HX EDIT

PILOT'S GUIDE >

A guide to the features and functionality of the Line 6 HX Edit application

Rev. X (v3.70)

www.line6.com/manuals

Contents

Workflow

Welcome to the ***HX Edit Pilot's Guide***. This guide contains details of the HX Edit v.3.70 application's features and functionality with Line 6® Helix® devices (**Helix**, **Helix Rack**, and **Helix LT**), as well as with HX® devices (**HX Stomp™**, **HX Stomp XL**, **and HX Effects™**). All behaviors are the same on Mac and PC computers unless otherwise noted. It is recommended that you also read the *Owner's Manual* for details on using your particular device.

What's in it for Me?

HX Edit is a simple, but powerful, editor, preset librarian, and IR manager application. 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 or HX device.

HX Edit version 3.70 is the editor/librarian software for use with all Helix (Helix, Helix Rack and Helix LT) or HX (HX Stomp XL, HX Stomp, and HX Effects) devices that are running firmware version 3.10 (or later).* **For best performance, it is recommended to use the *latest available versions* for your HX Edit application, drivers, and device firmware (as well as for the Helix Native software, if you're using it).** If for any reason you wish to use an earlier firmware in your device, or an earlier HX Edit software version, you'll need to be sure the release versions of the firmware and software match for full functionality.

> ***IMPORTANT!** **Your Helix or HX device must be running a firmware version no earlier than 3.00 to be able to use it with HX Edit version 3.70 (the latest available firmware and HX Edit version are recommended).**
>
> **If you're currently using HX Edit v3.00 or later, simply connect your Helix or HX Device to your computer with an active Internet connection and launch HX Edit. Its integrated Updater will find and walk you through installing the latest HX Edit and device firmware versions in minutes—see** "Updater & Additional Resources" on page 84**.**

> **NOTE:** Each Helix or HX device model offers a different set of inputs, outputs, and signal flow capabilities. Throughout the following chapters, we've indicated HX Edit app functionality that is specific to your Helix or HX device type.

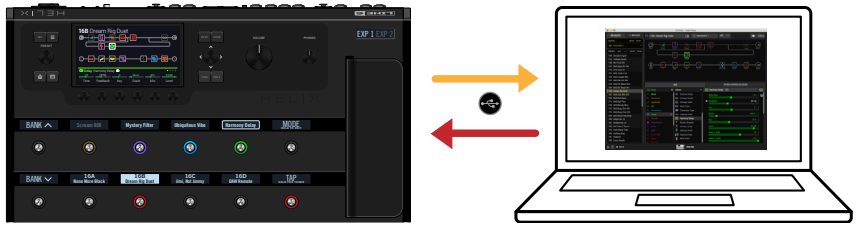
Marketplace

Be sure to visit the Line 6 Marketplace online shop, where you'll find 3rd-party add-on assets that further enhance the functionality of your Helix and HX devices, as well as Helix Native plugin! As of this writing, professionally crafted presets and IRs are available—check back often on Marketplace for product news and announcements. An Internet connection is required for the computer on which you'll be using the HX Edit app to authorize it for the use of Marketplace premium assets. Please see "Marketplace & Account Options" on page 54.

Workflow Overview

Once the HX Edit app is launched, it automatically syncs all presets and IRs from your Helix or HX device's internal memory. You'll see your device's presets & IRs displayed in the Librarian panels at the left. This allows you to export presets and IRs to create a virtually unlimited library on your computer, and then import them onto your device at any time. These Librarian panels also allow you to easily rename and reorder your presets and IRs, and the Create & Restore Backup feature makes it simple to create full backups that can be restored to your Helix or HX hardware in minutes.

You will also see your currently loaded preset's contents displayed in the Editor panels on the right. This allows you to load & fully customize your presets, configure bypass & controller assignments, and create & edit snapshots. While connected, communication between the application and your connected device's internal memory is instantaneous. Changes you make to any parameters in the Signal Flow or Inspector Windows, 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 IRs—these changes cannot be reverted! You can use the **Create & Restore Backups** feature to back up your Helix or HX device's contents before making changes. See "Creating & Restoring Complete Device Backups".

Computer Connectivity

To put the HX Edit application to work, connect your Helix or HX device to your computer's USB 2 (or higher) port.

