



HELIX

# Application



**PILOT'S GUIDE >**

A guide to the features and functionality of the Line 6 Helix application

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# Workflow

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

## What's in it for me?

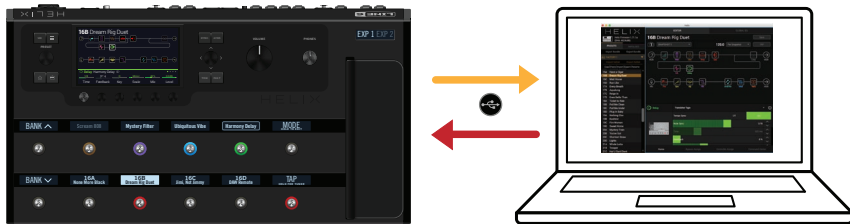
*Helix* is a simple, but powerful, editor, preset librarian and IR manager application for Mac® and Windows®. It allows you to easily customize, backup and manage your tone presets and setlists, as well as manage the impulse responses on your Line 6 Helix device.



**TIP:** Visit the [Line 6 Customtone™](http://line6.com/customtone) site to share your Helix tones and download from the huge library of artist and user presets!

## Workflow Overview

Once the *Helix* application is launched, it automatically syncs the complete contents of all 8 setlists from your device's internal memory. You'll see your presets & impulses displayed in the **LIBRARIAN Window** at the left, and your currently loaded preset's contents displayed in the **EDITOR Window** on the right. This allows you to load & customize your presets, configure footswitch & controller assignments, create and edit snapshots, manage preset & IR locations, as well as backup & restore the entire contents of your Helix device. While connected, communication between the application and your Helix device's internal memory is instantaneous. Changes you make to any parameters in the **EDITOR**, as well as any changes to presets, setlists and IRs within the **LIBRARIAN**, are immediately reflected on the device, and vice-versa.



This interactive communication allows you to tweak your presets and setlists in real time, without the need to send/receive or manually sync to the device.



**WARNING:** Be careful when overwriting presets or impulse responses - these changes cannot be reverted!

## Computer Connectivity

To put the *Helix* application to work, connect your Helix device to your computer's USB 2.0 or USB 3.0 port to establish two-way communication. If on Windows®, be sure to have the latest Helix Driver installed. You can download this at <http://line6.com/software/>, or simply choose to install the driver when you install the *Helix* application. Exit any other Line 6 applications that may be running. With your Helix device powered on, launch the *Helix* application.



- **On Mac®** - go to Applications > Line 6 > Helix
- **On Windows® (XP, Vista®, 7/8)** - go to the Start button menu > Programs > Line 6 > Helix
- **On Windows® (10)** - go to the Start button menu > All Apps > Line 6 > Helix

Upon launch, the application will detect Helix hardware and automatically retrieve and load its saved presets. This may take a moment to download all of the preset information.

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

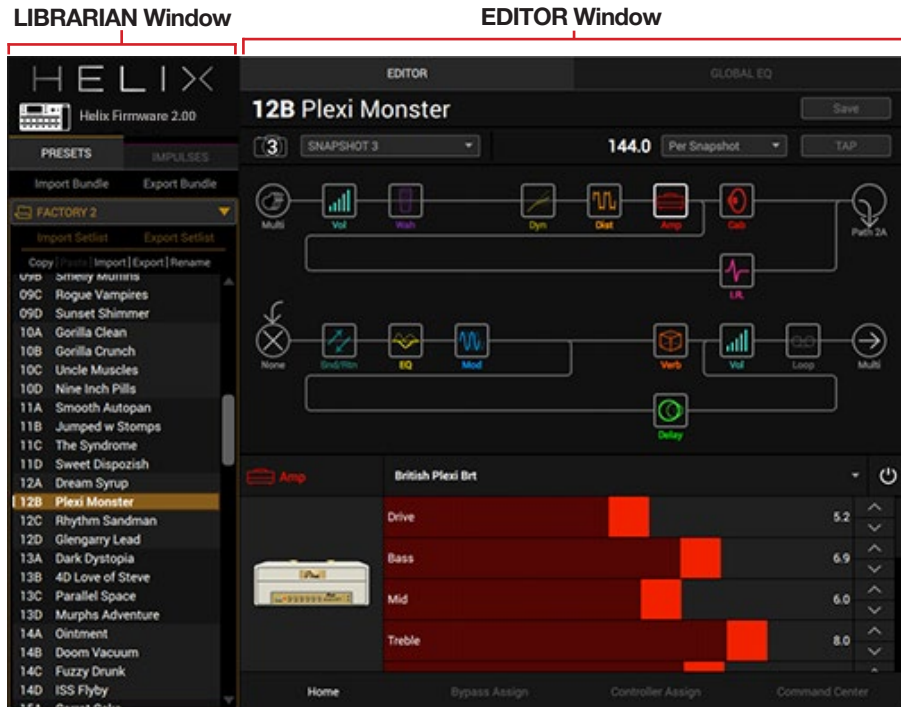


## Preset Compatibility

This Guide covers version 2.0 of both the *Helix* application and Helix device firmware - be sure to use *Line 6 Updater* (see [page 20](#)) to check and update your device firmware. Helix presets that were originally created using previous versions of the *Helix* application and device firmware are supported. Note that, once loaded and/or saved with Helix 2.0, your presets will have new information added to them to support the version 2.0 features. These "2.0" presets should still continue to be fully functional with earlier Helix hardware & software, but backward compatibility cannot be guaranteed. It is advised to keep a backup all your pre-2.0 version presets if you plan on returning to these earlier device and application versions.

# GUI Overview

The *Helix* application has a very simple, easy-to-use interface. When connected, your Helix device is displayed at the top left with its current firmware version listed. The navigation is divided into two main sections, the **LIBRARIAN** window, for managing preset and impulse response (IR) files, and the **EDITOR** window, for customizing all aspects of the currently-loaded preset.



The *Helix* main application window is resizable - simply click and drag any corner or edge of the window to adjust to the preferred size, or click the "Maximize" button at the top of the window to use it in full screen mode.

## Application Menus

Above the main application window you'll find the familiar menu bar. To follow are descriptions of the included application menu commands for Mac® and Windows®.

**TIP:** Many of these commands also have shortcuts assigned - see "[Keyboard Shortcuts](#)" on page 16.

### Helix (Mac® only)

- **About Helix** - Launches the About box, which includes the software version and legal-speak.
- **Preferences** - Launches the Preferences window, where you can select application options - see "[Application Preferences](#)" on page 19.
- **Quit Helix** - Exits the application.

### File (Windows® only)

- **Preferences** - Launches the Preferences window, where you can select application options - see "[Application Preferences](#)" on page 19.
- **Quit** - Exits the application.

