



Welcome to Axe-Edit, the official software editor for the Fractal Audio Systems Axe-Fx II.

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 running firmware 11.0 or newer (including ANY “Quantum” firmware version). Newer versions of Axe-Edit will require newer firmware versions, so if you don’t upgrade your Axe-Fx, there’s no need to install Axe-Edit updates. For Axe-Edit to work, your Axe-Fx must be connected to your computer via USB, and your computer must have the Axe-Fx II USB driver installed. Find drivers at www.fractalaudio.com/support.



Mac Minimum Requirements

- OS X 10.6.8 or later.
- Intel Processor.
- 512MB minimum RAM.
- USB 2.0 Support.

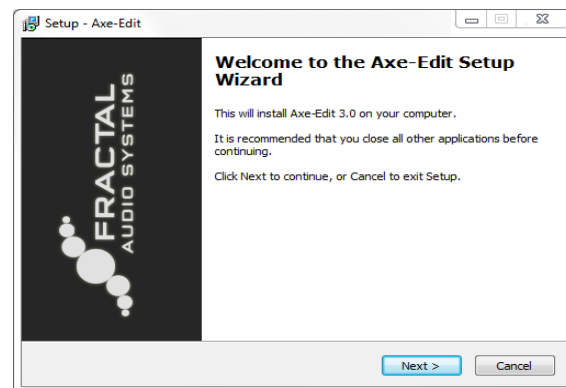
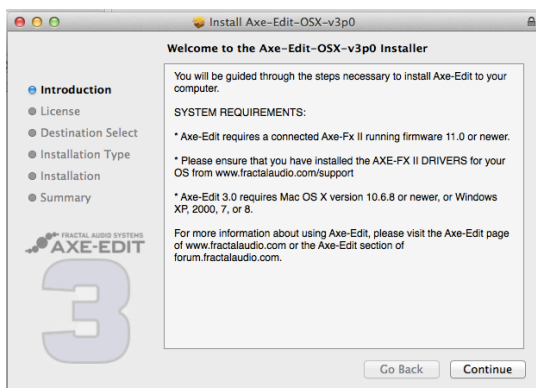


Windows Minimum Requirements

- Vista SP2, Win 7 SP1, Win 8 (x86 or x64)
XP works but is not officially supported.
- Intel Core 2 @1.6 GHz, or AMD equivalent.
- 1GB minimum RAM.
- USB 2.0 support.

Installation & Release Notes

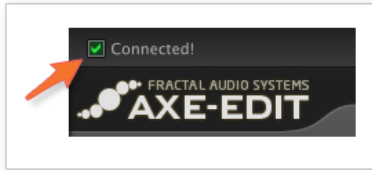
You can always download the latest version of Axe-Edit from www.fractalaudio.com/axe-edit. The installer is packaged in a .zip or .dmg archive containing various documents in addition to the actual program. Double-click the installer and follow any on-screen instructions.



Please read the “Release Notes” included with the installer download. They include information about what’s new, what’s changed, and what you should be aware of before updating and using the new version. Release notes are also displayed after installation.

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 check mark with the word “Connected” in the program’s topmost title bar. If the “Connected” message does not appear, don’t panic. Click the “Settings” button to select Axe-Fx ports or consult the **Troubleshooting** section at the end of this guide.

Pausing Axe-Edit



Axe-Edit relies on intensive two-way communication which can cause audio gaps or stutters while using a connected MIDI foot controller. The PAUSE COMMUNICATIONS feature, available through an icon in the upper left corner or in the Settings menu, puts Axe-Edit on hold so you can test performance without glitches.

Block Definitions

When you first launch Axe-Edit or update your Axe-Fx II firmware, Axe-Edit will likely need to “**Read and Save Block Definitions**” before it can be used. A dialog will alert you whenever this needs to happen. The process will run for several minutes after you click OK. Once it completes, you may continue using Axe-Edit. You can manually force Axe-Edit to re-read block definitions by selecting the menu option, **Settings: Refresh after new FW**

Selecting a Preset to Edit

SELECTING PRESETS

Click the UP or DOWN arrows to select the NEXT or PREVIOUS preset.

Click the Presets button to show the “Preset Picker”

Presets... 100

Click the Preset Number field, type desired digits and press ENTER.

Three different sets of controls (illustration, left) allow you to select a preset in your Axe-Fx II for editing in Axe-Edit.

Buttons jump directly to the selected bank of presets. Pin “Picker” windows to keep open until you close manually.