> **NOTE:** If on Windows®, be sure to have the latest Line 6 drivers installed for your device. No driver installation is necessary on Mac computers.
>
> It is highly recommended to install all included drivers when running the latest Windows HX Edit application installer—all drivers are already selected to be installed by default. The latest HX Edit application installer is available at line6.com/software/.

Exit any other Line 6 applications that may be running. With your Helix device powered on, launch HX Edit.

- **Mac:** Go to Applications > Line 6 > HX Edit
- **Windows:** Go to the Start button menu > All Apps (or Programs) > Line 6 > HX Edit

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

Multi-Device, Multi-Window Support

The HX Edit application supports the use of multiple-connected Helix/HX devices simultaneously, where each device displays its own full application window. The separate windows can be resized and/or positioned on your screen independently, making it easy to reference and edit presets and settings, as well as copy presets and IRs between the multiple USB-connected devices. Please also see "GUI Overview" on page 9.

TIP: You can also use the Copy and Paste commands or drag and drop to copy a block and its current settings from one HX Edit device window to another!

To access the separate application windows for each connected device, simply go to the HX Edit **Devices menu**, select the desired device to display, and bring its HX Edit window to the foreground—a checkmark at the left of a device here indicates the device window that is currently in the foreground. If any of your devices become disconnected, its entry within this menu displays "Not connected" to indicate this.

The Devices menu, showing two connected devices, and the Helix Floor window in the foreground

You'll see an indicator at the bottom of each application window displaying its connected Helix/HX device type—or a warning that no device is detected.

Device indicator at bottom of the HX Edit main window

Each device's HX Edit window also includes its own Command Center and Global EQ floating windows as well (for devices that include these features)—see "The Command Center Window" on page 46 and "Global EQ Window" on page 50.

NOTE: On macOS computers, closing all open device windows does not exit the HX Edit application. As is common with multi-window supporting macOS apps, you'll need to use the **Quit HX Edit** command from the main HX Edit menu (or better, just train yourself to use the Cmd+Q shortcut).

Preset Compatibility

This guide covers version 3.70 of the HX Edit application. The easiest way to ensure the best performance and compatibility between HX Edit and your Helix or HX device is to make sure to have the latest updates. The HX Edit application will automatically check for, and walk you through installing, the latest firmware update for your connected Helix or HX device (see "Updater & Additional Resources" on page 84). An active Internet connection is required.

Helix preset files are transferable between Helix devices (Helix, Helix Rack and Helix LT), as well as with the Helix® Native plugin software.* Additionally, HX Edit and Helix Native both include **Preset Translation** functionality, and Helix Native further includes selectable Hardware Compatibility modes. As covered throughout this chapter, these features allow many presets to be shared between any Helix and HX (HX Stomp XL, HX Stomp, and HX Effects) type devices, and with Helix Native.

IMPORTANT!** Presets saved or exported from HX Edit, Helix/HX devices, and Helix Native version 3.50 (or later versions) are ***not compatible with earlier versions. We highly recommend exporting and keeping backup copies of all your presets ***before*** updating to the latest software or firmware version.

TIP: It is also possible to Copy and Paste, or drag and drop individual blocks, along with their current settings, between Helix Native and HX Edit, as well as between multiple HX Edit device windows—see "Block Copy and Paste" on page 7.

Preset Compatibility with Helix Native Plugin

All your Helix and HX device presets, setlists, and bundles are compatible between the HX Edit app (v3.50 or later) and Helix Native plugin (v3.50 or later), by way of the Helix Native **Hardware Compatibility mode** (HC mode) functionality. As noted above, presets exported or saved with Helix/HX device firmware and Helix Native v3.50 are ***not compatible*** with earlier versions.

Once a preset (or setlist or bundle) is exported from your device using HX Edit, upon import, Helix Native determines the device type from which it was created and automatically changes the plugin's HC mode to match the device, thus fully supporting the complete tone. Likewise, presets exported from Helix Native plugin's matching HC mode are fully compatible with your Helix or HX device.

Helix Native also offers **Preset Translation** functionality (also offered in HX Edit—see the next section). When loading a preset into Helix Native as the current tone (such as by dragging a preset from the HX Edit Presets Library or a computer folder directly into the Helix Native Signal Flow), a prompt is offered to either change the plugin's HC mode to match the preset's source format, or to attempt to translate to match the current plugin HC mode.