### Window

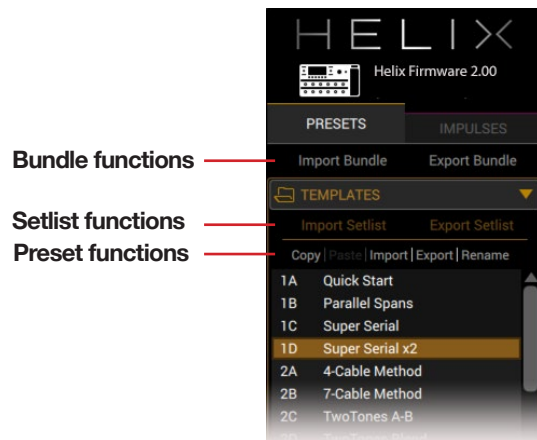
- **Presets** - Displays and places focus on the Librarian window - Presets panel.
- **IR Manager** - Displays and places focus on the Librarian window - Impulses panel.
- **Editor** - Displays and places focus on the Editor window - Home panel.
- **Global EQ** - Displays and places focus on the Editor window - Global EQ panel.

### Help

- **Helix Online Help** - Takes you to the Line6.com Support site where you can find the latest product documentation.
- **Helix Application Pilot's Guide** - Launches the PDF you are reading now.
- **About Helix** - (Windows® only) Launches the About box, which includes the software version and legal-speak.

# Presets Panel

The **PRESETS** panel provides all functions for importing, exporting & managing presets, setlists and backups.



## Loading Presets

To load a preset on Helix from the application, double-click on the desired preset from the **PRESETS** list view. The preset will load on the connected Helix device.

## Importing and Exporting Helix Preset Files



To save an individual Helix preset to your computer, select the preset by single-clicking on it in the Librarian - Presets list and click the **Export** option. This creates a copy of the preset from your Helix device memory and saves it to your computer as a Helix preset (.hlx) file. The familiar Mac® or Windows® file **Save As** window is presented, in which you can edit the filename and choose a destination folder. By default, all .hlx files are saved to:

- **Mac®** - /Documents/Line 6/Tones/Helix/ folder
- **Windows®** - \My Documents\Line 6\Tones\Helix folder

To open a Helix preset file, it is recommended to select an empty preset location (such as a "New Preset" within a User setlist) and click the **Import** button. A brief dialog will inform you that importing will overwrite any preset information in the selected location. Click **Yes** to continue. A system window will display a file browser for selecting the preset you wish to import. The preset will now reside on your Helix device in the selected location.

## Renaming, Copying and Pasting Presets

These functions can be performed by clicking the buttons above the **PRESETS** list view and will act upon the selected (highlighted) preset. You can also Right-Click/Ctrl+Click on a preset in the list to open a context menu with these same functions (or use the app's "[Keyboard Shortcuts](#)").

## Drag and Drop Presets

It is possible to drag any preset directly from the main **PRESETS** list 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!

Presets can also be dragged and dropped within the **PRESETS** list view to re-order them. When the preset is dropped in the location of the blue highlight bar, the surrounding presets are shifted upward or downward accordingly.

## Importing and Exporting Setlists



The *Helix* application allows you to instantly save the currently loaded setlist, including all its presets, to a Helix setlist file (.hls). This is very handy for making a backup of all presets within a setlist, so that a group of presets can easily be loaded back onto your device.

To export a setlist, click **Export Setlist** to display the **Save As** dialog.

By default, setlists are saved to:

- **Mac®** - /Documents/Line 6/Tones/Helix/Setlists folder
- **Windows®** - \My Documents\Line 6\Tones\Helix\Setlists folder

To import a setlist and load it to your Helix device, click **Import Setlist**. This will prompt you to ensure that you wish to replace the currently selected setlist and the presets therein. Continue through the **Open** window to select the setlist you wish to load onto your Helix device.

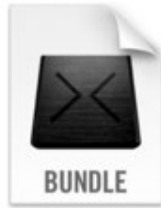
## Changing Setlists

To change the active setlist shown in the **PRESETS** list, click on the **Setlist** combo-box control. The currently-selected setlist will be indicated with an “open folder” icon.

## Renaming Setlists

To rename the current setlist, Right-Click/Ctrl+Click on the setlist name within the **Setlist** combo-box control list.

## Importing and Exporting Helix Bundles



You can use the "Export Bundle" feature in the Helix application to create a copy of all your Helix device's presets and their settings as a Helix bundle (.hbl) file, stored on your computer - and use the "Import Bundle" feature to load all the presets back to your Helix. This makes for a handy way to backup and restore your Helix anytime! Keeping a current backup is highly recommended, and it's always a good idea to create a backup *before* doing device firmware updates or making major changes to your preset lists.

Select the Presets tab and click “Export Bundle” to present the Save As dialog.

By default, all .hbl files are saved to:

- **Mac**® - /Documents/Line 6/Tones/Helix/Bundles folder
- **Windows**® - \My Documents\Line 6\Tones\Helix\Bundles folder

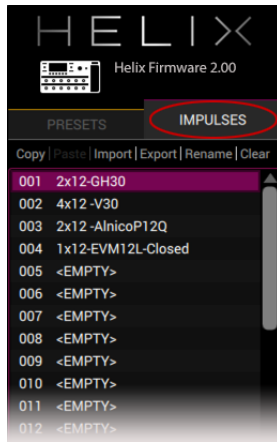
Note that the Export Bundle feature always includes all setlists and presets, regardless of any preset(s) that might currently be selected within the presets panel.

To restore a bundle to your Helix device, click “Import Bundle.” This will prompt you to ensure that you wish to replace all setlists and presets on your Helix device with those in the bundle file. Continue through the “Open” window to select the bundle you wish to load onto your Helix device.

**NOTE:** Bundles do not contain any of the Helix device's global settings or Impulse Response (IR) files that you have imported to your Helix. You can separately export IRs from the Impulses Panel - see ["Importing and Exporting Impulse Responses" on page 6](#).

# Impulses Panel

The **IMPULSES** panel provides a list of all impulse response files (along with their respective ID numbers in the left column) that currently reside on your Helix device.



## What are Impulse Responses?

Impulse responses (or “IRs”) that can be used in Helix are .wav files that are the result of capturing the sound of a test tone (frequency sweep) through a guitar or bass amp speaker cabinet, which has been de-convolved with the original tone signal. This represents the frequency response of the cabinet itself and can be used to simulate the way it alters the sound. This is similar to a convolution reverb, but with a much shorter decay.

## IR Formats and Restrictions

Helix can import any mono or stereo .wav file IR, regardless of its bit depth, length, or sample rate frequency. While this is very convenient, please be careful not to load just any .wav file as an IR or you may experience unexpected sonic results. SysEx files are not supported by Helix.

## Importing and Exporting Impulse Responses

To access the impulse responses stored on your Helix device, click on the **IMPULSES** tab. From here you will be presented with a list of impulse responses and their index numbers. Your Helix device will access these IRs by their index only. They are not directly associated with presets.

