



POD[®] HD Edit



Pilot's Guide

A user guide to the features and functionality of the Line 6 POD HD Edit application



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WORKFLOW

Welcome to the *POD® HD Edit Pilot's Guide*. This guide contains details of the POD HD Edit application's features and functionality. All behaviors are the same on Mac® or Windows®, unless otherwise noted. It is recommended that you also read the *POD HD Pilot's Guide* and *POD HD Advanced Guide* for details on using your device, available from <http://line6.com/support/manuals>.

This Guide covers POD HD Edit software version 2.0 and POD HD hardware with Flash Memory version 2.0 installed (or later versions). POD HD Edit is compatible with Mac OS® X 10.5, 10.6 & 10.7 and Windows® XP, Vista & 7 (all 32 bit and 64 bit versions). For the latest available software and Flash Memory versions, please see [“Using Line 6 Monkey” on page 6•1](#).

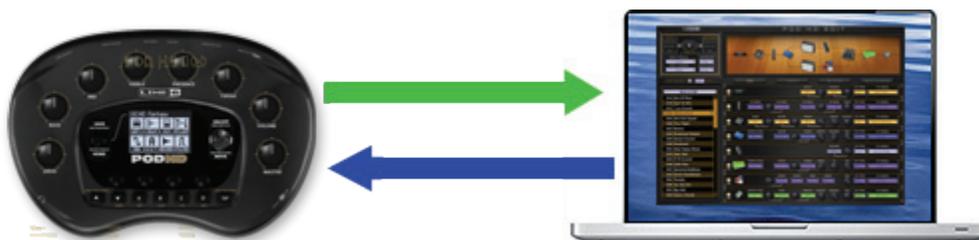
What's in it for Me?

POD HD Edit is a simple, but powerful, Preset editor/librarian application. It allows you to easily see and tweak all the individual Amp, Preamp & FX Models' parameters within one attractive Graphical User Interface (or “GUI”), to create, customize, manage and backup your Tone Presets & Set Lists. You can also tap directly into the Line 6 [CustomTone™](#) site to share your POD HD Tones and download from the huge library of artist & user Presets!

In this chapter, we'll focus on some of the common tasks you'll perform with the POD® HD Edit application.

Workflow Overview

Once the POD HD Edit application is launched, it automatically “receives” the complete contents of all 8 Set Lists from your device's internal memory, allowing you to view or customize any Preset's Amp & FX Model settings. While connected, communication between the application and your POD HD device's internal memory is instant - move any Block or adjust any parameter within the application and the modified settings are heard on your device. Likewise, adjustments made to your device's controls are visually reflected in the software.



Two-way communication exists between your device & computer via the USB connection

This interactive communication allows you to tweak any individual Amp or FX Models' settings within the application GUI and instantly hear and preview the changes, before committing them to the internal memory of your POD HD device.

TIP: It is also possible to use POD HD Edit simultaneously when using POD HD for (USB) computer recording!



Changes made to your current Preset within the software are temporarily stored on your POD HD - that is, they do not overwrite the device's current Preset until you perform a save. You can also move Presets to different Channel locations (in the same or different Set List) within the application, to manage the contents of your device's Set Lists/Presets order. Once you are done with your Tone tweaking, you can “send” one or all the current Set Lists or Tone Presets from the application to your device to save all settings into your device's internal memory. You can also choose to save Set Lists, Bundles and/or Presets to your computer's hard drive to build an unlimited library of Tones, which you can reload into the application, and to your POD HD, at any time.

Computer Connectivity

To put POD HD Edit to work, connect your POD HD device to your computer's USB 2.0 port to establish two-way communication. Exit any Line 6 applications that might be running, and with your POD HD device powered on, launch POD HD Edit:

- On Mac[®], go to Applications > Line 6 > POD HD Edit
- On Windows[®], go to the Start button menu > Programs > Line 6 > POD HD Edit

Upon launch, the application will detect your POD HD and automatically retrieve and load its saved Presets. This may take a few moments since the contents of all 8 Set Lists are being transferred. The application's progress screen will let you know when the Preset loading process is complete. Your POD HD device's “Sync in Progress” screen is also displayed during this process. This screen appears whenever the Editor application has control of POD HD parameters, to let you know that the device's on-board controls are temporarily “locked-out” from changing settings to safely allow the sync process to complete.

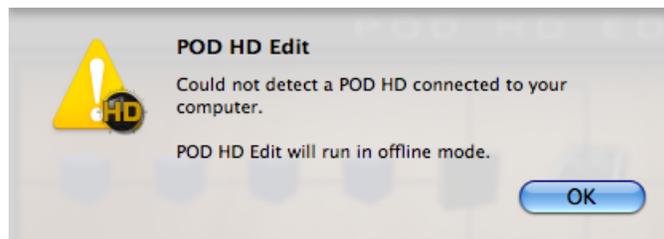


Edit application - Preset load progress screen



POD HD500 - LCD screen

If your POD HD device is not USB-connected and powered on, you'll see the following alert screen, warning you that no device was detected.



“No Device” alert

Click **OK** and you can either continue to run POD HD Edit in “Offline Mode” (see [page 1•6](#)), or, connect/power on your device and the application will prompt you to retrieve the connected device's Presets.



Receive Presets prompt

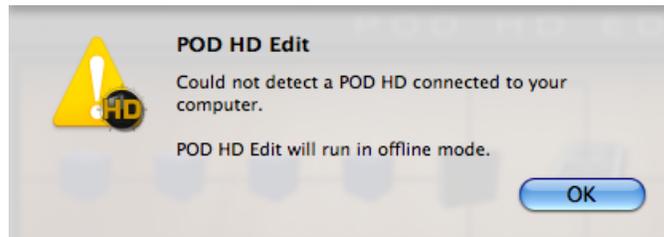
If you disconnect or power off POD HD, you'll see a flashing alert, as shown below, indicating that the POD HD device connection was lost. Reconnect your device and you'll be prompted with the Receive Presets screen, as described above. Click **“Yes”** to retrieve all Presets from the device's internal memory, or **“No”** to continue working in the application without importing the Presets.



Alert indicating no connected POD HD was detected

POD HD Edit - Offline Mode

In some cases, you might want to load one of your saved Set Lists or Bundles from your hard drive, tweak, rename or reorder your Presets, and save the Set List/Bundle back to your computer without committing it to your POD HD device... No problem! To do this, launch the POD HD Edit application without your device connected. You see the pop-up alert telling you this will launch the application in **“Offline Mode”** - click OK to proceed.



Offline Mode alert

Load your desired Preset/Set List/Bundle file using the File menu's **“Open”** commands, edit to taste and save the file back to your computer. At a later time, when you are ready to save the Preset/Set List/Bundle to your device, connect your POD HD and then launch the application. Open the saved file and use the Save Panel's **“Send”** functions to save the desired items into your device's memory.



Dynamic DSP

As covered in the *POD HD Advanced User Guide*, the POD HD device offers a vast number of HD Amp and FX Models of all types. Some Models require more Digital Signal Processing (DSP) than others, so we've implemented a "Dynamic DSP" management system in POD HD to allow you to mix and match any combinations of Models, and the device will automatically bypass Models if the DSP limit is reached. You'll be notified whenever this DSP limit is reached by the following alert:



DSP Limit alert displayed momentarily in the SFV pane

Likewise, you'll see a similar "DSP Limit Reached" alert displayed temporarily on your device's LCD screen. To alleviate the DSP load, you can toggle existing FX "Off" or set Blocks to "None," or try switching to different Amp or FX Models. The HD Amps, Reverbs and Pitch type FX Models tend to be the heaviest DSP usage Models. However, even among Models of the same type, DSP requirements vary - Simply trying a *different* Amp, Reverb or Pitch FX Model may be enough to bring your Tone back below the DSP Limit.

