

FX8 Firmware Release Notes

2.00 (Public Beta)

Dramatically improved preset loading times by orders of magnitude.

Fixed TAP TEMPO. User should now be able to capture correct tempo in as few as two taps (depending on your timing capabilities).

Separated per-SCENE MIDI PC (PROGRAM CHANGE) from the MIDI Block. The PC numbers configured for SCENE changes are no longer disabled by the presence of a MIDI block.

Fixed a bug that would cause screen navigation issues during a "Sticky" preset load.

Reduced the input gain on the FACE FUZZ drive block.

Added a new global setting "PRESS/HOLD FOR X/Y" to the SETTINGS tab. This setting defaults to ENABLED. The options are as follows:

ENABLED - Pressing and holding footswitches 1 - 8 will toggle the X/Y setting of the corresponding block. In this mode, effects are engaged or bypassed when you release the footswitch.

DISABLED - Pressing and holding footswitches 1 - 8 performs no function. In this mode, effects are engaged or bypassed immediately when you press the footswitch.

NOTE: You can disable press/hold X/Y switching and still change X/Y using SCENES, or by using the new XY FUNCTION FOOTSWITCHES (see below.)

In fact, the setting for this parameter is IGNORED and treated as DISABLED if you assign any XY function to any FUNCTION FOOTSWITCHES.

Added FUNCTION FOOTSWITCH capabilities:

The three switches on the right side of the FX8 are labeled SCENE, LOOPER, and TEMPO.

It is now possible to change what these switches do using the "FUNCTIONS" page in the **GLOBAL** menu under **SETUP**. For each of these three switches, you can select what happens when you tap, and what happens when you press and hold:

- **SINGLE PRST/BANK** - activates PRESET/BANK mode (see Chapter 2 of the FX8 manual). This function can only be assigned to the SCENE switch because while SINGLE PRESET/BANK is active, the LOOPER and TEMPO switches ALWAYS operate as BANK UP or BANK DOWN.
- **STICKY PRST/BANK** - activates STICKY PRESET/BANK mode. Like SINGLE PRESET/BANK, this function can only be assigned to the SCENE switch. To exit Sticky Preset/Bank mode, tap the switch again.
- **STICKY PRST +/-** activates the **NEW** STICKY PRESET +/- mode. When activated the LOOPER switch becomes PRESET +1 (up), and the TEMPO switch becomes PRESET -1 (down). Like other PRESET/BANK functions, this function can only be assigned to the SCENE switch. To exit Sticky Preset +/- mode, tap this switch again.
- **SINGLE SCENE** - activates SCENE SELECT mode. When you choose a scene, the FX8 automatically returns to STOMPBOX MODE.
- **STICKY SCENE** - activates STICKY SCENE SELECT mode. To exit Sticky Scene mode, tap this switch again.
(See Number 8 in Chapter 2 of the FX8 Owner's Manual for more on Sticky Scene Mode).
- **PRESET UP, PRESET DN** - Each of these functions can be assigned to a switch. (See *STICKY PRST +/-* above)
- **TEMPO TAP** - activates TEMPO TAP. *NOTE: This function can only assigned to the TAP of a footswitch (not HOLD)... Think about it.*
- **TUNER** - activates the TUNER.
- **SINGLE X/Y** - when this mode is activated, pressing the numbered footswitch associated with an effect block toggles the X/Y state of that block. See "Note 1" below.
- **STICKY X/Y** - same as *SINGLE X/Y* except it is persistent until you step on this switch again. See "Note 1" below.
- **LOOPER** - activates the LOOPER.
- **TRUE BYPASS** - activates TRUE BYPASS.
- **NONE** - The selected switch has no function.

NOTES:

- 1) Assigning *SINGLE X/Y* or *STICKY X/Y* to ANY function switch will **DISABLE PRESS AND HOLD for X/Y ON FOOTSWITCHES 1 - 8**. Now, all effects will be **BYPASSED** or **ENGAGED** immediately on the down stroke of the footswitch (instead of the upstroke, as it worked previously.)
- 2) If you set any *FUNCTION SWITCH* to *NONE* on "HOLD" the *TAP* function switch will activate on down instead of up. This is useful for switches assigned to *PRESET UP* and *PRESET DN* as it causes them to execute immediately.
- 3) The default switch assignments match the screen printing on the *FX8*. Resetting your global defaults will return these switches to the default configuration. (Yes, we're talking to the people who make magnets!)

***** 1.02

Added remaining "G3" drive blocks.

Enhanced the delay block to make the "drive" parameter more responsive.

Fixed two bugs in the multitap delay block that prevented the use of modifiers and to correctly processes filter frequencies 2 and 4.

Fixed a bug in scene changes to correctly update the noisegate, looper, and outputs.

***** 1.02 (Public Beta "b")

Fixed a bug affecting XY and effect bypass switching on scene change.

Fixed presets loading wrong TIME or RATE into tempo synched effects.

Improved spring reverb for a more natural sound.

Added currently available "G3" drive blocks, recent compressor block changes from Axe-Fx II FW 19.

Re-designed how "STICKY PRESET MODE" LEDs work; the LED corresponding to the current preset now flashes as long as you remain in sticky preset mode.

***** 1.01

Initial Public Release