To import an IR to an index, first select the desired index location in the application's **IMPULSES** list and click **Import**. Continue through the **Open** window to select the desired .wav file you wish to load onto your Helix device.

To export an IR, click **Export** to display the Save As dialog.

By default, IRs are saved to:

- **Mac®** - /Documents/Line 6/Tones/Helix/IRs folder
- **Windows®** - \My Documents\Line 6\Tones\Helix\IRs folder

You may also drag and drop to and from the **IMPULSES** list view to export and import IRs - see the following section.



**TIP:** Exporting your complete list of IRs is a nice way to keep a backup of them all in one place on your computer. It is helpful to name your exported IR files with their stored index ID number to easily identify how they should match up with an exported Helix bundle to make more comprehensive backups.

## Renaming, Copying, Pasting & Clearing IRs

These functions can be performed by clicking the buttons above the **IMPULSES** list view and will act upon the selected (highlighted) IR. You can also Right-Click/Ctrl+Click to choose these options from the context menu (or use the app's ["Keyboard Shortcuts"](#)).

## Drag and Drop IRs

It is possible to drag and drop single, or multiple, .wav files from your computer's desktop or file window directly into the **IMPULSES** list view to import them at once. You can also drag and drop from the **IMPULSES** list view directly to your computer to do an export.

It is also possible to drag and drop IRs within the **IMPULSES** list view to create a copy of the IR in a new index location. Please note that you cannot move or swap IRs in a single operation, thereby reducing the risk of unintentionally breaking the link of a specific IR index and its corresponding Helix preset. Use the **Clear** function to remove IR files from your Helix device's memory if they are no longer needed.

## Loading an IR in an IR Block

Once you've inserted an IR type block in your preset's signal flow, you can load an IR file from your IR library in one of two ways:

- Select the IR block within the *Helix* app's signal flow, then, in the **Home** tab of the **EDITOR** Window, click the **Impulse Response Menu** and select the desired IR file.
- Click on the desired IR within the **LIBRARIAN - Impulses** list and drag & drop it directly onto the **Impulse Response Menu** within the **Home** tab.



# Editor Window

The **EDITOR** window is where you'll see the signal flow for your currently-loaded preset, appearing much like the screen on your Helix device. If you have not already done so, be sure to read through the in-depth information in the [Helix User Manual](#) to get an understanding of the features we'll be covering in the following sections.

The **EDITOR** window contains 4 tabbed panels, **Home**, **Bypass Assign**, **Controller Assign** & **Command Center**, where you can get down and dirty with customizing all aspects of your signal flow, tweaking block parameters, configuring controllers, MIDI assignments and more. Regardless which of these 4 tabs you have selected, the **Snapshots**, **Save** & **Tap Tempo** options are always available at the top of the **EDITOR** window.

The screenshot displays the Helix Editor interface. At the top, the 'EDITOR' tab is active, showing the current preset '12B Plexi Monster' and a 'Save' button. Below this, snapshot controls show 'SNAPSHOT 3' and a tempo of '144.0'. The signal flow diagram consists of two paths: Path 2A (top) includes Multi, Vol, Wah, Dyn, Dist, Amp, Cab, and L.R.; Path 2B (bottom) includes None, Snd/Rtn, EQ, Mod, Verb, Vol, Loop, and Multi. A 'Delay' block is also visible. The lower panel displays the 'Amp' block settings for 'British Plexi Brt', with sliders for Drive (5.2), Bass (6.9), Mid (6.0), and Treble (8.0). At the bottom, four panel tabs are visible: Home, Bypass Assign, Controller Assign, and Command Center.

**EDITOR Window Tab**

**Current Preset Title**

**Snapshot Controls**

**Signal Flow**

**Lower Panel Display**

**GLOBAL EQ Window Tab**

**Preset Save Button**

**Tap Tempo Controls**

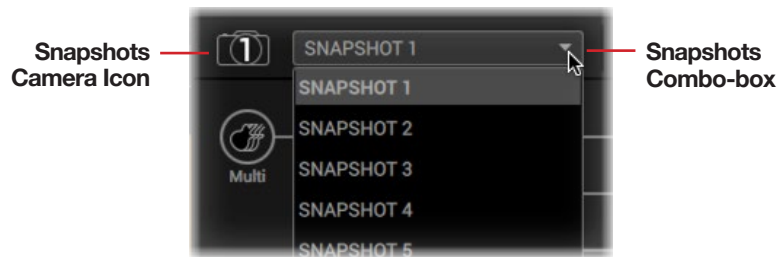
**Panel Tab Selectors**



## Configuring & Managing Snapshots

It is possible to configure up to 8 snapshots within a preset, allowing you to recall a customized set of options for your current blocks instantly, without the brief lag time associated with changing presets! A snapshot is capable of storing the bypass state of any amp or effects block, up to 64 assigned parameter values, tempo settings and more (please see the [Helix User Manual](#) for specifics).

To configure a snapshot within the *Helix* app, click on the **Snapshots** combo-box and select the numbered snapshot you want as your destination, then configure all desired options for this snapshot.\*



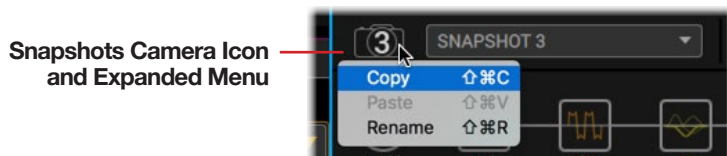
**\*NOTE:** You can use your device's **Global Settings > Preferences > Snapshot Edits** to choose between **Recall** (automatically stores your changes to the current snapshot) versus **Discard** (does not store changes to the current snapshot). The camera icon is displayed in red **1** when set to **Discard**.

## Copying, Pasting & Renaming Snapshots

Click directly on the camera icon to access these snapshot commands. Also note that you can utilize the keyboard shortcuts for these commands, as displayed in the menu (also see [page 16](#)).

**To Copy & Paste a Snapshot** - Select and load the snapshot you wish to copy from the **Snapshots** combo-box and select **Copy Snapshot** from the camera icon menu to copy it to the clipboard. Then select and load the snapshot you wish to overwrite from the **Snapshots** combo-box and choose **Paste Snapshot** from the camera icon menu to paste the clipboard contents into the loaded snapshot.

**To Rename a Snapshot** - Click the desired snapshot from the **Snapshots** combo-box and select **Rename Snapshot** from the camera icon menu to type in your new name, then press Enter/Return on your keyboard. Alternatively, you can "long-click" (left-click and hold mouse button down for about 2 seconds) directly on the current Snapshot's name in the combo-box to edit it.



**NOTE:** Remember that you'll need to **Save** before switching to another preset to retain your edited snapshot settings within the current preset! The snapshot that is in use when you save your preset is the one that is recalled when the preset is loaded again.