All	Bank A	Bank B	Bank C	Bank D
000 59 Bassguy	026 CA3+ Clean	052 Spawn Nitrous	078 Bass Guy 2	104 AC-20 Deluxe
001 65 Bassguy	027 CAE 3+SE Rhythm	053 Brit Silver	079 Bass Guy 3	105 Ruby Rocket
002 Brownface	028 CAE 3+SE Lead	054 Herbie 2-	080 Fuzz Tweed	106 Machine Gun
003 Deluxe Verb	029 Mr. Z 38	055 Dizzy VH4 Ch 3	081 Hell's Glockenspiels	107 Funk #49
004 Double Verb	030 Wrecker	056 5153 Blue	082 Petrucci Rhythm	108 Limelight
005 A-Class 15	031 Savageness	057 5153 Red	083 Prince Tone	109 EVH Circa 1982
006 Top Boost	032 Cameron High	058 Atomica	084 Comet Concourse	110 Teh Brootalz
007 Plexi Normal	033 Fryette D60 More	059 Deluxe Tweed	085 Try Axes	111 JM45 Jumped
008 Plexi Treble	034 FAS Lead 1	060 Dirty Shirley	086 Elegant Gypsy	112 Mid Boost Lead
009 1987x Treble	035 FAS Lead 2	061 Fox ODS	087 100W Plexi	113 Rock Concert
010 Brit 800	036 FAS Modern	062 Nuclear Tone	088 Euro Red	114 Deluxe Tape
011 Hipower Brilliant	037 Das Metal	063 6160 Block	089 Euro Red Modern	115 Sweet Child
012 USA Clean	038 ODS-100 Lead	064 6160 II	090 Bludojai Lead	116 So Many Roads
013 USA Lead	039 The Brown Sound	065 Spawn Q-Rod	091 JM45 Blues Lead	117 Blues Aroncing
014 Recto Vintage	040 Buttery	066 Wrecked	092 Herbie 3	118 Jim and Leo
015 Recto Modern	041 Boutique 1	067 Brit Pre	093 Triptik Classic	119 Cork Sniffers
016 Euro Blue	042 Supertweed	068 Badger 18	094 Triptik Modern	120 Still Got the Blues
017 Euro Blue Modern	043 Brit JVM OD1	069 Brit 800 Mod	095 EJ Clean	121 Back Line
018 Shiver Clean	044 Brit JVM OD2	070 Dizzy VH4 Ch 4	096 Who's Next?	122 Mark Day's HB
019 Shiver Lead	045 Blankship Leeds	071 Bassman About 2 Explode	097 Thick & Chunky	123 Andy's Message
020 Euro Uber	046 Super Verb	072 Band Commander	098 Round Lead	124 Leggy
021 SOLO 100 Crunch	047 Citrus	073 ODS100 Clean	099 Studio Clean	125 Dual Clean
022 SOLO 100 Lead	048 Carol Ann	074 Junior Blues	100 Solo 99 Lead	126 Plexi-AC
023 Freidman BE	049 JTM 45	075 Can You Hear it Ring?	101 Super Verb Crunch	127 Rackmount Pre
024 Freidman HBE	050 Hot Kitty	076 Jumped Plexi	102 Djentlemanly	128 Galaxy Format
025 Vibrat -King	051 Two-Stone	077 Studio Lead	103 Mr. Benson	129 Crunch Chorus

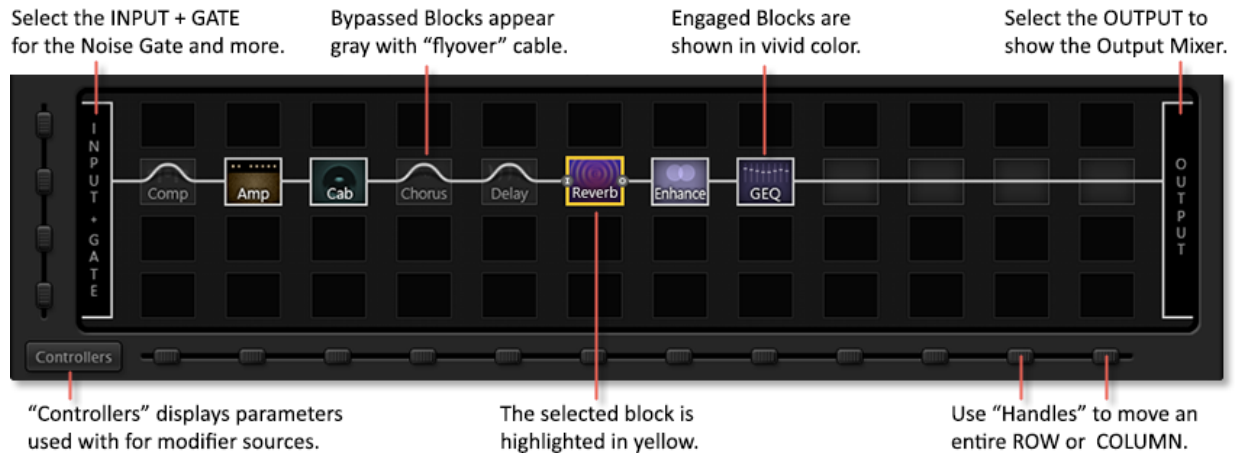
Currently loaded preset is shown bold & underlined.

Point and click or use ARROW KEYS & ENTER to load a new preset in Axe-Edit.

See the table at the end of this guide for preset picker keyboard shortcuts.

The Grid

Once a preset is loaded in Axe-Edit, its name is shown and its contents displayed on “the grid”—a 4×12 structure where blocks are placed and interconnected to create presets. Click any grid block to show it in the editor. Double-click to bypass or engage. See below for more.



Working with Blocks

Below is a short guide to all of the things you can do with blocks on the grid.