This preset compatibility is the foundation of the Line 6 "Studio to Stage" concept, allowing you to load, edit and transfer your tones between HX Edit and Helix Native plugin! Note that Helix Native plugin maintains its own Preset & IR libraries, independent of the presets and IRs that reside within your Helix hardware. For more information, please see the ***Helix Native Pilot's Guide***.

TIP: ***If you also own Helix Native plugin*** - be sure to reference the "**Helix compatible**" version number (found in the Helix Native software's About box) to determine the recommended Helix/HX device firmware version you should use for maximum preset compatibility. It is highly recommended to always use the latest available device firmware and HX Edit and Helix Native software.

Since the different Helix device types include different physical inputs and outputs, some variances exist among settings, as well as for their support of block types & controllers, which may affect the sharing of presets between devices, or between HX Edit and Helix Native plugin. The following sections in this chapter provide details about sharing presets and settings.

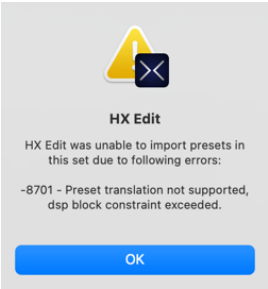
Preset Translation

When importing a preset into the HX Edit Presets Library, the application automatically detects the source device from which it was created (Helix, HX Effects, HX Stomp, or HX Stomp XL).

NOTE: As covered in the previous section, if the preset attempting to be imported was exported from Helix Native, the Hardware Compatibility mode of the preset determines its source device type format.

If the HX Edit app window's currently connected device is different that the preset's source device, the app will attempt to translate the preset to the current device format. If translation is successful, the preset is imported into the current device's library.

Presets cannot be translated if created with a source device (or Helix Native HX mode) which includes features or capabilities that exceed those of the current device (e.g., greater signal path count, exceeds maximum block count or type, etc.) If the preset cannot be translated, an error window lets you know the preset is not compatible and why, and import is cancelled. For example, if attempting to import a Helix exported preset which includes an Amp model into an HX Effects device (HX Effects includes no support for Amp models), translation is not possible and the following error is displayed.



Error message displayed when a preset cannot be translated on import

Feature Comparison Table

The following table shows the primary feature differences that affect preset translation between the Helix and HX hardware types. Additionally, Helix Native offers a HC mode **Off** option. When this Off mode setting is in us in Helix Native, the preset has fewer restrictions for block types and DSP limits. Therefore, presets exported from this Off mode can exceed the capabilities of any Helix or HX device. You can consult this table to determine if a preset from one source device (or Helix Native HC mode) will be able to be translated to other devices. See the **Preset Translation Compatibility** table for more info.

HC Mode / Device Feature Comparison

Feature	Off (Helix Native only)	Helix	HX Stomp XL	HX Stomp	HX Effects
Included Models*	Full set of v.3.70 Helix models.			Full set of v.3.70 Helix models, except 6 Switch Looper.	
Blocks Per Path Capacity	16	16	8	8	9
Max. Block Type Per Path	None	2 Amps, 2 Single Cabs or 1 Dual Cab.* 2 Single 1,024 IRs, 1 Single 2,048 IR, or one Dual IR. 1 Poly Pitch effect.†			
Max. DSP Limit	None	Same as Helix device.	Same as HX Stomp XL device.	Same as HX Stomp device.	Same as HX Effects device.
Snapshots Per Preset	8	8	4	3	4
Preset Library (independent per HC mode)	8 Setlists for up to 1,024 Presets. 4 Presets per Bank. Bundle support included.		1 Setlist for up to 128 Presets. 4 Presets per Bank.	1 Setlist for up to 126 Presets. 3 Presets per Bank.	1 Setlist for up to 128 Presets. 4 Presets per Bank.
IRs Library **Favorites Library** (shared between HC modes)	Holds up to 128 each, User IRs & Favorites				

***** Legacy and factory IR-based Cab type blocks' max. counts are mutually exclusive—you can combine these amounts of both types on the same path (permitting you do not exceed the path's DSP limit). The factory IR-based Cab and IR type blocks ***share*** the max. count of 2 Single or 1 Dual per path. Also see "DSP Limit and Model Availability" on page 35.