## Saving the Preset

Whenever you see your preset's title appearing in italicized text and with an asterisk (e.g. - *GuitArmageddon\**) at the top of the **EDITOR** window, it is telling you the preset has been edited from its last-saved state. The **Save** button at the top right of the **EDITOR** window (or using the Cmd-S/Ctrl-S shortcut) can be used to instantly save the currently-loaded preset to the Helix hardware's internal memory. As covered in "[Presets Panel](#)" on [page 4](#), there are also the **LIBRARIAN** window options, **Copy** and **Export**, to create & store copies of your presets.

## Editing the Tap Tempo

There are a few options available for configuring the tempo, accessible from the controls at the top of the **EDITOR**. Any of the current preset's effect models set to note division values (time sync mode is available for most delay and modulation effects) will follow this Tap Tempo value.



## How the Tempo Value is Recalled

Use the **Tempo Select Menu** to select how the tempo value is saved and recalled (this is the same option found in your Helix hardware's **Global Settings > MIDI/Tempo** screen):

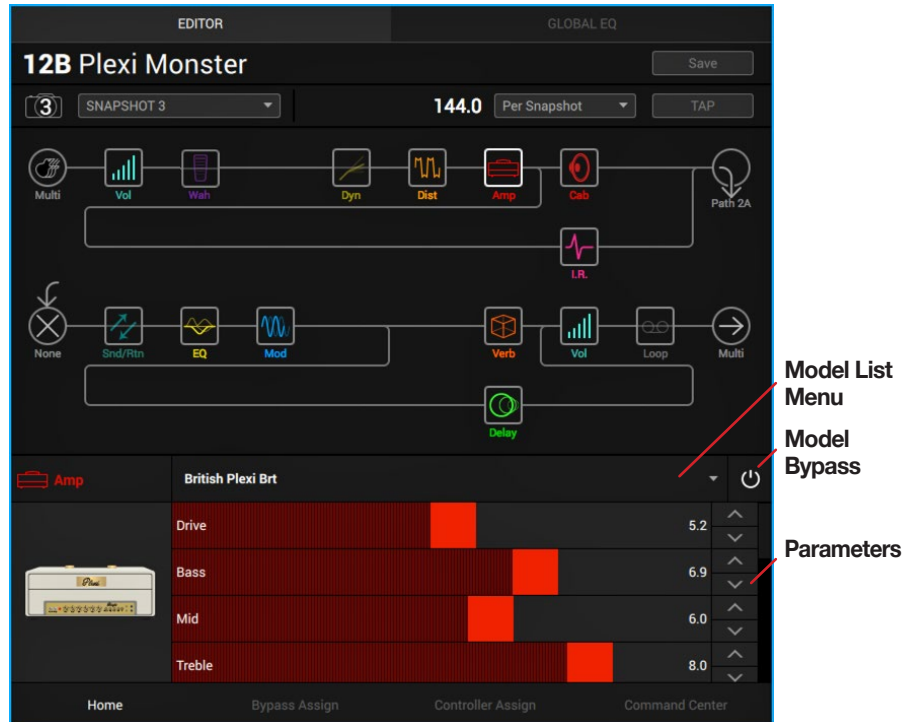
- **Per Snapshot** - The tempo value will be stored and recalled individually per snapshot for this preset.
- **Per Preset** - The tempo value will be stored and recalled individually with this preset.
- **Global** - The tempo value is used for all presets whenever set to **Global**.

## Entering a Tempo Value

To enter a value, click on the **Tap** button (or tap the T shortcut) rhythmically. Or, click directly within the **Numerical Tempo Field** and edit the value with your precise number.

# Home Panel

The **Home** panel is likely where you'll spend the most time, since it provides access to all aspects of your preset's signal flow at the top, and displays all editable parameters for the currently-selected block at the bottom. The options offered here are the same as found in the "inspector" across the bottom of your device's screen, making editing very straight-forward.



## Adding, Clearing & Bypassing Blocks

To add any type of block to your tone, simply hover your mouse cursor over the desired location on any path and you'll see an empty block location appear. Once you select the location, choose any type of block from the **Model List Menu** in the lower portion of the **Home** panel.

To clear any existing block, hover your mouse cursor over the block and click the red "X" that appears, hit your **Delete** key, or select **Clear** from the block's (Ctrl-Click or Right-Click) context menu.

To toggle the bypass of any block, click the **Bypass** toggle button that appears above the block when hovering over it, or select the block and hit your spacebar. Alternatively, a **Model Bypass** button also appears for the selected block in the lower panel display.



## Moving Blocks & Arranging the Signal Flow

To move blocks within a signal path, simply click and drag any block to its desired location. To follow are a number of pointers for arranging the signal flow in different ways.

**Split Paths** - To create a split path, simply drag a block down from the main signal path and you'll see a parallel, split path (Path B) appear, with both a Split and Merge block created at each end. To remove the split path, clear or move all blocks out of the parallel path.

**Split and Merge Blocks** - Note that you can click directly on these Mix blocks of a split path and drag to move them as desired as well. When selected, you can choose from among the types of Split and Merge blocks, as well as edit their options.

**Path 1 / Path 2** - Just like on the hardware, it is not possible to *move* a block between Path 1 and Path 2, but you can *copy* a block and then paste into any desired location on the opposite path to duplicate it there along with all its current settings - see next section.

## Copying & Pasting Blocks

To copy a block, along with all its current parameter settings, click on the block to select it, then either Ctrl-Click/Right-Click and choose **Copy** from the context menu (or use the Cmd-C/Ctrl-C keyboard shortcut). To paste, click to select your desired destination and choose **Paste** from the block's context menu (or Cmd-V/Ctrl-V). To follow are a few handy copy & paste tips.

**Paste Location** - You can paste into either an "empty" block location or one that is already occupied by another block. If already occupied, this will *replace* the existing block.

**Mix Type Blocks** - Copy & paste are also available for **Input**, **Output**, **Split** and **Merge** block types too, where the settings from one of these blocks can be copied & pasted into a location with the same block type.

**NOTE:** Only one Looper block can exist within any preset at a time.

## Editing Model Parameters

As you've likely discovered by now, there are several types of blocks that can be utilized in any preset: **Amp**, **Preamp**, **Cab**, **Impulse**, **Effect**, **Looper**, **Split**, and **Merge**. Once added to your tone, simply click on any block to select it, and then you'll be able to choose the desired model type and tweak its parameters in the lower display pane of the **Home** panel. To follow are a few editing tips (also see "[Keyboard Shortcuts](#)").

**Adjusting Sliders** - Obviously, you can drag a slider to edit its value, or you can alternatively click the up/down arrow buttons at the right of the slider or tap your comma & period keys for small, incremental adjustments (add the Shift key for large adjustments). Also try a Ctrl-Click or Right-Click on a slider to manually type in a precise numerical value.