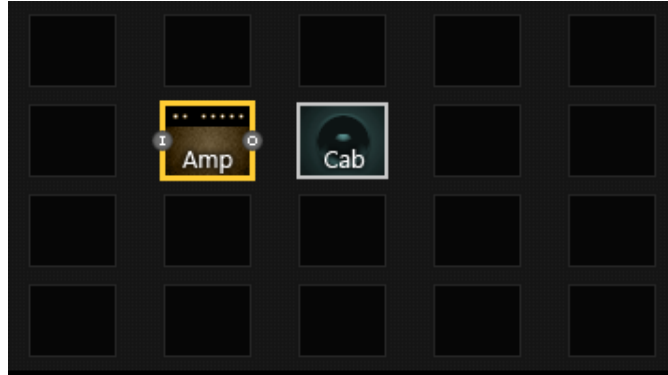
Action	How To	Notes
Insert a Block	Right click (or control-click on the Mac) any grid slot to bring up the Grid Menu . Choose the block you want and it will be placed on the grid. Blocks already on the grid are shown as disabled in this menu.	You can also click Insert on the Block menu. Tip: A keyboard shortcut may be used to place shunts. (Mac: ⌘+U, Win: Ctrl+U) Tip: You can also use the Insert Menu to <i>replace</i> any block with another of a different type.
Delete a Block	Select and press the Delete key on your keyboard.	You can also click Delete on the Block menu or in the Grid Menu .
Bypass or Engage a Block	Double-click... or select the block and press the SPACEBAR.	You can also click Bypass/Engage on the Block menu or in the Grid Menu .
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 dragging/dropping to force a block to move instead of swap.
Cut/Copy/Paste a Block	Select a block and press the keyboard shortcut: <div> <div>Mac</div> <div>Win</div> <div>Copy ⌘C Ctrl+C</div> <div>Paste ⌘V Ctrl+V</div> <div>Cut ⌘X Ctrl+X</div> </div>	These options also appear on the Block menu or in the Grid Menu . Tip: You can copy/paste blocks across presets. Tip: Copy a block, then select another block of the same type before pasting. All settings of the first block will be transferred to the second (Ex: Amp1 and Amp2)
Reset a Block	Select the block and press ⌘+I (Mac) or Ctrl+I (Win) or choose Reset from the Grid Edit or Block menu.	Changes ALL of a block’s settings to 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.
Library	See “Block Library” on p. 9	

Connecting and Disconnecting Blocks

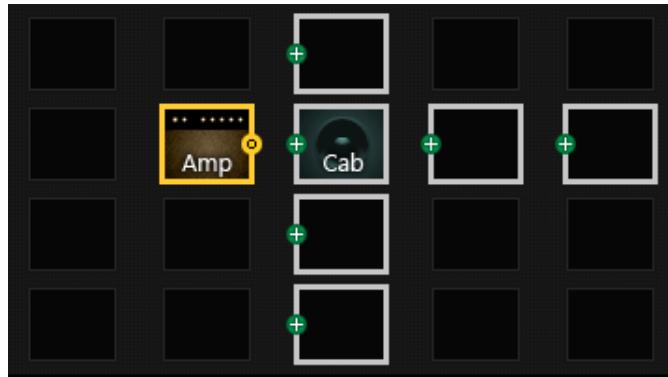
Axe-Edit makes it easy to add and remove block connections, but it is a bit different than the Axe-Fx II. If you worked with previous versions of Axe-Edit, you may find yourself trying to “drag” cables for a while, but in time, we think you’ll appreciate the precision and intuitiveness of the “jacks” method described below:

- 1 When you select a block, notice that it displays Input and Output “Jacks” — small circular objects labeled “I” and “O”.

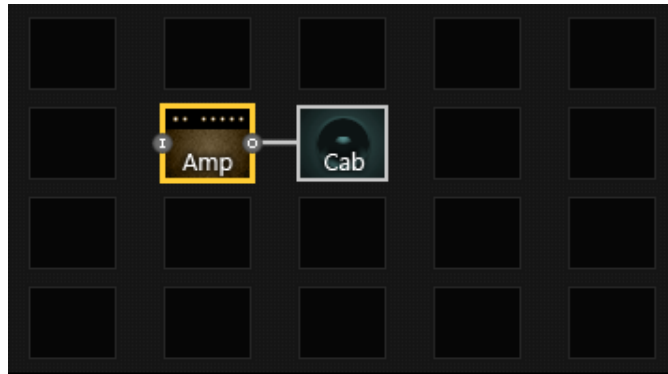
These are used to create or remove connections to or from the selected block.



- 2 When you click a jack, it becomes selected and all valid destination jacks are highlighted with a green “plus” sign.

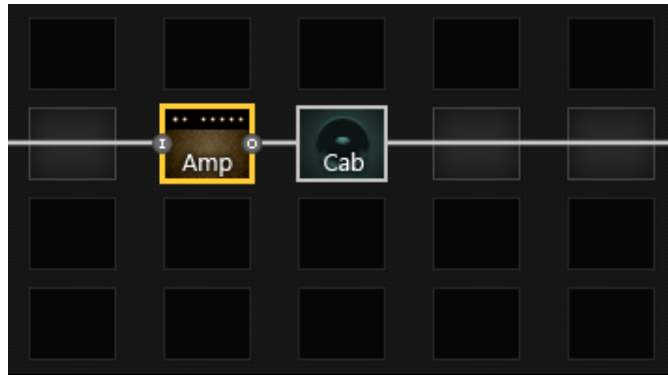


- 3 Click the desired jack, and the connection appears.