Saving and Opening POD HD Preset Files

Note that there are two methods for "Saving" within the Line 6 POD HD Edit application. The Save Panel allows you to "Send" one or all Presets from the application to your POD HD device - see [page 2•1](#).

The other way to "Save," as covered here, is to create a copy of a Preset to any folder on your computer as a POD HD Edit Preset (.hbe) file. This allows you to create a library of Presets that can be reloaded onto your device anytime!

To Save a Preset to your Computer:



Double-click on a Preset within the application's main Presets Panel or Set Lists View to load it and then select "Save As" from the File menu. This launches the familiar Mac® or Windows® file "Save As" window, where you can edit the file name and choose a destination folder. By default, all .hbe files are saved to:

- **Mac®** - /Documents/Line 6/Tones/POD HD Edit folder
- **Windows®** - \My Documents\Line 6\Tones\POD HD Edit folder

It is also possible to drag any Preset directly from the main Presets Panel or Set Lists View and drop it onto your Desktop, or into any folder on your computer to copy it there. Or, select multiple Presets to drag and Save copies of each in one drop! (See the ["Set Lists and Presets" on page 5•1](#) for more on copying & moving Presets.)



To Save a Bundle to your Computer:



POD HD Edit allows you to instantly save **all** the applications' current Set Lists, including all their Presets and current settings, into one consolidated "Bundle" (.hbb) file. This is extremely handy for making a complete, consolidated backup of all your current Set Lists & Presets, allowing you to load them all back to your device at any time! Just go to the File menu and select "Save Bundle As" to launch a "Save As" dialog, where you can enter a name and choose any folder to save the Bundle file.

By default, all .hbb files are saved to:

- **Mac®** - /Documents/Line 6/Tones/POD HD Edit/Bundles folder
- **Windows®** - \My Documents\Line 6\Tones\POD HD Edit\Bundles folder

Note that the Save Bundle feature always includes all Set Lists & Presets, regardless of any Preset(s) that might be selected within the Set Lists or Presets Panel.

To Save a Set List to your Computer:



POD HD Edit allows you to instantly save the currently loaded Set List, including all its Presets and their current settings, to a Set List (.hbs) file. This is extremely handy for making a complete backup of all Presets in the current Set List, allowing you to load them all back to your device at any time! Just go to the File menu and select "Save Set List As" to launch a "Save As" dialog, where you can enter a name and choose any folder to save the file. By default, all .hbs files are saved to:

- **Mac®** - /Documents/Line 6/Tones/POD HD Edit/Setlists folder
- **Windows®** - \My Documents\Line 6\Tones\POD HD Edit\Setlists folder

Note that the Save Set List feature always includes all the Set List's 64 Presets, regardless of any Preset(s) that might be selected within the Presets or Set List Panel.

To Open a Preset, Bundle or Set List File from your Computer

Opening any of these files loads the file Preset(s) into the editor application. Note that these are loaded in the application as "edited" and the Preset title and settings on your connected POD HD are not overwritten until you choose to "send" them to your device, as described below.



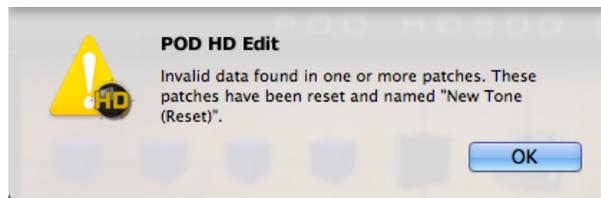
A newly opened Set List - all Presets appear as "unsaved" in application until Sent to POD HD



- **To open a Preset** - Select “Open” from the application’s File menu and browse to the location where your Preset (.hbe) files are stored (the default Preset folder locations are shown above). Selecting a Preset file loads its saved settings, replacing the currently loaded Preset and its Channel location within the application.
- **To open a Bundle** - Select “Open Bundle” from the application’s File menu and browse to the location where your Bundle (.hbb) files are stored (the default Bundle folder locations are shown above). Selecting a Bundle file loads its full set of all 8 Set Lists and their Presets, replacing all the currently loaded Presets within the application.
- **To open a Set List** - Select “Open Set List” from the application’s File menu and browse to the location where your Set List (.hbs) files are stored (the default Set List folder locations are shown above). Selecting a Set List file loads its full set 64 Presets, replacing all Presets in the currently loaded Set List within the application.
- Alternatively, you can drag a Preset, Bundle or Set List file from any folder on your computer and drop it directly in the POD HD Edit window to load the file’s settings. (Dragging and dropping a Preset or Set List replaces the currently loaded Preset or Set List in the application.)
- Use the Save Panel options (see [page 2•1](#)) to “Send” the desired Selected Presets/Set List/All to your connected POD HD device’s internal memory. This action permanently overwrites the respective Presets within your device’s internal memory.

Invalid Preset Alert

For POD HD Edit, we’ve built in detection for potentially corrupted Presets. When loading Presets, a Set Lists or Bundle, if you are prompted with this “Invalid data found” alert, this means that one or more of the Presets is possibly corrupted. For such Presets, they are “reset” and loaded in the Edit application and on your device as empty, New Tone Presets as a safety mechanism.



The “Invalid data found” alert

POD HD - Looper Functions

The POD HD Looper functions are not accessible within the POD HD Edit application. These features are still available via the device’s **A B C & D** buttons (or via a connected FBV™ Controller) while using POD HD Edit, however, there are no functions within the application’s GUI to specifically control the Looper functions. The following behaviors apply:

- The Looper Block is not accessible within the Edit application, so you won’t see it in the Signal Flow View of the software. Therefore, its “Pre” and “Post” position options are accessible strictly from the POD HD hardware. (The Looper blocks Pre/Post setting is a global one, so it is not saved per Preset.)
- If you set your POD HD device into an active Looper mode (Record, Overdub or Play), the application simply remains showing the same currently loaded Preset.
- Double-clicking on a Preset within the Presets or Set Lists Panel loads the saved Preset in the application and on the device. If the device is currently in Looper mode, it will simply remain in this mode, and the saved Preset settings will be audibly loaded.

GUI OVERVIEW

In this chapter, we'll describe the sections of the POD® HD Edit application's Graphical User Interface (GUI). Here we've laid out descriptions for all the important things you need to know as you start clicking around in there.



The POD HD Edit main “GUI”

1 Save Controls

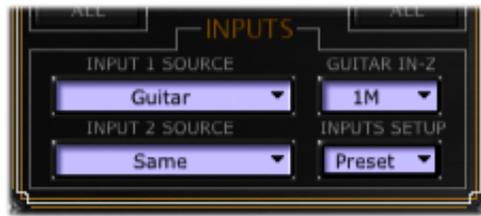
The Save Controls allow you to “Send” and “Receive” Tone Presets or complete Set Lists between the application and the POD HD device’s internal memory.



The Save controls

Using the SEND buttons overwrites the existing Preset/Set List data in your device’s internal memory, effectively **Saving** the transferred items to your POD HD. Using the RECEIVE buttons imports the **last saved versions** of the selected Presets or Set List into the application. Please see the chapter [“Set Lists and Presets” on page 5•1](#).

2 Inputs Panel



Input Source selectors

- **Inputs:** Choose the sources for Inputs 1 & 2. These options are the same as those found in your POD HD Setup:Inputs screen and are saved individually per Preset.