**Resetting Sliders** - If you're not happy with your slider adjustment, Ctrl-Click on the handle of the slider to reset it to its default value.

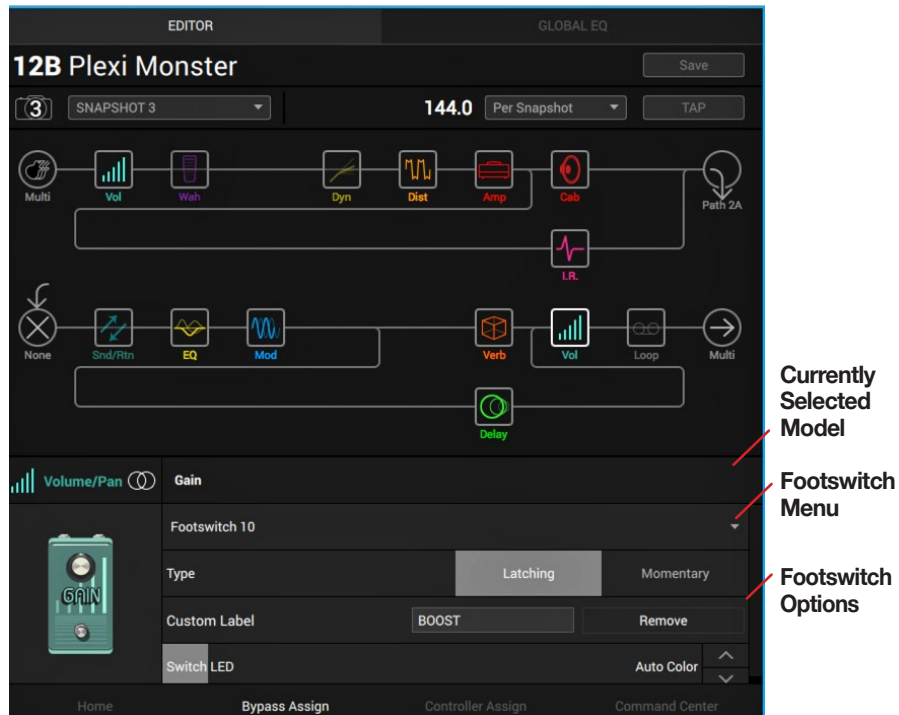
**Accessing All Controls** - Note that some model types, such as amps and complex effects, may have more sliders and controls than you can see all at once in the lower display pane. Use your mouse wheel or the vertical scroll bar in the lower pane of the **Home** panel to get to all available options.

## Editing Inputs & Outputs

Much like amp & effects blocks, you can click on the input and output blocks of any path and access their options in the lower display pane of the **Home** panel. You'll find different parameters depending on the type of input or output you select from the menu, such as **Gate**, **Level**, **Pan**, etc.

# Bypass Assign Panel

This panel offers the same options found within the **Menu - Bypass Assign** screen on your Helix device, allowing you to assign any block's bypass toggle function to a footswitch on your Helix device, as well as customize the associated footswitch's scribble strip.



## Creating a Bypass Assignment

Click on the **Bypass Assign** tab (or tap "B") to view this panel and select the block within the signal flow for which you want to assign its bypass toggle to a footswitch. In the lower display pane, simply click the **Footswitch Menu** to select the desired footswitch and your assignment is created.

## Bypass Assignments for Multiple Blocks

For the Helix hardware, you can only assign the bypass toggle of a particular block to one footswitch at a time. But it is possible to assign the bypass function for multiple blocks to one, common footswitch. It is also possible to create additional Controller & Command Center assignments on footswitches that include Bypass Assignments, as well as to create Snapshots that include multiple bypass & other parameter changes all in one click - see the respective chapters for more on these assignment types!

## Latching Option

For amp & effects models, you'll also find the option here to have the assigned footswitch behave as **Latching** (alternating On/Off on each click) versus **Momentary** (active only while the footswitch is held down).

## Switch LED Color

By default, the color of the LED light surrounding your assigned footswitch is set to **Auto Color**, where it intelligently takes on the color according to the assigned model type. You can use this slider to manually configure this LED color as desired.

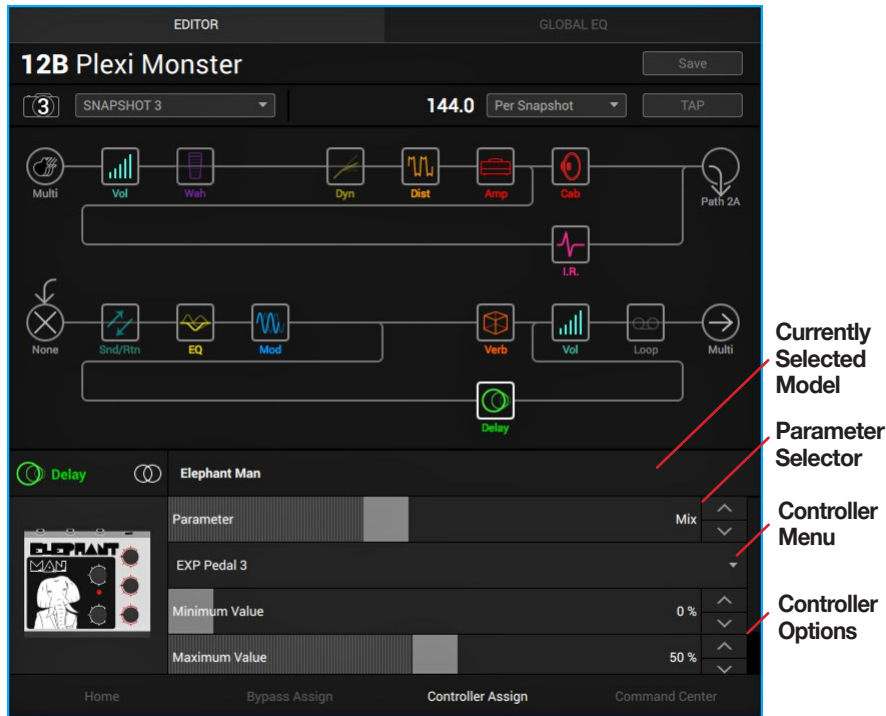
## Customizing a Scribble Strip Label

Once you create a Bypass Assignment for the selected block, you'll see the **Custom Label** field display the block model's default name - which is also displayed on the hardware's scribble strip for this footswitch (when Helix is in **Stomp Footswitch Mode**). If you want to customize this label, simply type your new name in the field and hit your Enter/Return key. To clear your text and return to the default model label, click the **Remove** button to the right of the field.

**NOTE:** If a footswitch includes additional block Bypass, Controller or Command Center assignments, the default label appears as **Multiple (X)** with "X" being the number of assignments. You can customize the label in this scenario, but note that it can also be customized within the **Custom Label** field of the other assignment panels as well, with the latest customization edit affecting the label in all places.