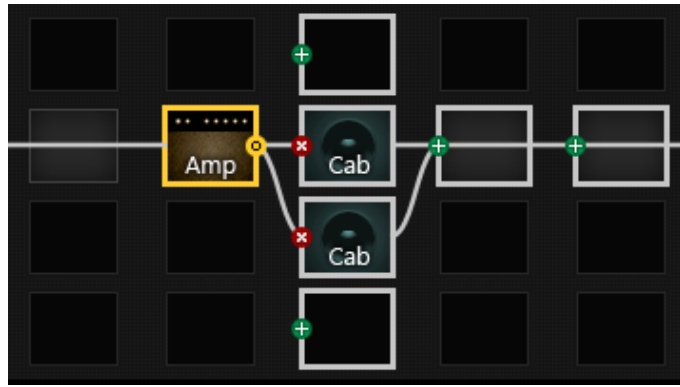


- 4 You can make connections in either direction, even spanning multiple columns as desired in a single click.

Just as on the Axe-Fx itself, if you make a connection to the jack of an empty grid location, a shunt will be inserted automatically.

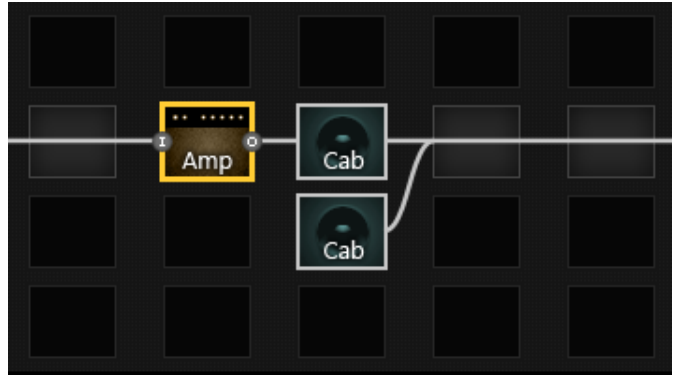


- 5 Destination jacks shown with a red X indicate that an existing connection can be **removed**.



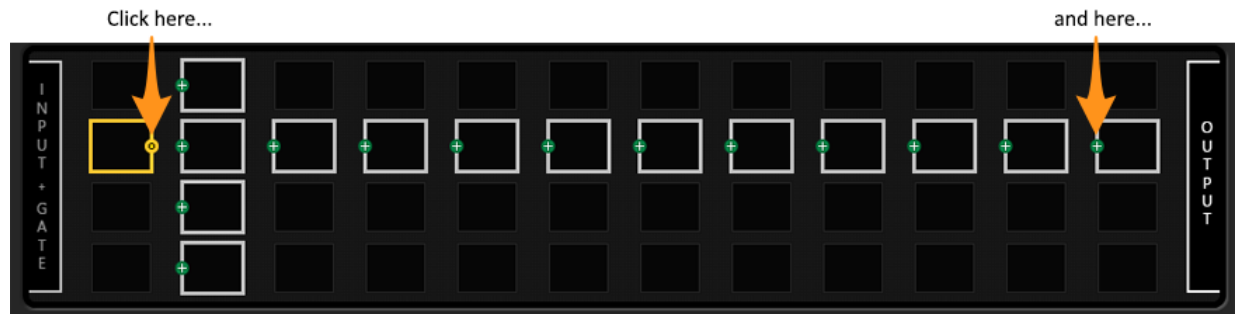
- 6 Click the red “X” and a connection will be removed.

Tip: You can also double-click any existing connection to remove it instantly!

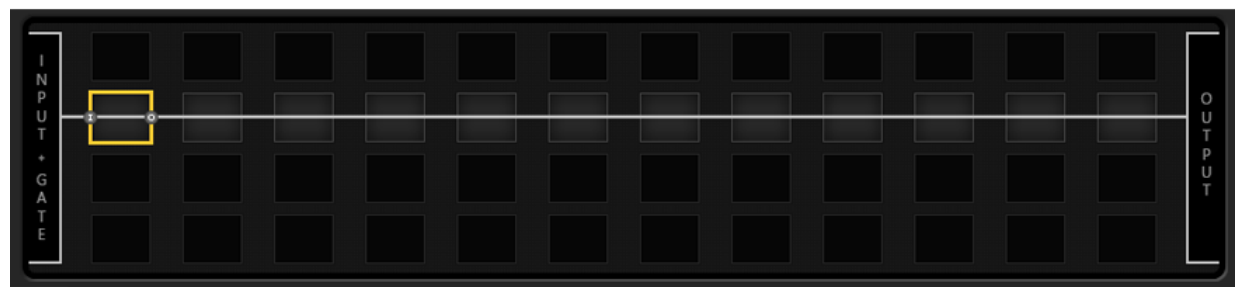


A final note: as on the Axe-Fx, the INPUT and OUTPUT grid objects are not involved in block connection. Whenever a block is inserted in the first or last column, it will automatically be connected to the input or the output.

Tip: To connect across an entire row, connect the output of its first location to the input of its last location.



to bridge the entire grid in just two clicks:



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 (highlighted in green in the illustration below):



Parameter Operations

The various knobs, sliders, dropdowns, and switches are used to control sound parameters in the Axe-Fx II. Changes are heard in real time while you work. Note that stuttering or light clicking will be heard while you make adjustments to certain parameters. Please review the following notes, tips and tricks.

