CPU models.

The Axe-Fx III version includes a second Pitch block place at the beginning of the signal chain using the Capo model. It is setup with four channels with four different 'Shift' amounts, -1, -2, -3, -4 semitones. Channel 'A' (-1) is currently being use in all eight scenes. Because of this, the Diatonic harmony in scene 7 is currently set to the key of 'Eb'. Adjust accordingly for the the Capo settings used, or not used. And for the desired key, scale, and interval(s).

## Scenes

Scenes 1 through 3 are 'Rhythm' Scenes...

Scene 1... Main

Scene 2... Whammy (pre)

Scene 3... Stereo Detune (post)

Scene 4... Solo

Scene 5... Solo Whammy (pre)

Scene 6... Solo Stereo Detune (post)

Scene 7... Solo+Minor 3<sup>rd</sup> above Harmony in the key of 'E' (post) 'Eb' on the Axe-Fx III

Scene 8... Solo+Octave up and down (pre)

Moke (Moke's Custom Presets)

[https://www.custompresets.com/store/c1/Featured\\_Products.html](https://www.custompresets.com/store/c1/Featured_Products.html)

**[YouTube Preset Tour and Demo video](#)**