# Controller Assign Panel

This panel offers options found within the **Menu - Controller Assignments** screen of your Helix device, allowing you to assign model parameters to an expression pedal, Variax knob, footswitch or MIDI CC for real-time, remote control. It is also possible here to assign model parameters' values to be included when recalling a snapshot.



## Creating a Controller Assignment

Click on the **Controller Assign** tab (or tap "C") to view this panel and select the block within the signal flow which contains the model parameter you wish to control. In the lower portion of the panel, use the **Parameter Selector** to choose the desired parameter, then click the **Controller Menu** to choose the controller type (Exp. Pedal, Variax knob, Footswitch, MIDI CC or Snapshot) that you want to use to control this parameter.

## Minimum Value & Maximum Value

Use the **Minimum Value** & **Maximum Value** sliders to set the range of control. For example, if assigning to an Exp. Pedal, the Min. Value would be your "heel down" value, and the Max. Value would be the "toe down" value. If assigning to a footswitch, toggling the switch would choose between your Min. & Max. values. (Note that if assigning to a snapshot, all you need to do is set the single parameter value you wish to be recalled with the currently-loaded snapshot.)

## Multiple Controller Assignments

Just as on the hardware, you can only assign a parameter to one controller at a time. However, it is possible to assign multiple parameters to one common controller, (for example, to simultaneously control the Mix parameters of two effects with an exp. pedal to blend between them). It is also possible to create additional Bypass & Command Center assignments on footswitches that also include Controller assignments - see the respective chapters for more on these assignment types.

## Latching Option

When a Controller assignment is mapped to a footswitch, you'll see the option here to have the assigned footswitch behave as **Latching** (alternating Min./Max. values on each click) versus **Momentary** (Min. or Max., opposite of the value currently in use, while the footswitch is held down).

## Customizing a Scribble Strip Label

When you create a Controller assignment to a footswitch for the selected parameter, you'll see the **Custom Label** field display the parameter's default name - which is also displayed on the hardware's scribble strip for this footswitch (when Helix is in **Stomp Footswitch Mode**). If you want to customize this label, simply type your new name in the field and hit your Enter/Return key. To clear your text and return to the default parameter label, click the **Remove** button to the right of the field.

**NOTE:** If this footswitch includes additional block Bypass, Controller or Command Center assignments, the default label appears as **Multiple (X)** with "X" being the number of assignments. You can customize the label in this scenario, but note that it can also be customized within the **Custom Label** field of the other assignment panels as well, with the latest customization edit affecting the label in all places.

## Clearing Controllers

Also found in the options of this screen are two handy buttons for clearing Controller assignments with a single click:

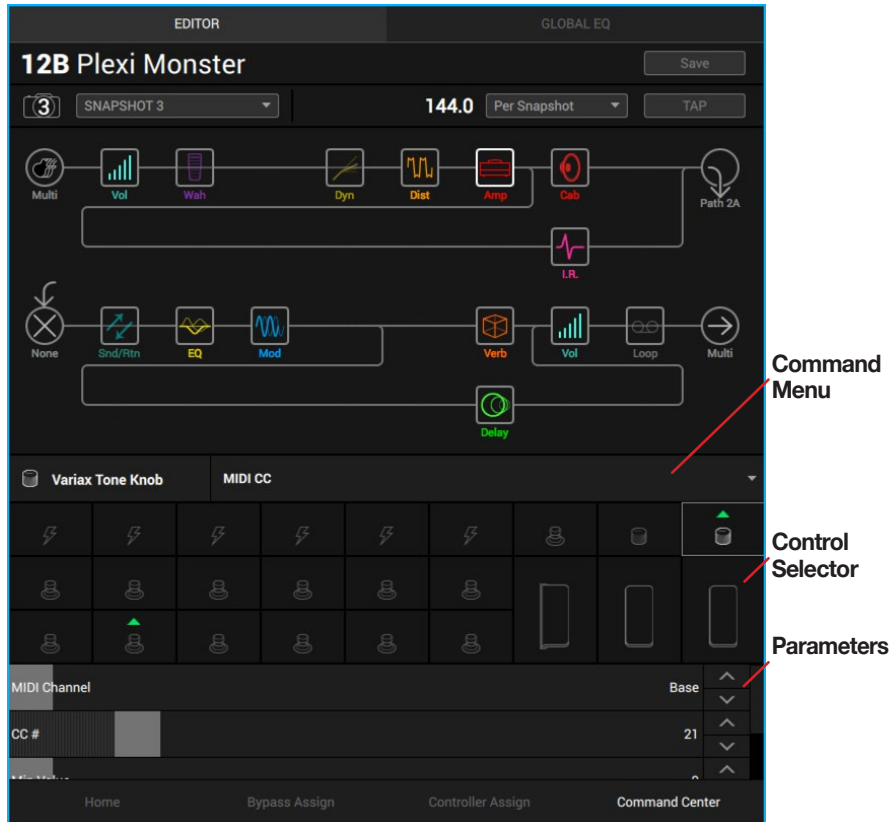
**Clear Block Controllers** - Removes all Controller assignments for the currently selected block.

**Clear All Controllers** - Removes all Controller assignments for the current preset.



# Command Center Panel

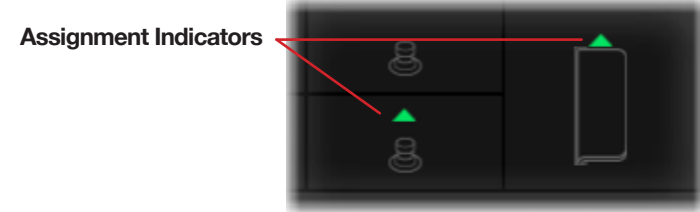
This panel offers the options found within the **Menu - Command Center** screen of your Helix device, allowing you to create MIDI & CV output assignments to remotely control other gear.



## Creating a Command Center Assignment

Click on the **Command Center** tab (or tap "M") to view this panel and click within the **Control Selector** to select the (instant footswitch, footswitch, exp. pedal or Variax knob) item to which you want to map an assignment. Then in the lower portion of the screen, click on the **Command Menu** to choose the type of message you wish to transmit from this control. Once a command type is selected, configure all its options using the parameters that appear within the lower display pane.

You'll see a turquoise triangle above the control items here indicating those that include an assignment. To remove an existing assignment, simply select the control item again within the **Control Selector** and choose **None** from the **Controller** menu.



## Copying, Pasting and Clearing Commands

Just as on your Helix device, there are commands available to easily Copy, Paste and Clear Control Center assignments. Using these menu commands, you can copy and paste an assignment from one controller to another, copy & paste all Control Center assignments within the current preset to another preset, clear the current controller assignment, or clear all the preset's current Control Center assignments.



**To Copy or Clear** - Simply Right-Click/Ctrl-Click in the lower portion of the screen on the desired instant footswitch, exp. pedal or Variax knob controller item that includes the assignment and choose the command from the context menu.