3 Tap Tempo Options



Tap Tempo options

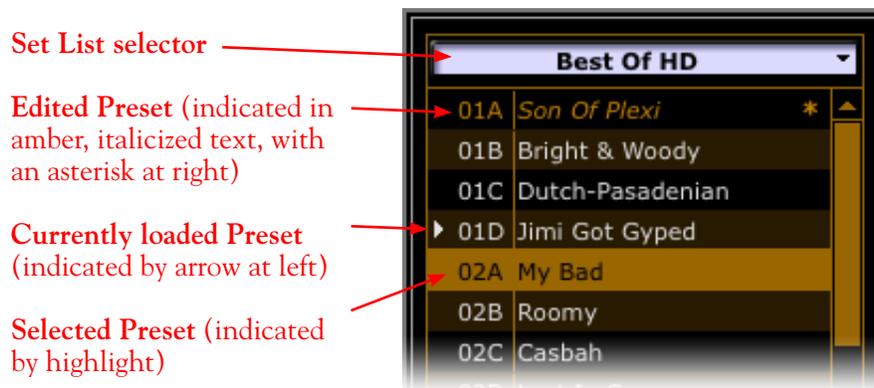
- **Tap Tempo Options:** Enter in a “Tap Tempo” value by clicking directly in the text box to type in a specific BPM, or “tap” rhythmically on the **TAP** button with your mouse. Your tempo-based FX can optionally be set to a note division of this Tap Tempo value (see below).

About Tempo Sync

Tempo-based FX (Modulation, Pitch & Delays) each include their own, individual “Tempo Sync” option to either follow the Tap Tempo BPM value, or to be set manually. Additionally, a “system” Tempo Sync option is also available that allows you to choose whether the FX follow the Tap Tempo as a per-Preset value or globally - see [“Utilities Controls \(Tempo Sync & Trails\)” on page 4•1](#).

4 Presets Panel

The main Presets Panel displays all 64 Channel locations (**01A** through **16D**) that correspond to the respective Set List’s Channel locations within your POD HD device’s internal memory.

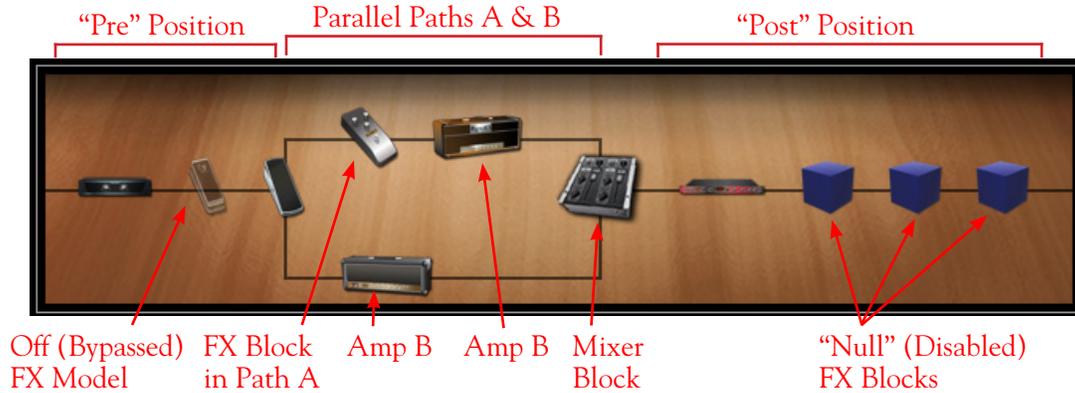


The Presets Panel

Within the Presets Panel, you can load a new Set List and/or Preset as well as perform all kinds of functions with your Presets, including moving or copying them to different Channel locations, using the Save Controls to “send” and “receive” Presets between your computer and device, and more. Please see [“Set Lists and Presets” on page 5•1](#) for all you need to know about working with Presets.

5 Signal Flow Panel

This panel is essentially the equivalent of the Signal Flow View screen on your POD HD hardware. It provides a handy visual reference of the On/Off/Disabled state and signal flow position of all Amp & FX Models for the loaded Preset.



The Signal Flow Panel

- **Pre Position:** The area before the Path A & B split is referred to as the “Pre” Position. Note that FX Blocks placed here are positioned “Pre” Amp Blocks. (An Amp Block can also be placed in the Pre position area, but will always be at the end of the Pre section.)
- **Parallel Paths A & B:** The top signal path is Path A and the lower is Path B. It is possible to move FX and/or an Amp Block into each of these paths, to create a “parallel” configuration. We’ll cover the possibilities in other sections of this Guide, but here are some pointers for Paths A & B:
 - To utilize two Amps in your tone, it is necessary to move your Amp Block into Path A, and an Amp B Block is automatically added to Path B, for which you can select an Amp B Model.
 - Any of the 8 FX Blocks can be moved into either Path A or B, and placed before of after an Amp Block within the path.
 - The POD HD Source Input 1 is fed through Path A, and Source Input 2 is fed through Path B, unless a mono FX Model is inserted in the Pre position, which down-mixes the two input sources to mono and feeds them both equally into Paths A and B. (See the **Input Selectors** section on [page 2•2](#).) Note that you can move all FX and Amp Blocks out of these Paths completely, but the Paths always exist, and your Source Inputs are always fed through them, and thus, through the Mixer Block.
 - Use the Mixer Block to independently adjust the Level and Pan for Path A and B (also see [“Mixer/Utilities Options” on page 4•1](#)).
- **Post Position:** The area to the right of the Mixer Block is referred to as the “Post” Position. Note that FX Blocks placed here are positioned “post” Amp Blocks. (An Amp Block can also be placed in the Post position area, but will always be at the start of the Post section.)

See [“Signal Flow View Features” on page 2•4](#) for details on all the functions available for this panel!

6 Edit Panels

This area of the GUI offers a row of buttons to display each of the different Edit Panel Views - **FX**, **Amps**, **Mixer** and **Set Lists**.

Edit Panel display selector buttons



The Edit Panel display - FX Edit Panel view selected

We've provided detailed info on each of these Views in the following sections:

- **FX View:** Provides full editing capabilities for each of the 8 FX Blocks - see [“Working with FX Edit Panels” on page 3•1.](#)
- **Amps View:** Provides full editing capabilities for the 2 Amp Blocks, including speaker Cabinet and Mic parameters - see [“Working with Amp Edit Panels” on page 3•4.](#)
- **Mixer View:** Provides editing of the Path A/B Mixer and Tempo Sync & FX Trails functions. This view also provides editing of the EXP Pedal & footswitch controller assignments, both for access of Amp, FX functions via the **TWEAK** knob or a connected Line 6 FBV™ Controller device - see [“Mixer, Controller & Footswitch Options” on page 4•1.](#)
- **Set Lists View:** The Set Lists “Librarian” screen provides access to the contents of all 8 Set Lists, for easy management of Set Lists and Presets - see [“Set Lists and Presets” on page 5•1.](#)

Signal Flow View Features

Just like on your POD HD device, the Signal Flow View (SFV) is the primary screen for referencing all the sonic elements of your current Preset. This SFV Panel remains in sync with your connected device's SFV “Home” screen - changes made via the hardware or software are reflected in both.* Here within the software's SFV panel, you can click directly on any FX or Amp Block to move its Block, or access its parameters in the respective Edit Panels below. All changes made within the Signal Flow panel are saved individually per Preset.