Notes, Tips and Tricks	
Knobs	<p>Click a knob and drag up/right to increase, or down/left to decrease. Fastest response is obtained with 45° Northeast/Southwest motion.</p> <p>The default knob mode is LINEAR (described above). You can momentarily invoke CIRCULAR knob mode by holding the ALT key. You can also change the default knob mode under Settings, Preferences, General, Controls.</p> <p>Hold COMMAND (Mac) or CTRL (Win) for finer mouse resolution.</p> <p>Double-click the knob or its label to set a <i>generic</i> default value. Generic knob values will not necessarily be the same as those obtained when you Initialize an entire block, change its type, etc.</p> <p>Scroll (mouse wheel, trackpad, etc.) over a knob to edit parameter values. Hold CMD (Mac) or CTRL (Win) for fine resolution, giving each wheel click has the same precise action as a single “tick” of the VALUE wheel of the Axe-Fx II.</p> <p>The UP and DOWN arrow keys are equivalent to using the mouse scroll wheel.</p>
Fader	<p>Click and drag the fader handle.</p> <p>Double-click, wheel and arrow keys work the same as when operating a knob.</p>
Switches	<p>Click the switch. Double-click the label to set it to a generic default value.</p> <p>Some switches may disengage automatically (e.g. Tone Match “Match”)</p>
Dropdowns	<p>Click the text area of the dropdown to display a list of all options.</p> <p>Double-click the label to set a generic default. Click the UP/DOWN arrows to select the previous or next value.</p>
Picker	<p>The “Picker” is a special selection window presented when a dropdown would be too small for the available options. Picker windows normally close once you click a selection. Use the “Pushpin” in the upper right corner (shown at left) to keep the window pinned open. This allows you to audition multiple options before manually closing the window.</p> <p>Picker windows include a Search field which helps you filter the list to find a desired entry. You can search on item names or numbers (number matching can be disabled in Preferences Options as desired). You can also use ARROW KEYS to navigate and ENTER to make selections in a picker window.</p> <p>Tip: The CAB block’s main Cab picker shows the names of UltraRes™ Cabs <i>in italics</i>.</p>
Keyboard	<p>Click the field above any knob or fader and press Return/Enter to set a desired value directly with your keyboard.</p> <p><i>NOTE: This is not allowed for the MIN and MAX fields of the MODIFIER dialog!</i></p>



Working with XY

The Axe-Fx II “XY” feature gives some block types two fully independent sets of parameter values that can be used to toggle sound changes at will. XY works like the “channels” of an amp or some pedals. 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). X/Y can also be toggled in the Grid or Block menus.

Effect Type

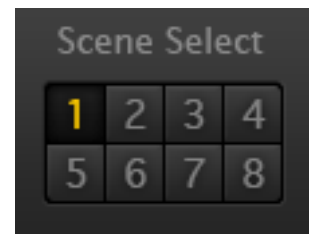
Amp, Cab, and many other blocks have a “TYPE” dropdown (on the left side of the editor panel. As on the Axe-Fx, this acts as a kind of “super parameter,” and changing the TYPE can cause other parameters to appear, disappear or change their values.

Working with Scenes

The Scenes feature gives every Axe-Fx II preset eight sets of saved settings for the **Bypass State** of every block, the **XY states** of those blocks which support XY, the **FX LOOP block Main Level**, two **Scene Controllers**, and the overall **Preset Main Level** (in the OUTPUT block).

All other parameter settings remain the same across all scenes in your preset.

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 control, provides handy copy and paste options for scenes. Note: The SCENES clipboard is cleared when you change presets (or REVERT the current preset).

Note: Axe-Edit uses a SysEx message to change scenes. Therefore, the SCENE REVERT setting on the Axe-Fx is ignored. In other words, scenes in Axe-Edit remain as you set them until you save changes or revert the entire preset.

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. The menu option **Preset | Save to New Preset Number** displays a dialog allowing you to save the current preset to any memory location in the Axe-Fx II.

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

You can change the location of the Snapshots directory in **Settings | Preferences**. 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.

Snapshots normally include links to **Global Blocks**. These can be unlinked automatically instead if you prefer, by using an option found in **Settings | Preferences**.

TIP: Right click the Snapshot button and choose **Show Folder** to open the Snapshots directory in Finder/Explorer.

Import Preset



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.



Tip: “Pin” the picker window open and you can audition presets before importing one.

Remember that an Axe-Fx II XL can import older Axe-Fx II presets but XL presets cannot be loaded on other models.

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.

Exported presets normally include links to **Global Blocks**. These can be unlinked automatically instead if you prefer, by using an option found in **Settings | Preferences**.

New from Template

Like many other types of programs (office, graphics, etc.) Axe-Edit allows you to create new presets from a template. Simply choose **Preset | New from Template**, select a template, and press **Open**. The template will load. The “working copy” is not the original template. When you save, you’ll be storing a preset in the Axe-Fx II while the template file on your computer will remain unmodified.

Templates are stored in a dedicated directory. The default location is:

`~Documents/Fractal Audio/Axe-Edit/presets/templates/`

You can change the location of the Templates directory in **Settings | Preferences | Workspace | Preset Templates**

Create new templates using **Preset | Save as Template**, or by copying exported or downloaded preset .syx files to your templates directory. Use Finder/Explorer to delete or rename templates. (Remember that the file name is independent of the name stored in the template). Because the **New from Template** uses a standard “**Import Preset**” dialog, you are free to create any structure of subdirectories beneath it.

Other Preset and Block Options

There are several other useful tools provided in the **Preset** menu.

PRESET MENU	Notes, Tips and Tricks
Clear Preset	Removes all blocks, clears the preset name.
Initialize Preset	Initializes every block to default values, sets the preset name to “INIT”.
Copy Preset	Copies the entire preset to the clipboard.
Paste Preset	Pastes the entire preset from the clipboard.
Revert Preset	Discards all changes and reverts to the last saved version of the preset.
Refresh Preset	Updates Axe-Edit from the Axe-Fx. (This option is provided for use in the unlikely event that values shown in Axe-Edit get out of sync with those on your Axe-Fx.)
Save Preset	Saves the preset. This option performs the same action as pressing the red “Save” button.