**To Paste** - Once you've copied Command Center assignment data to the clipboard, Right-Click/Ctrl-Click on your desired destination controller item (within the same preset, or in another) and choose the Paste or Paste All option.

## Configuring Unique Assignments Per Snapshot


It is possible to configure your Command Center assignments with some command types and/or values that differ within each snapshot, allowing a great deal of message variety possibilities within a single preset. Please refer to the [Helix User Manual](#) for details on the types of Command Center messages that can be stored & recalled with a snapshot, and their specific behaviors.



To store your assignment settings within a snapshot, simply select the desired snapshot number from the **Snapshots** combo-box at the top of the **EDITOR** window, and then edit the eligible values of your existing Control Center assignments that you wish to be stored within it. (Also see ["Configuring & Managing Snapshots" on page 8.](#))

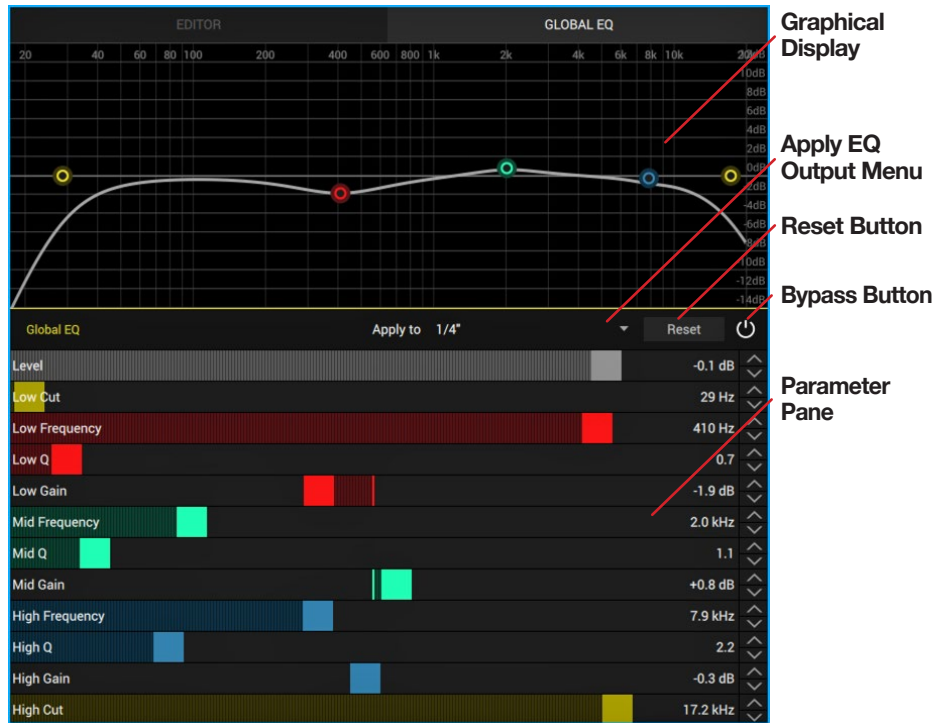
## Customizing a Scribble Strip Label

When you create a Command Center assignment to a footswitch control, you'll see the **Custom Label** field appear within the parameter section of the lower display pane, showing the control type's default name - which is also displayed on the hardware's scribble strip for this footswitch (when Helix is in **Stomp Footswitch Mode**). If you want to customize this label, simply type your new name in the field and hit your Enter/Return key. To clear your text and return to the default label, click the **Remove** button to the right of the field.

 **NOTE:** If this footswitch includes additional block Bypass, Controller or Command Center assignments, the default label appears as **Multiple (X)**" with "X" being the number of assignments. You can customize the label in this scenario, but note that it can also be customized within the **Custom Label** field of the other assignment panels as well, with the latest customization edit affecting the label in all places.

# Global EQ Panel

The **GLOBAL EQ Panel** offers a large graphical interface for the Helix device's Global EQ (which is found from your hardware's **Menu** button and selecting **Global EQ**). As its name suggests, the Global EQ settings and bypass state are indeed global and not saved or recalled with any preset or snapshot.



Graphical Display

Apply EQ Output Menu

Reset Button

Bypass Button

Parameter Pane

## Adjusting Global EQ Parameters

The **GLOBAL EQ** panel offers two panes in which you can view & adjust its settings. The EQ processing is active whenever its **Bypass** button is set to "On" in this panel (or via your device's **Bypass** button when viewing its Global EQ screen).

**Graphical Display** - Click and drag the edit "handles" in the upper graph to adjust a band's frequency and amplitude. You'll see the respective parameters' sliders move within the lower pane while adjusting the handles.

**Parameter Pane** - There are several ways to adjust the controls (also see ["Keyboard Shortcuts" on page 16](#)):

- Click and drag any slider's handle or use the Up/Down buttons at the right of each slider
- Ctrl-Click/Right-Click on a slider to enter a precise value numerically
- Turn your mouse wheel while hovering your cursor over any slider
- Click on a slider and use the comma/period or -/+ shortcut keys to incrementally adjust its value
- Cmd-Click (Mac®) /Ctrl-Click (Windows®) on a slider to individually reset it to its default value

**Bypass Button** - Toggle the **Bypass** to globally enable or disable the EQ.

























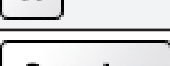

**Reset** - Click the **Reset** button to instantly return all parameters to their default, "flat" values (or Cmd-Click/Ctrl-Click directly on any individual slider).

**Apply EQ Output Menu** - Select the output(s) on which you want the Global EQ to be active: **1/4-inch**, **XLR** or **1/4-inch + XLR**.









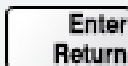
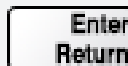





































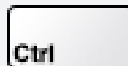

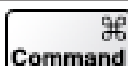



**TIP:** Use the **Level** parameter either as a "make-up gain" to compensate for the overall output level change incurred by EQ parameter settings.

# Keyboard Shortcuts




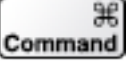





The following keyboard shortcuts are available to speed up tasks when working in the *Helix* application. Where indicated, some shortcuts require that "focus" be placed on a panel or specific control to be able to trigger its function. To place focus within the desired tabbed panel, either click within the panel, press your **Tab** key to cycle focus between the **LIBRARIAN** & **EDITOR** windows, or select the desired panel from the application's **Window** menu. You'll see a blue outline indicating the panel that currently has focus. To select a block or slider, click directly on it, or use the Up/Down and Left/Right arrow key to navigate through blocks in the **EDITOR** window.