*Note: The Looper Block and other Looper functions are not displayed or accessible within the POD HD Edit application - see [“POD HD - Looper Functions” on page 1•6.](#)

FX & Amps On/Off/Null States

All FX & Amp Models include an On/Off “LED” button (see [“Working with FX Edit Panels” on page 3•1](#)). The icon for the respective effect within the Signal Flow Panel dims to indicate its Off state:



FX Model On



FX Model Off



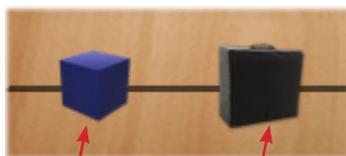
Amp Model On



Amp Model Off

“Null” Block Indicator

Whenever an FX or Amp Block is “empty” (its Model Type selector is set to “---”) the Block appears in the SFV as a “Null” Block to indicate this disabled state.



Null FX Block

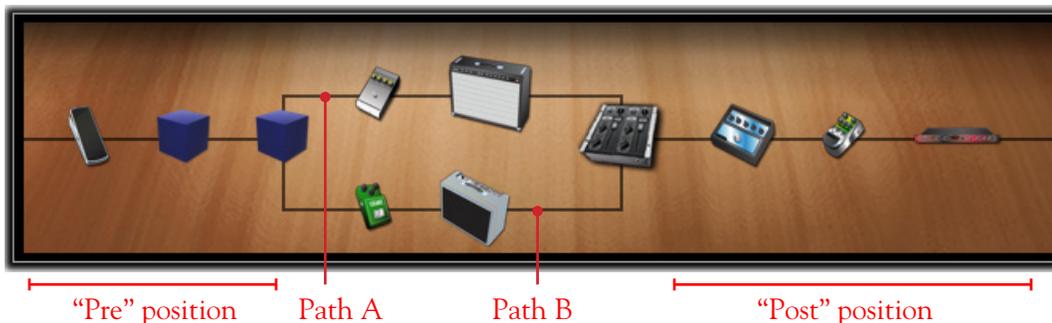
Null Amp Block

Note that Null Blocks can still be selected and moved, just like active FX and Amp Blocks. Once you select a Model for the Block, the icon in the SFV changes to indicate the chosen Model.

Model Position

The position you see the Models appear left to right in the Signal Flow Panel is precisely the order your input signal flows through them. Just as in the “analog world,” the ordering of your FX can change the sound you get from them - e.g. a Chorus or Phaser will sound different before versus after a Distortion.* You can drag and drop any Block within the Signal Flow View panel to reposition your FX and Amps as desired.

*Note: Some FX are stereo and others are mono (and all Amps & Preamps are mono), therefore, a stereo signal is typically “mono-ized” at the output of a mono Block. Please see the *POD HD Advanced Guide* for more about Model positioning and the signal flow - <http://line6.com/support/manuals>.



The positions within the Signal Flow

Moving FX & Amp Blocks

Rearranging the order of the Amp & FX Models in your Tone is as simple as dragging and dropping within the Signal Flow View panel!

As soon as you hover your mouse cursor over an FX Block, you'll see its respective FX edit panel below outlined - this allows you to know which Model your are accessing.

Arrow indicator appears when cursor is over an FX Block

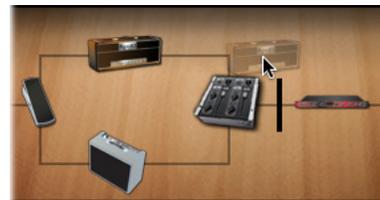


Amber outline indicates the respective FX Block's edit panel

As you click and drag a Block, you'll see any potential "drop" location for the Block be indicated by a vertical bar, as shown below. Simply release the mouse button to move the Block to this indicated location.



Dragging an FX Block, from Post to Path A



Dragging an Amp Block, from Path A to Post

Any of the 8 FX Blocks can be moved to any position within the Pre, Post, Path A or Path B areas. A few different rules apply for moving Amp Blocks:

TIP: We've also included the Vintage Pre, tube-voiced Mic Preamp, which is found within the Preamp+EQ Model Menu of any FX Block. This Preamp model (or even multiple instances of it) can be positioned anywhere in your signal path! The Vintage Pre is great by itself as a Mic Preamp, or in conjunction with Amp Models to add some boost or tube warmth to an instrument.

- Only one Amp Block can exist in your Tone when placed in the Pre or Post SFV positions.
 - An Amp Block in Pre position can be placed only at the end of the Pre section, after any Pre FX.



Amp Model in the Pre position

- An Amp Block in the Post position can be placed only at the start of the Post section, before any Post FX.



Amp Model in the Post position

- When moved into Path A, a 2nd (“Null”) Amp Block is automatically created in Path B, for which you can choose an Amp/Preamp Model, if desired.



Dual Amps within Paths A & B - Amp B is in the “Null” (disabled) state

- The Amp Block in Path A (“Amp A”) can be moved left or right into either the Pre or Post positions, as shown above. Once moved out of Path A, the Amp B block is automatically removed from the signal flow. Amp A cannot be moved down into Path B.
- Amp Blocks cannot be moved to different positions within Path A or B (however, you can move FX Blocks before or after Amps within these Paths). Amp B cannot be moved at all from its Path B position.

Menu Commands

To follow are descriptions of the application’s menu commands and their functions. The location of some commands are different on Mac® versus Windows® systems, as noted below.

POD HD Edit (This menu is shown only on Mac®)

- **About POD HD Edit** - Launches the About box, which includes info about your connected hardware and software version.
- **Quit POD HD Edit** - Exits the application.



File (Also see [“Saving and Opening POD HD Preset Files” on page 1•4.](#))

- **Open** - Allows you to load a saved POD HD Edit Preset (.hbe) file from any folder on your computer.
- **Save As** - Allows you to save a copy of the loaded Preset as a POD HD Edit Preset file (.hbe) to any folder on your computer.
- **Open Bundle** - Loads a saved POD HD Edit “Bundle” (.hbb) file from any folder on your computer, replacing all Presets within the application.
- **Save Bundle As** - Allows you to save all current Preset settings as a POD HD Edit “Bundle” (.hbb) file to any folder on your computer.
- **Open Set List** - Loads a saved POD HD Edit Set List (.hbs) file from any folder on your computer, replacing the currently loaded Set List and all its Presets.
- **Save Set List As** - Allows you to save the currently loaded Set List, along with all its Presets & their current settings, as a POD HD Edit Set List (.hbs) file to any folder on your computer.
- **Exit** (Windows® only) - Exits the application.

Help

- **POD HD Edit Help** - Launches this PDF document you are now reading.
- **Online Help** - Takes you directly to the Line 6 Community site, the place to find additional documentation, FAQs, User Forums, Technical Support, breaking news and more!
- **CustomTone.com** - Takes you to the Line 6 CustomTone site, where you can share your Tone Presets with thousands of other Line 6 users, and download free Tones from the huge library!
- **About POD HD Edit** (Windows® only) - Launches the About box, which includes info about your software version and connected device.

EDITING FX & AMPS

This area of the GUI offers a row of buttons to display each of the different Edit Panel “Views” - FX, Amps, Mixer, Controllers and Set Lists. In this chapter we’ll cover the FX and Amps Views.

Working with FX Edit Panels

Within the FX View, you’ll see an individual “Edit Panel” for each of the 8 FX Blocks. These panels provide you easy access to select the desired FX Model and all its individual parameters for each Block, making deep editing easier than ever!

Edit Panel display selector buttons



The Edit Panel display - FX View selected

TIP: You can also easily switch to the FX View by clicking directly on any FX Block within the upper Signal Flow View panel!

FX Panel Controls

You’ll see that the controls displayed within each Edit Panel are specific to the FX Model selected. To follow are descriptions of the different FX Edit Panel controls.