The Block Library

The Block Library is one of the most powerful features in Axe-Edit. It allows you to create a library containing favorite settings for each block type (AMP, CAB, DELAY, etc.) A block saved in the library includes all parameter settings (both for X and Y) plus modifier assignments.

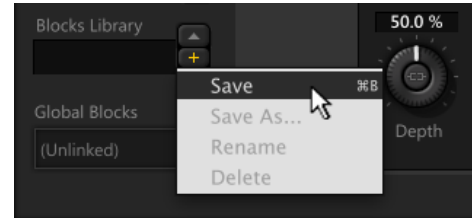
To use the library, you might dial in a DRIVE block (Type:T808 Mod; Drive: 6; Tone:2, Level:7, etc.) and then save it as “My 808”. Then, when working later in another preset, you could recall the saved block and all its settings with just a few clicks.

It's important to note that when you recall from the library, the block created has no connection to the master copy on your computer. Think of the library block as a “cookie cutter” or “rubber stamp.” Changing or even deleting the original will not affect the blocks it was used to create.

Saving and Managing Blocks

There are multiple ways to save blocks to the library. The easiest is perhaps the Blocks Library “Widget” which appears in the lower left corner of Axe-Edit whenever a block is selected. To use this, just click the “+” to display a menu and choose “Save”. Name the block and press OK and you will have created a new entry!

You can also press the keyboard shortcut (Mac: Cmd + B, Win: Ctrl + B) or choose **Block | Library | Save** from Axe-Edit's main menu. You will also find a handy “Library” menu when you right-click (or Ctrl-click) any block or grid location.



The menu of the “+” control in the Blocks Library Widget also contains additional options. Once you’ve recalled a block (see below) you can make and Save changes, or use Save As... to create a totally new entry from the current settings. Rename and Delete allow you to manage existing entries in your Blocks Library.

Naming Blocks

You need to provide a name whenever you save a new library block, and each block of a given type must have a unique name. In other words, you can’t have two AMP blocks both named “Awesome!”. Blocks of *different types* can have the same name, however; an AMP and a CAB in the same library both could both be named “Awesome!”

Tip: When naming, keep in mind that the library is organized by block type. If you were saving a Multidelay as a “Shimmer” then, you could simply call it “Shimmer” instead of “Multidelay Shimmer”.

Recalling Blocks

To recall a block in the library, use the Blocks Library Widget dropdown, or select any grid space and choose **Block | Library | Recall...**

Library blocks are completely interchangeable with any numbered block instance. You can save “FILTER 1”, for example, and recall it as FILTER 1, 2, 3 or 4.

Blocks on Disk

Blocks are saved as individual files to your computer in

`~/Documents/Fractal Audio/Axe-Edit/Blocks`

You can change the location of this directory in **Settings | Preferences**.

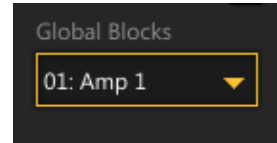
You can use your computer’s Finder or Explorer to manage items in your library (or share them with other Axe-Fx owners). Block files are automatically organized in subdirectories by type (AMP, CAB, DELAY, etc.) but this is for only for your convenience; Axe-Edit will recognize all valid files found anywhere below the Blocks folder.

Blocks from different Axe-Fx models are not interchangeable. Likewise, different firmware versions may cause incompatibilities. A warning on startup will alert you if any issues are encountered, and a log file in the Blocks folder will be created.

Global Blocks

Axe-Edit includes full support for Global Blocks, a feature found on the Axe-Fx II. Save and Link, Load and Link, Load without Linking and Unlink operations are all supported through the Global Blocks widget.

If you work with Global blocks, you may also appreciate the option to remove global block links when EXPORTING or creating a SNAPSHOT. Find these options under **Settings | Preferences**.



See Chapter 6 of the **Axe-Fx II Owner's Manual** for more on Global Blocks.

Axe-Manage : Presets and Cabs

Finally: a MANAGER that does something other than steal the band's money or make the bass player wear a crab suit! In software terms, "management" refers to rearranging, deleting, swapping, duplicating, renaming and more. **Axe-Manage** allows you to do all this and more, with the capability to work with either **Presets** or **Cabs**.

Launch Axe-Manage (choosing "Presets" or "Cabs") from the **Tools** menu. Note: please STORE any unsaved changes in Axe-Edit first. The Manager interface should feel familiar as it is based on the "picker" view used to select presets, amps, tempos, etc.

Note that like the Cab "Picker," Axe-Manage Cabs shows the names of UltraRes™ cabs *in italics*.

Making Selections

- CLICK any preset or cab to select.
- CLICK any preset or cab, hold SHIFT then CLICK another preset or cab to select a range.
- Hold CMD (Mac) or CTRL (Win) to click multiple individual presets or cabs in any locations.
 - You can also use this technique to DESELECT previously selected entries in a range.
- Press CMD+A (Mac) or CTRL+A to Select All.