Keyboard Shortcuts		
Mac®	Windows®	Function
		Toggles focus between the <b>LIBRARIAN</b> and <b>EDITOR</b> windows
		Displays and places focus on the <b>LIBRARIAN</b> window - <b>PRESETS</b> panel
		Displays and places focus on the <b>LIBRARIAN</b> window - <b>IMPULSES</b> panel
		Displays and places focus on the <b>EDITOR</b> window - <b>Home</b> panel
		Displays and places focus on the <b>EDITOR</b> window - <b>Bypass Assign</b> panel
		Displays and places focus on the <b>EDITOR</b> window - <b>Controller Assign</b> panel
		Displays and places focus on the <b>EDITOR</b> window - <b>Command Center</b> panel
		Displays and places focus on the <b>EDITOR</b> window - <b>GLOBAL EQ</b> panel
 + 	 + 	Saves the currently loaded preset
		Enters a tap tempo value
		Selects and cycles through amp blocks in the current preset
		Toggles the bypass state of currently-selected block

## Keyboard Shortcuts

Mac®	Windows®	LIBRARIAN Window Function (Requires focus within Librarian)	EDITOR Window Function (Requires focus within Editor)
 	 	Navigates next/previous preset or impulse Navigates items in any expanded menu	Navigates up/down to select blocks within signal flow Navigates items in any expanded menu
 	 	No function	Navigates left/right to select blocks within signal flow
		Loads currently-selected preset in <b>PRESETS</b> list, or currently-selected item within an expanded menu No function within <b>IMPULSES</b> tab	Loads currently-selected item within an expanded menu
	 or 	Clears currently-selected IR in <b>IMPULSES</b> tab No function within <b>PRESETS</b> tab	Clears currently-selected block within signal flow
 or 	 or 	No function	Increments the last-selected parameter slider's value, in small steps
 or 	 or 	No function	Decrements the last-selected parameter slider's value, in small steps
 +  or  + 	 +  or  + 	No function	Increments the last-selected parameter slider's value, in large steps
 +  or  + 	 +  or  + 	No function	Decrements the last-selected parameter slider's value, in large steps
 + 	 + 	Copies the currently-selected preset or IR to the clipboard	Copies the currently-selected block (amp, cab, IR, input, output or mix block types) to the clipboard
 + 	 + 	Pastes the last-copied preset or IR from the clipboard into the selected preset or IR librarian list slot	Pastes the last-copied block from the clipboard into the selected block position within the signal flow
 + 	 + 	To Import a preset or IR into the currently-selected librarian list slot	No function
 + 	 + 	To Export the currently-selected preset or IR	No function

## Keyboard Shortcuts

Mac®	Windows®	LIBRARIAN Window Function (Requires focus within Librarian)	EDITOR Window Function (Requires focus within Editor)
 + <b>R</b>	<b>Ctrl</b> + <b>R</b>	To Rename the selected preset or IR in the Librarian list	No function
<b>Shift</b> ↑ +  + <b>C</b>	<b>Ctrl</b> + <b>Shift</b> + <b>C</b>	No function	Copy the currently loaded snapshot to the clipboard
<b>Shift</b> ↑ +  + <b>V</b>	<b>Ctrl</b> + <b>Shift</b> + <b>V</b>	No function	Paste the copied snapshot (clipboard contents) to the currently loaded snapshot
<b>Shift</b> ↑ +  + <b>R</b>	<b>Ctrl</b> + <b>Shift</b> + <b>R</b>	No function	Rename currently loaded snapshot
<b>Ctrl</b> + 		Click on any preset or IR for context menu options (Copy, Paste, Import, etc.)	Click directly on any block's parameter or controller slider to edit its value numerically Click on any block for context menu options (Copy, Paste, Clear)
 + 	<b>Ctrl</b> + 	Multi-select presets or IR locations in the librarian lists	Click on any parameter slider to reset it to its default value

## Mouse Wheel Behaviors

If your mouse happens to have a mouse wheel, there are several handy functions you can access with it in the app. Just turn the mouse wheel when hovering over the following items:

- To vertically scroll the **LIBRARIAN** window's **PRESETS** and **IMPULSES** lists
- To vertically scroll the parameter sliders within the **EDITOR** window's lower panel display
- To vertically scroll through open model or parameter drop-down menus within the **EDITOR** window's lower panel display
- To adjust any of the parameter sliders within the **GLOBAL EQ** panel

# Application Preferences

It is possible to configure a few application preferences, if desired. To get there on Mac®, select **Helix > Preferences** from the application's main menu. On Windows®, select **File > Preferences**.

## Preset Numbering Format

Presets in *Helix* can be numbered as bank numbers & letters or by 000-127 (corresponding to MIDI) depending on which is more convenient for you. This setting will also sync or modify the Helix device's setting. You can also find this **Preset Numbering** option in your Helix device's **Global Settings > Displays**.

## Stereo IR Import

When a stereo .wav file is imported as an IR by the *Helix* application, it must be converted to mono. This preference lets you choose whether to take the left or right channel, or to sum them to mono. The default is to import the left channel.



# Line 6 Updater & Additional Resources



## Using Line 6 Updater

*Line 6 Updater* is the utility to use to easily install the latest firmware images onto Line 6 products. *Line 6 Updater* is installed automatically on your computer with the installation of the *Helix* application - or it can be downloaded anytime from <http://line6.com/software/>

**TIP:** It is always a good idea to create a backup of your Helix contents *before* performing a firmware update - See "[Importing and Exporting Helix Bundles](#)" on [page 5](#).

**To run *Line 6 Updater*** - With Helix connected and powered on, quit all other Line 6 and audio applications and launch *Line 6 Updater*.

- **On Mac®** - go to Applications > Line 6 > Line 6 Updater
- **On Windows® (XP, Vista, 7/8)** - go to the Start button menu > Programs > Line 6 > Line 6 Updater
- **On Windows® (10)** - go to the Start button menu > All Apps > Line 6 > Line 6 Updater

Once launched, you will be asked to sign into your Line 6 account. If you do not have an account, you must first create one. Follow the prompts through to the quick online registration.

Once logged in, any USB-connected and supported Line 6 products will appear in the main view of *Line 6 Updater*. Click on the device you wish to update and your device's current firmware version and available updates are displayed.

Click the **Update** button for the desired firmware version. The release notes are shown before continuing with the update process. Click **Accept** and accept the terms and conditions to start the update process.

There may be some instructions displayed before update begins. Be sure to read the prompts carefully and *Line 6 Updater* will assist you in performing the update in minutes. **It is especially important not to disturb the device's controls and cable connections until the update fully completes!**

While the presets on your Helix device will not be altered, some minor sonic changes may still occur with firmware updates.

## Additional Resources

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

- Additional Help documentation covering Helix is available on the Line 6 Support site at [Line 6 Product Manuals](#)
- Visit the [Line 6 Customtone™](#) site where you can share your Helix presets with the world, and download free presets created by Line 6 and other users just like you.
- Can't get enough Line 6 Gear & accessories? Head on over to the [Line 6 Store](#).
- Check out the [Line 6 Support](#) page for access to helpful tips, videos, discussion forums, or to contact Line 6 Technical Support.