On/Off LED switch

FX Model Type selector / Numerical Value display



Model-specific controls

FX Model menu / Bar Value display

- **Knob controls** - Click and drag any knob vertically to adjust its value. Or, click to “select” a knob and then use your computer’s arrow keys or mouse wheel to adjust it. Also, simply hovering your mouse cursor over any knob allows it to be adjusted via your mouse wheel. Most knob controls also include a numerical indicator/edit box that provides access to the parameter value as well (see the following description).
- **On/Off FX switch** - At the left of each FX Panel, you’ll see a little “LED” On/Off control. Click directly on this LED to toggle the Model between On or Off. You’ll see the LED and all edit boxes dim to indicate the Model’s Off (bypassed) state. Note that you’ll also see the Model’s icon within the Signal Flow View dim when Off - see [“Signal Flow View Features” on page 2•4](#). The panel’s knobs and text fields are not able to be edited when toggled Off.



- **Model Type menu** - Click the down arrow to select from the list of FX Model categories. This list offers the same options for each FX Panel. Selecting “---” sets the FX Block to the “Null” (disabled) mode, which is essentially an empty FX Block (and thus, a blank, “Null” FX Panel) that utilizes no POD HD DSP resources.



The Model Type Menu

- **FX Model menu** - Click the down arrow to select from the list of Models within the selected Model category. The FX Block’s icon displayed in the Signal Flow View will dynamically change to illustrate the specific Model you select.



The Model Select menu

- **Numerical indicator/edit boxes** - Some knob controls have an adjacent text box that shows the numerical setting value. You can also click on the text box and drag up/down to adjust its value, or double-click within any box to type in a specific numerical value. Also, simply hovering your mouse cursor over any numerical edit box or knob allows it to be adjusted via your mouse wheel.



Click and drag vertically



Double-click and type in a value

- **Mix knob value indicators** - For knobs that do not include an adjacent text box (typically a few of the knobs at the far right of some panels), these controls utilize the FX Type and Model Select boxes at the right of the panel to indicate their values. Just rotate one of these knobs and you'll see this in action, such as when turning the Mix knob for most FX.

Numerical indicator display Bar value display



Adjusting an FX Panel's Mix knob

Tempo Sync Parameter

When a Modulation, Filter or Delay Model Type is selected, you'll see a "Tempo Sync" control, which offers a selection of "Off" or several note division options.

Note: The "system" Tempo Sync option within the Mixer View further allows you to choose whether the FX follow the Tap Tempo as a per-Preset value or globally - see [page 4•1](#).



Modulation FX - Tempo Sync & Speed



Delay FX - Tempo Sync & Time

- **When set to Off:** The "Speed" or "Time" option to its right can be used to manually choose any desired rate for the effect's modulation speed (Hz) or delay time (ms).
- **When set to a note value:** The Tempo Sync is active, meaning the effect's speed or time utilizes the current "Tap Tempo" value, divided by your selected note value.
- **Stereo Delay FX Model:** Note that the Stereo Delay includes two, independent Delay Time parameters, therefore, you'll see 2 Tempo Sync options ("Sync Left" and "Sync Right") in the FX Edit Panel for this Model so that you can set each Time independently!



The two, independent Tempo Sync options for the Stereo Delay FX Model

Trails Option



Note that the "Trails" On/Off setting found in the Mixer View (see [page 4•1](#)) allows echo repeats and/or the decay of Delay and Reverb FX to continue when the Model is toggled Off.

Tweak Knob and Expression Pedal Controller Assigned Parameters

When an FX parameter is assigned to the **TWEAK** knob, or **EXP 1** or **EXP 2** pedal controllers, you'll see this indicated within the FX Edit Panel (for parameters that include a numerical value box). This serves as a reminder that this parameter is controlled via the POD HD **TWEAK** knob, or a connected Line 6 FBV™ device's Pedal. (Please also see [“To Assign an FX or Amp Parameter to a Controller” on page 4•2.](#))

- For example, if this Reverb Model's “Mix” parameter is assigned to **TWEAK**, the Panel appears like this:



The Mix parameter edit box shows the current **TWEAK** knob assignment

- When a variable parameter is assigned to a controller, adjusting the respective Panel's knob (such as for the “Mix” knob in our above example) does not send any info to the device.

TIP: For Wah and Volume FX Models, if their “Position” parameter is not assigned to **TWEAK** or **EXP** controller, the Panel's Position knob can be used to dial in a fixed value - such as a “parked” Wah tone for the Wah!

Working with Amp Edit Panels

Select the **AMPS** view button (or click directly on an Amp Model within the Signal Flow View panel) to display the Amp Edit Panels. Here you can access and edit all options for Amp/Preamp, Cab & Mic Models.



Above is an example of the Amps View for a Tone that includes one Amp Block. When only one Amp Block exists, it is always “Amp A.” When the Tone includes two Amp Blocks, you'll see an additional “Amp B” edit panel - its controls are the same as described for Amp A (see [“Dual Amp Tones” on page 3•7.](#))

- **Amp On/Off** - When Off, all controls for the Amp, Cab & Mic Models are disabled. Additionally, the CH VOL knob changes to an active **BYP VOL** (bypassed volume) knob, providing level adjustment for the signal fed through the Amp Block.



The Amp Panel with Amp Model bypassed

- **Amp Model selector** - Click on the Amp Model menu to select an Amp or Preamp Model. Note that when selecting an Amp Model this way, the default settings for the specific Amp are loaded.
- **Amp tone knobs** - Just as on your POD HD hardware, use the knobs here to adjust the Amp's gain & EQ. Note that some Amp Models include a few knobs that are labeled differently than the POD HD physical Amp knobs. In the cases where the classic amps we've modeled include special knob controls, we've emulated their behaviors accordingly. These are listed as follows:
 - **Super O** - The actual Supro®* amp we modeled has only a Drive and a Tone knob. Therefore, in the Amp Panel we have a knob labeled "Tone" (which we mapped to the POD HD device's **MID** knob) and we invented Bass, Treble, and Presence controls.
 - **Divide 9/15** - The Divided by 13 amp we modeled offers two interactive channels. Therefore, in the Amp Panel we have a "Drive 1" knob (mapped to the device's **DRIVE** knob) which controls the "clean" channel level, and a "Drive 2" knob (mapped to the device's **BASS** knob) which controls the "dirty" channel level. Also, we've added "Tone" & "Cut" knobs in the Amp Panel to emulate these original amp controls (which are mapped to the device's **MID** & **TREBLE** knobs, respectively).
 - **Class A-15 & Class A-30TB** - Following the design of the Vox®* amps we modeled, we've added a "Cut" knob in the Amp Panel (which is mapped to the device's **MID** knob). Turning the "Cut" knob counter-clockwise reduces the high end frequencies.
- **Early Reflections (E.R.) control** - Add the desired amount of reflective "room" sound to your amp tone. This is the equivalent of the E.R. control found in the **Amp-Edit Mode**, page 2 screen of your device.
- **Mic selector** - Choose from among the 8 different Microphone Models to use to mic your Guitar Amp. If you have selected the 115 Flip Top Bass Cab, you'll see a unique set of Bass-friendly Mics here.
- **Cab selector** - Choose from among the list of speaker cabinets to use with your Amp. Note that the 115 Flip Top is a Bass Amp Cab, but you can certainly try any Guitar Cab with Flip Top Bass Amp, or vice-versa, for different tones.
- **Deep Edit Parameters (DEPs)** - The set of knobs here provide even more tweaking power amp and speaker characteristics. Click on the buttons to toggle between accessing the Amp or Cab set of DEP knobs. When adjusting one of these knobs, its value is displayed as shown below:

* Note: When a Preamp Model is in use, the Amp DEP knobs are not available within the Amp Edit panel (just as they are not displayed in the hardware's Amp Edit panel for a Preamp Model).