Manager Menu Operations

Right click or control click to display the Manager Menu:

ACTION	MAC	WINDOWS
Cut	⌘ + X	CTRL + X
Copy	⌘ + C	CTRL + C
Paste	⌘ + V	CTRL + V
Clear	DELETE	BACKSPACE or DELETE
Rename*	F2	F2
Import*	⌘ + I	CTRL + I
Export	⌘ + E	CTRL + E
Load* ¶	Return/Enter	Return/Enter

* = Single selection only. ¶ = Presets only.

Drag & Drop Operations

When you drag and drop one or more selected items, they will be **swapped** with those in the target location.

If you hold **CMD** (Mac) or **CTRL** (Win) they will be **moved** (leaving one or more empty locations.)

If you hold **SHIFT**, the selected items will be **copied**.

You can also drop single or multiple presets or cabs into Axe-Manage from your desktop or Mac Finder/Windows Explorer. (This is a great way to install a Cab-Pack!)

Saving Changes

Axe-Manage waits to apply any and all changes until you press the SAVE button. This is both a safety mechanism and an efficiency feature.

As unsaved changes are made, the affected entries **turn red** and are marked with a dot •

Press the SAVE button to commit changes permanently. Press the CLOSE button to quit Axe-Manage without saving. Saved changes **turn green** and the dot is removed. The images below show a section of Axe-Manage with unsaved and changes, plus the location of the **Save** and **Close** buttons.

Preferences

Settings | Preferences includes options for the variable settings and paths used by Axe-Edit, and several useful displays of information.

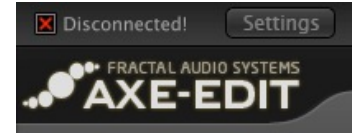
SECTION	ITEM	NOTES
General		
	Ports	Shows the input and output ports used by Axe-Edit. Because the program automatically selects the USB ports of a connected Axe-Fx II, you will probably never need to manually make selections here.
	MIDI Settings	Shows the MIDI Channel and Display Offset setting of the connected Axe-Fx.
	Controls	<p>Knob Mode</p> <p>determines how knobs respond to mouse motion.</p> <p>Linear (Default) - The values of knob parameters increase as click and drag the mouse away from the center of the knob. Move up or to the right to increase, down or to the left to decrease. The fastest response occurs when you move in a “northeast” or “southwest” direction.</p> <p>Circular – The knob pointer follows your mouse pointer as you click and drag in a circular motion.</p>
	Wheel/Scroll Action	Typically, you won’t need to change this setting, but if the action of your touchpad or the wheel of a connected mouse/trackball seems backwards, change this value to Reverse .
Workspace		
	Snapshots	Sets the location where Snapshots are created. (See p. 7)
	Block Library	Sets the root of the Block Library. Axe-Edit scans this folder and all subdirectories beneath it for valid entries to build the block library.
	Preset Templates	Sets the location used by both Preset New from Template and Preset Save as Template
Refresh		
	Preset Names Cab Names	Refreshes the names of all Presets or Cabs . Typically a required refresh happens automatically, but a manual option is provided for use in case names in the Preset/Cab Picker or Axe-Manage appear out of sync with your connected hardware.
	Block Definitions	Block definitions are refreshed automatically when you install a new Axe-Fx II firmware version. This option is for troubleshooting only.
Options	Various self-explanatory Axe-Edit options.	

Keyboard Shortcuts Summary

SECTION	ACTION	MAC	WINDOWS
PRESET			
	Clear Preset	⇧ + ⌘ + DEL	CTRL + SHIFT + DEL
	Initialize Preset	⇧ + ⌘ + I	CTRL + SHIFT + I
	Refresh Preset	⇧ + ⌘ + F5	CTRL + SHIFT + F5
	Revert Preset	⇧ + ⌘ + F12	CTRL + SHIFT + F12
	Save Preset	⌘ + S	CTRL + S
	Save to New Preset Number	⇧ + ⌘ + S	CTRL + SHIFT + S
	Save Snapshot	^ + ⇧ + ⌘ + S	CTRL + SHIFT + ALT + S
	Import Preset	^ + ⇧ + ⌘ + I	CTRL + SHIFT + ALT + I
	Export Preset	^ + ⇧ + ⌘ + X	CTRL + SHIFT + ALT + X
BLOCK			
	Cut Selected Block	⌘ + X	CTRL + X
	Copy Selected Block	⌘ + C	CTRL + C
	Paste Selected Block	⌘ + V	CTRL + V
	Delete Selected Block/Cable	DELETE	DEL/BACKSPACE
	Initialize	⌘ + I	CTRL + I
	Disconnect All	⌘ + D	CTRL + D
	Save Selected Block to Library	⌘ + B	CTRL + B
	Bypass/Engage	SPACE	SPACE
SCENE			
	Select Scene	⌘ + 1,2,3... etc.	CTRL + 1,2,3... etc.
MISC			
	Tuner	⌘ + T	CTRL + T
	Axe-Manage	⌘ + M	CTRL + M
	Preferences	⌘ + P	CTRL + P
	Pause Communications	F8	F8
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
	Show modifier dialog of selected parameter	M	M
PICKER			
	Display Preset Picker	P	P
	Navigate Banks	⌘ + LEFT/RIGHT	CTRL + LEFT/RIGHT
	Navigate Preset Picker	Arrow Keys	Arrow Keys
	Load current selection	Return/Enter	Return/Enter

Troubleshooting Connectivity

Axe-Edit should generally detect your Axe-Fx II and connect automatically. When a problem occurs, you will see a “Disconnected” indicator (above the program logo) or a warning indicating “Communication failure: Axe-Edit was unable to complete the communication request due to time-out.” Here are some steps to resolve possible connection issues:

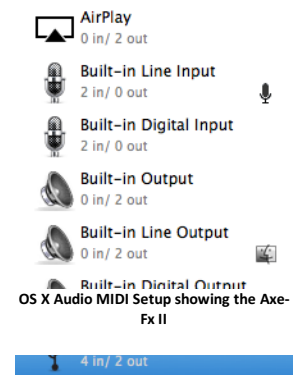


- ✓ Try manually setting or re-setting the two ports under **Settings | Preferences | Ports**
- ✓ Ensure that your Axe-Fx II is connected via USB, and that you’ve installed the latest **drivers** from <http://support.fractalaudio.com>. To confirm driver installations and versions:
 - Under **Windows**, find **Add Remove Programs** or **Uninstall a Program** in the Control Panel for the following entries. Note: Entries may appear in different order, depending on how you sort. Please check carefully.
 - **Axe-Fx II driver v1.67.0** (or newer)
 - **Axe-Fx USB driver 1.68** (or newer)
 - **Windows Driver Package – Fractal Audio Systems (axefx2load) USB (05/15/2011) 1.0.0.9** or newer.

	Windows Driver Package - Fractal Audio Systems (axefx2load) USB (05/15/2011 1.0.0.9)	Fractal Audio Systems	6/6/2014
	Fractal Audio Systems USB Driver Package 2014.06.06	Fractal Audio Systems	6/6/2014
	Fractal Audio Systems USB Audio Driver v2.23.0	Fractal Audio Systems	6/6/2014

Windows Add Remove Programs Entries

- Under **OS X**, check **Audio MIDI Setup | Audio Devices** (find it using Spotlight) for a device called “Axe-Fx II”. You can also check **Audio MIDI Setup | MIDI Studio** for the Axe-Fx II. It should NOT be dimmed or disabled. When 3rd party devices cause problems, creating a new “**Configuration**” here can sometimes help.
- ✓ Axe-Edit requires an Axe-Fx II running compatible firmware. Firmware updates can be downloaded from <http://support.fractalaudio.com> and installed using Fractal-Bot, our free utility.
<http://www.fractalaudio.com/>
- ✓ Reboot! Shut down Axe-Edit, shut down your Axe-Fx, and shut down your computer. Re-start your computer, power on your Axe-Fx, and re-start Axe-Edit.
- ✓ 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. Also, try a different USB port or different USB cable.
- ✓ If using Win 7 or Win 8, try right-clicking the Axe-Edit shortcut icon and choosing “**Run as Administrator**.”
- ✓ Try the following steps to reset your port selections:
 1. Power on your Axe-Fx II.
 2. Start Axe-Edit and go to **Settings | Preferences**.
 3. Set both ports to “<< none >>”
 4. Close the Preferences dialog and then quit Axe-Edit.
 5. Re-launch Axe-Edit.
 6. Open **Settings | Preferences** and select the Axe-Fx II in and out MIDI ports. You should see a green “check” next to each port selection.
 7. Close the preferences dialog. Axe-Edit should now be communicating with the Axe-Fx II.
- ✓ In the early days of Axe-Edit 3.0, some users found they needed to clear User Cabs from their units’ memories before the software would connect. Presumably the “bad” entries were created by 3rd party utilities or beta software; this problem has now disappeared.



If these suggestions don’t resolve your connection issues, please contact us at <http://support.fractalaudio.com>.

Please let us know if you’ve already tried the steps above.

Frequently Asked Questions

Q: Sometimes I have problems when disconnecting the USB cable before quitting Axe-Edit.	A: Please quit Axe-Edit before connecting or disconnecting the Axe-Fx II USB Cable. If the USB Cable becomes disconnected, please re-start Axe-Edit.
Q: I have problems when I try to edit my Axe-Fx front panel while Axe-Edit is running. The screen keeps changing!	A: 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	A: Axe-Edit requires an Axe-Fx II with firmware 11.0 or newer.
Q: Axe-Edit won't change presets, or changes presets erratically.	A: Please check for the following settings on the I/O MIDI page of your Axe-Fx II: <ul style="list-style-type: none">• PROG CHANGE: ON• MAPPING MODE: NONE
Q: The tuner won't work.	A: Please check for the following settings on the I/O MIDI page of your Axe-Fx II: <ul style="list-style-type: none">• SEND REALTIME SYSEX: ALL
Q: Tap Tempo won't work.	A: Please ensure that TEMPO TAP is set to "14" on the I/O CTRL page of your Axe-Fx II:
Q: My LOOPER controls don't work.	A: The Looper currently requires default CC# assignments in the I/O MIDI page of your Axe-Fx II.
Q: How do I manage User Cabs?	A: At present, please use Fractal-Bot to manage User Cabs.
Q: How do I back up or restore my Banks?	A: At present, please use Fractal-Bot to work with bank files.
Q: How do I update my Axe-Fx firmware?	A: Please use Fractal-Bot to update Axe-Fx firmware.
Q: Typing values doesn't work for modifier MIN and MAX.	A: This is a limitation of how Axe-Edit works with the Axe-Fx. It only affects MIN and MAX on the modifier screen.
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
Q: When will (insert feature name here) be added?	A: At present, we have not published any timelines, but development of Axe-Edit is an ongoing effort.

If you have further questions, please visit <http://forum.fractalaudio.com> for member-to-member support, or contact Fractal Support via <http://support.fractalaudio.com>.

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