* All product names are trademarks of their respective owners, which are in no way associated or affiliated with Line 6. These product names and descriptions are provided for the sole purpose of identifying the specific products that were studied during Line 6's sound model development. Supro® is a registered trademark of Zinky Electronics. Vox® is a registered trademark of Vox R&D Limited.

- **Power Amp DEPs** - The 5 knobs here relate to the power amp parameters (Master Volume, Sag, Hum, Bias & Bias Excursion) found within the device's Amp Edit screens whenever a "Full" Amp Model is in use. Note that when adjusting one of the DEP knobs, its value is displayed as shown below:



The DEP knob's value is indicated numerically, and beneath the Amp Model or Cab Model while adjusting

- **Speaker Cab DEPs** - The 4 knobs here relate to the speaker cab parameters (Low Frequency Cut, Resolution Level, Thump, & Decay) found within the device's Cab Edit screens.
-  **Amp Enable/Disable switch** - Clicking on this "X" button at the top right of each Amp panel has the same result as choosing the "---" (no amp) option in the Amp Model selector. It unloads the Amp/Cab/Mic Models and places the Amp Block in a "Null" (disabled) state. You'll see the Null Amp Block displayed in the Signal Flow Panel to indicate this state as well. (To "Enable" the Amp Block again, choose the desired Amp using the Amp Model selector.)



The Amp Panel in the "Null" (disabled) state



The respective "Null" Amp Block shown within the SFV

TIP: Any of the Amp Tone Knobs can optionally be controlled remotely by using the EXP 1 or EXP 2 Pedal Controllers, or the TWEAK knob! See ["To Assign an FX or Amp Parameter to a Controller" on page 4•2.](#)

Dual Amp Tones

As mentioned above, when your tone includes 2 Amp Models, you'll see an additional "Amp B" edit panel displayed. Its controls adjust the Amp B parameters independently, just as described above for Amp A.



The Amp Edit View with a Dual Amp Tone loaded

Removing Amp B: It is possible to remove Amp B from your Tone. For example, if you move Amp A out of Path A to the Pre or Post positions, Amp B is automatically removed. (It is not possible to move Amp B's position.) When Amp B is removed, you'll see its Amp Edit Panel removed from the Amp Edit View as well.



MIXER, CONTROLLER & FOOTSWITCH OPTIONS

In this chapter, we'll cover the Mixer View, where you'll find controls for the Mixer Block, Tempo Sync & Trails and Controller & Footswitch assignment options.

Mixer/Utilities Options



The Mixer & Utilities controls

Mixer Controls

These controls are the equivalent of the Mixer Block parameters available on your device when selected within the device's Signal Flow View (SFV) screen. These faders & knobs offer independent Level and Pan control for the stereo signals from Path A and Path B, which are then fed into any Models in the "Post" SFV position and out to the device's outputs. These settings are saved per Preset.

For additional details on POD® HD signal routing, please refer to the *POD HD Advanced Guide*, available from the [Line 6 Product Manuals page](#).

- **Level Faders:** Adjust the output level from Path A or Path B from "Mute" to +12dB. Just drag the fader or numerical edit box below it with your mouse, or, once you click on the fader, use your mouse wheel or computer arrow keys to adjust it. Alternatively, you can double-click in the numerical box and type in a specific value.
- **Pan Knobs:** Adjust the knobs to Pan the Path A or Path B output signal. Use your mouse, arrow keys on the knob or edit box as described above.
 - If you have a dual Amp Tone configuration, try panning each Path opposite and adjust the levels of each to taste for a huge stereo sound with two different amp sounds. Also try moving different FX Models into each path for even more dramatic stereo results!

Utilities Controls (Tempo Sync & Trails)



The Tempo Sync and Trails options

As described on [page 3•3](#), Tempo-based FX each include their own, individual "Tempo Sync" option to either follow the Tap Tempo BPM value, or to be set manually. Additionally, this "system" Tempo Sync option here in the Mixer View allows you to choose whether the FX follow the Tap Tempo as a per-Preset value or globally. This Tempo Sync option is the equivalent of the option found in your device's **Setup:Tempo** screen.



- **Tempo Sync:**
 - **When set to Preset:** Tempo settings are saved and recalled on a per Preset basis.
 - **When set to Global:** Tempo information stored within any Preset is ignored. When saving a Preset while set to Global Tempo Sync, the Global tempo value will be saved with the Preset.
- **Trails:**
 - **When set to On:** Allows echo repeats and/or the decay of Delay and Reverb FX to continue when the Model is toggled Off.
 - **When set to Off:** Silences any FX echo repeats/decay instantly when a Model is toggled Off.

Controller & Footswitch Options



The options for assigning Controllers and Footswitches

In this panel you can create and customize Pedal & Tweak Knob Controller & Footswitch assignments for your POD HD Presets. These controllers allow you to remotely access just about any Amp or FX parameter using your POD HD **TWEAK** knob or a Line 6 FBV™ Controller device. These options are the equivalent of those found in the POD HD **Controller Assign** screen. The **Footswitches** pane provides a handy at-a-glance reference for the existing FBV footswitch assignments for **FS1 - FS8**, as well as the On/Off state of each. You can also click on the FS buttons in the pane to remotely toggle **FS1 - FS8**. To follow are instructions on how to use these options.

To Assign an FX or Amp Parameter to a Controller

You can choose from among hundreds of Amp & FX Model parameters to be assigned to the POD HD **TWEAK** knob or **EXP 1** & **EXP 2** Pedals!* Start by loading or customizing a Preset to include an Amp or FX Model which includes a parameter you'd like to control with an EXP Pedal.

*Note: An FBV MkII on-board Pedal can be switched between controlling **EXP 1** or **EXP 2**. Or, if using an FBV Shortboard MkII with an Expression Pedal connected to the **PEDAL 2** jack, the on-board pedal becomes dedicated to **EXP 1** and Pedal 2 to **EXP 2**. See the [POD HD Advanced Guide](#) for more info.



- First, select the desired Amp or FX Model for which you'd like to control a parameter. Clicking on the Controllers pane - **Model** menu shows the list of all loaded Models for the current Preset. For this example, we'll configure the **Delay-Tube Echo** FX Model's **Mix** parameter to be controlled by **EXP 1**.



Selecting the Tube Echo in the Model Menu

- Once a Model is selected, the next step is to click on the **Parameter** menu. Here you can select any listed parameter for this Model - we'll choose **Mix**.



Selecting the Tube Echo's Mix parameter

- Now, in the Controller menu, choose the **EXP 1** or **EXP 2** for the desired Pedal Controller (or **TWEAK** to assign the POD HD **TWEAK** knob). If you've selected a parameter in the previous step that was already assigned to a controller, you can choose **Off** to remove the assignment.



Choosing the EXP 1 Pedal Controller

- Within the Model's Parameter menu, you'll see an asterisk to the right of any parameter that has an active EXP 1, EXP 2 or TWEAK controller assignment, such as the Delay's **Mix** parameter now does in our example.



Parameters with active assignments display an asterisk within the Parameters menu

- Finally, if you'd like to set the **Min** ("heel") and/or **Max** ("toe") values for the Pedal/Tweak knob range for this parameter, adjust the controls here.



Adjusting the Min/Max Pedal/Tweak Knob range



- This completes the Controller assignment. The Controllers pane will now display your settings. Note that the Controller assignment is specific to the Amp or FX Block’s Model for which you created it. If you change the Block to a different Model, the Controller assignment is discarded.



The Controller pane showing our completed Pedal assignment

- Repeat the above steps to assign another Model’s Parameter to **EXP 2** and/or **TWEAK**, if desired. It is also possible to assign multiple parameters to one, common EXP or TWEAK Controller, with the result being that all parameters are controlled simultaneously with the one Pedal or Tweak knob. There are no rules here, so get as wild as you like for Controller assignments!

Note: When you add a Wah FX Model to your tone, the “Position” parameter for the Wah is automatically assigned to **EXP 1**. Likewise, when adding a Volume or Pan FX Model, its Position parameter is automatically assigned to **EXP 2**. This will result in multiple items assigned to these EXP Pedals if you already have existing Controller assignments. For all Factory Presets that already include a Wah, Volume or Pan, these are typically already assigned as well.

Be sure to save your Preset once your Controller Assignments are complete to retain the settings with the Preset.

To Assign an FX or Amp Model to a Footswitch

Start by loading a saved Preset, or customize one to add your desired Amp & FX Models. For this example, we’ll assign our tone’s Dynamics-Boost Comp FX Model to **FS1** so that it can be toggled On/Off via this footswitch.

Note: POD HD **A, B, C & D** buttons (and a connected FBV Controller’s footswitches **FS5** through **FS8**) can be configured to either “Pedalboard Mode” (where they toggle Models 5 - 8 On/Off) or “Presets Mode” (where they recall the current Bank’s **A, B, C** or **D** Presets). This is configured within the POD HD Setup:Utilities screen.

In the **Controllers** pane, initially you’ll see all the fields appear blank. This is the normal default state until you select a Model to configure assignments for it.



The Controllers pane - initial “blank” default state

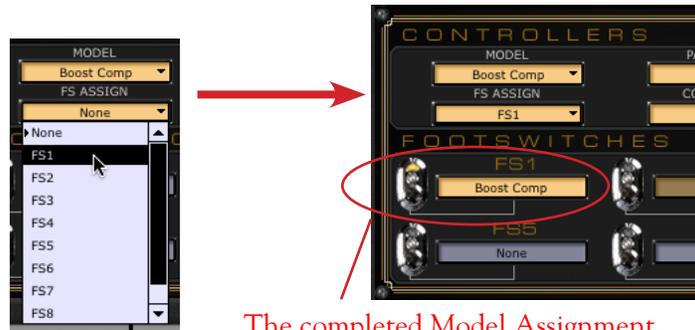


Click on the **Model** menu. Here you'll see each of the Amp & FX Models that are loaded within your current Tone. We'll select the **Boost Comp** Model for our example.



The Controllers - Model menu, selecting the Boost Comp

Once a Model is selected, the next step is to click on the **FS Assign** menu. Here you can select the FBV footswitch to which you want to assign the Model. Choose from among **FS1 - FS8**, **Toe Switch**, or **None**. (You can choose None for any Model that is currently assigned to **remove** its FS assignment.) We'll choose **FS1** to toggle the Boost Comp with this FBV footswitch...



The completed Model Assignment appears in the respective FS slot

Assigning the Boost Comp Model to FS1

This completes the FS assignment. Click directly on the **FS1** switch in the Footswitches pane, or stomp on **FS1** on your connected FBV device to give it a try. Repeat the above steps to assign other Amp or FX Model to other Footswitches as desired.

Optionally, two or more Models can be assigned to the same, single footswitch. This can be a clever way to toggle between two different FX Models. For example, say you have two different Distortion Models loaded in the same Preset, and you'd only like to use one at a time, but want to toggle between them to utilize their different sounds for different parts of your song performance...

- To create this configuration, go into the POD HD **Signal Flow View** screen and toggle one Distortion Model "On" and the Other "Off" to start. Then repeat the above steps, selecting each Distortion Model and assigning each Model to the **same** Footswitch. When two or more Models are assigned to the same footswitch, this FS is labeled as "Multi" to indicate this multiple assignment:



A Footswitch with a multiple Models assigned



- Now when you stomp on this footswitch, you'll see (and hear) one Distortion Model toggle Off, while the other simultaneously toggles On! This type of switch assignment is exactly what we've done for any Factory Preset where you see both a Wah and Volume Pedal FX, where we assigned both FX Models to the Toe Switch to allow you to toggle between using either Wah **or** Volume via the FBV Pedal's Toe Switch.

Note each Model can only be assigned to one FBV footswitch maximum. That is, if you select a Model that is currently assigned to a footswitch and select a different footswitch from the **FS** menu, the assignment for the Model is automatically removed from the previous FS.

Be sure to save your Preset once your footswitch assignments are complete to retain your settings with the Preset!

SET LISTS AND PRESETS

The Set Lists View is the place where you can access all POD® HD Set Lists, and all Presets within them. In this chapter, we'll cover all the possibilities for managing your Set Lists & Presets using both the Set Lists View as well as the main Presets Panel.

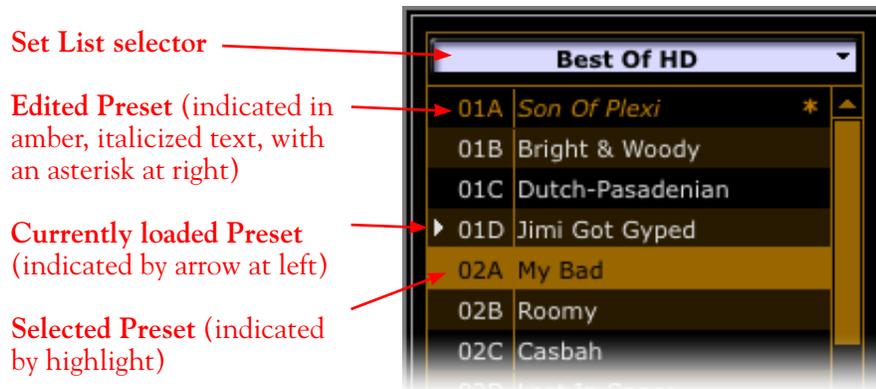


The Set Lists View

Note: Changes to the Preset Panel & Set Lists contents are not committed to the internal memory of your device until you “Send” your Preset(s) to the device, which you perform using the Save Controls (see [page 2•1](#)). Or, use the File menu’s Save As commands to save copies of any Preset, Set List or complete Bundle to your computer. It is a good idea to perform a save of all Presets to create a full backup Bundle on your computer before editing and/or reordering Presets - see [“Saving and Opening POD HD Preset Files” on page 1•4](#).

Main Presets Panel

Although not part of the Set Lists View, the Presets Panel within the main GUI offers many features for managing Presets, and it is helpful for you to take a look at this panel first. Start by selecting any View other than the Set Lists View to allow the main Presets Panel to be accessed. The main Presets Panel always displays the Set List currently loaded in POD HD, and the selector at the top allows you to choose any of the 8 Set Lists from your device’s internal memory. You can select any of the current Set List’s 64 Preset locations (**01A - 16D**) to load its Preset, or perform other actions.



The main Presets Panel

The edited, currently loaded and selected Preset states are also indicated the same way within Set Lists View. See the next section for actions that are possible within the main Presets Panel, as well as within the Set Lists View panels.

Set Lists View Panels

When you want to do more than just manage the current Tones in the main Presets Panel, click on the Set Lists button to display the full Set Lists View. The main Presets Panel at the left will become disabled when the Set Lists View is displayed. Just as with the main Presets Panel, each Set List panel within the Set Lists View provides access to each of its 64 Preset locations. To follow are the actions possible within any Set List.

- **Load a Preset:** Double-click on any Preset to load its settings into the editor, or hit “Enter” on your computer keyboard to load the currently selected Preset. If you select a Preset within a different Set List Panel, this loads the new Set List as well.
- **Select a Preset:** Click once on any Preset to “select” it. Note that this does not load the Preset, but rather allows you to perform actions on the Preset - such as to “Send” or “Receive” Presets (see the Save Controls on [page 2•1](#)).
- **Multi-Select Presets:** It is also possible to select multiple Presets within the *same* panel:
 - Press and hold your Shift key+click to select a contiguous number of Presets.
 - Press and hold your Cmd key+click (Mac®) or Ctrl key+click (Windows®) on the desired Presets to select a non-contiguous number of Presets.



Contiguous selection of multiple Presets



Non-contiguous selection of multiple Presets

- It is not possible to drag multiple selected Presets within the same Set List Panel. But you can drag multiple-selected Presets into a different Set List Panel to copy them into the same respective Channel locations within the destination Set List.



- **“Insert” a Preset into a different Channel location:** Click on a Preset and drag it up or down within the same Set List Panel. Drop the Preset onto the desired Channel location to move the Preset there.

Note: Since this “insert” action re-orders Presets in the application, all the moved Presets are now in different Channel locations as compared to the Channel contents within your device’s internal memory and, therefore, are marked as “unsaved” in the Presets Panel. Use the Send buttons in the Save Panel to save the new Channel settings to your POD HD (see [page 2•1](#)).

- Drag and drop a Preset from one Set List Panel into any channel location within a different Set List Panel and the Preset will be *copied* into the new location.
- **“Swap” the Preset settings between two Channel locations:** Click on a Preset to select it, then hold your Shift key and click and drag the Preset to the new desired Channel location - either within the same Set List Panel, or into a different Set List Panel.
- **Copy & Paste a Preset to a new Channel location:** Click on a Preset to select it. Then hold your Option key (on Mac®) or Ctrl key (on Windows®) and click and drag the Preset to the new desired Channel location. This replaces the Preset in the destination location. (Note that it is not necessary to hold any modifier key when dragging a Preset between two different Set List Panels to copy into the new location.)
- **Save a Preset to your computer:** There are a few ways to save a copy of the currently loaded Preset to your computer:
 - Use the File menu’s “Save As” commands (see [page 1•4](#) for more about saving and opening Preset, Bundle & Set List files).
 - Drag a Preset (or multiple selected Presets) from any Set Lists Panel (or from the main Presets Panel, when active) directly onto your Desktop, or into any folder on your computer.
- **To rename a Preset:** Select the desired Preset, wait a second, then click again directly on the Preset name. You’ll see the Preset’s name become highlighted. Type in your own text and hit the Enter key. Be sure to do a Send or Save of the Preset to retain your modified name.



LINE 6 MONKEY & ADDITIONAL RESOURCES

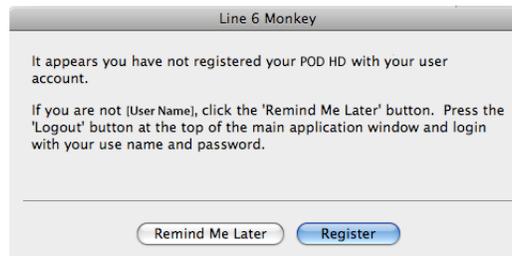
Line 6 Monkey™ is the intelligent updater utility automatically installed with the POD® HD Edit application, or available from line6.com/monkey. It is highly recommended that you run Line 6 Monkey often to be sure you have all your Line 6 products updated and registered.

Using Line 6 Monkey

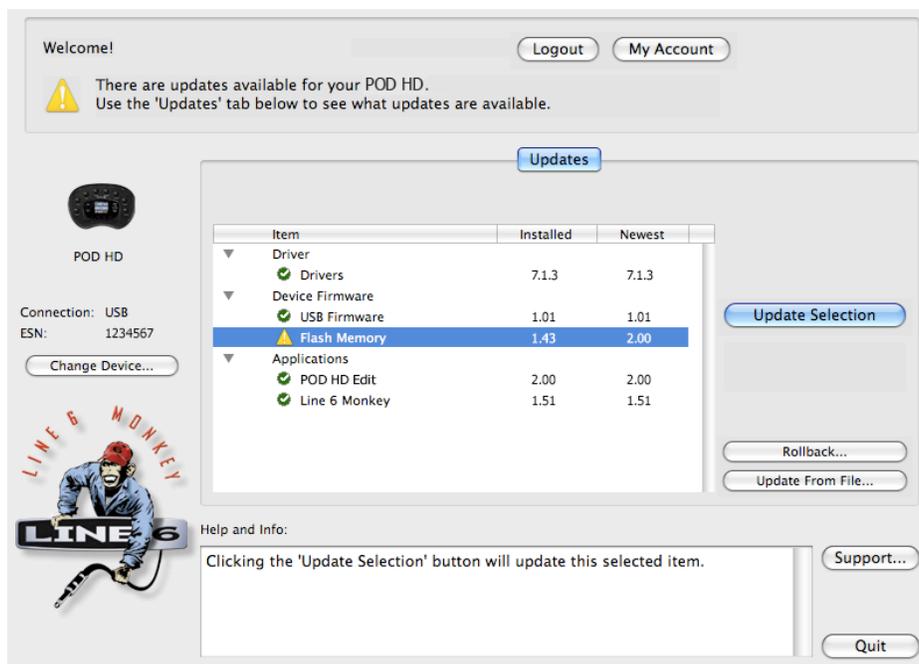
With POD HD connected & powered on (see [“Computer Connectivity” on page 1•2](#)), quit all other Line 6 and audio applications and launch Line 6 Monkey:

- On Mac®, go to Applications > Line 6 > Line 6 Monkey
- On Windows®, go to the Start button menu > Programs > Line 6 > Tools > Line 6 Monkey

If Monkey prompts you to register your POD HD, then please do so now - it may be required to register to obtain some product updates. Follow the prompts through the quick online registration. Return to Line 6 Monkey once you've completed the registration.



Monkey will then display your POD HD Driver and Device Firmware versions, available applications and any available updates for your system.



The Line 6 Monkey Updates screen, with POD HD connected



As an example, in the above screenshot Monkey has detected that a newer Firmware - Flash Memory version is available. In this scenario you can select the Flash Memory item and click **Update Selection**. Be sure to read the prompts carefully and Monkey will assist you in performing the update in minutes. It is especially important not to disturb the devices' controls and cable connections until the update fully completes!

FBV™ MkII Users: If you are using a Line 6 FBV MkII Controller then it is recommended to install any available updates for it as well. Just connect your FBV MkII directly to your computer's USB port and use Line 6 Monkey as described above.

Additional Resources

Hungry for more info? We've got plenty of helpful online resources, just a click away.

- Additional Help documentation covering POD HD devices, FBV Controllers and related products is available from the Line 6 Support site:

[Line 6 Product Manuals](#)

- Visit the CustomTone™ site where you can share your POD HD Tones with the world, and download free Tones created by Line 6 and other users just like you:

[CustomTone](#)

- Can't get enough of that Line 6 Gear & accessories? Head on over to the Line 6 Store!

[Line 6 Online Store](#)

- Check out the Support page for access to helpful tips, videos, discussion forums, or to contact Line 6 Technical Support:

[Line 6 Support](#)