† Poly Pitch type effects are those that utilize polyphonic pitch processing: Delay - Poly Sustain, Modulation - Poly Detune and Pitch/Synth - Poly Pitch, Poly Wham, Poly Capo, and 12-String.

NOTE: Likewise, if importing multiple presets at once, a setlist, or a bundle, where one or more presets are not able to be translated to the current device, the non-translatable presets display an error window and are not imported, while the eligible presets are successfully translated and imported.

Input and output block options and controller support also differ among the Helix and HX device types (e.g., HX devices include no Variax input or EXP 3 pedal options as Helix devices do). These non-compatible features do not prevent preset translation. Typically, non-compatible input and output block settings are translated to the common Main In or Main Out, and non-supported controller assignments are removed from the preset.

Preset Translation Compatibility Table

The following table provides an overview of the preset translation capabilities from each source device (or each source Helix Native HC mode).

Created With:	HC Mode Off (Helix Native)	Helix (Floor, Rack, LT)	HX Stomp XL	HX Stomp	HX Effects
Helix Native HC mode = Off	√	If does not exceed Helix block count and DSP limits	If does not exceed HX Stomp XL Block and Path count, and DSP limits. Snapshots greater than 4 are discarded.	If does not exceed HX Stomp Block and Path count and DSP limits. Snapshots greater than 3 are discarded.	If does not exceed HX Effects Block type and Path count, and DSP limits. Snapshots greater than 4 are discarded.
Helix (Rack, Floor, LT) or Helix Native HC mode = Helix	√	√	If does not exceed HX Stomp XL Block and Path count, and DSP limits. Snapshots greater than 4 are discarded.	If does not exceed HX Stomp Block and Path count and DSP limits. Snapshots greater than 3 are discarded.	If does not exceed HX Effects Block type and Path count, and DSP limits. Snapshots greater than 4 are discarded.
HX Stomp XL or Helix Native HC mode = HX Stomp XL	√	√	√	√ Snapshots greater than 3 are discarded.	If does not exceed HX Effects Block type and Path count and DSP limits.
HX Stomp or Helix Native HC mode = HX Stomp	√	√	√	√	If does not exceed HX Effects Block type and Path count and DSP limits.
HX Effects or Helix Native HC mode = HX Effects	√	√	√	√ Snapshots greater than 3 are discarded.	√

Feature Compatibility

The following sections provide details on the compatibility of the major features between device types, and between HX Edit and Helix Native.

HX Edit Backup Files

The HX Edit application includes a feature that creates **Helix Backup** (.hxb) files to restore a Helix or HX device's presets, IRs, and global settings (see page 27). Helix Backup files are specific to each device type and, therefore, cannot be opened or utilized in HX Edit when a different source device is connected.

Helix Native plugin does not currently include this backup functionality and, therefore, does not support creating or opening Helix Backup .hxb files.

Block Copy and Paste

Using the **Copy Block** and **Paste Block** commands, you can copy and paste any block type between any presets within HX Edit, as well as between multiple HX Edit windows (with any Helix or HX device connected) and any instance of the Helix Native plugin. It is also possible to **drag and drop** any processing block to move it within the current preset, or to copy it into any other HX Edit device window. Restrictions apply when copying, pasting, and moving some block types, depending on the source Helix/HX device (or source Helix Native HC mode) and the destination. Please see "Cutting, Copying, Pasting, and Clearing Blocks" on page 32.

Snapshot Copy and Paste

The current Snapshot, along with all its settings, can be copied and pasted using the **Copy Snapshot** and **Paste Snapshot** commands either within the current HX Edit preset or within the current Helix Native preset. Also, see "Configuring & Managing Snapshots" on page 24.

Command Center Copy and Paste

Within the **Command Center** window, once a command assignment is created for any footswitch, EXP Pedal, or other controller, you can use the Command Center's **Copy** and **Paste** command options to copy assignments between controllers, as well as between controllers within other HX Edit presets within the current HX Edit device window.*

Helix Native plugin does not include the Command Center, therefore, it is not possible to copy Command Center assignments between HX Edit and Helix Native. See "The Command Center Window" on page 46.

***TIP:** As of firmware version 3.0, HX Stomp devices include the Command Center feature too!

Input & Output Block Settings

When Importing a Helix/HX hardware-exported Preset into HX Edit with a different device type connected - During preset translation, the Input and Output block settings are changed to "Multi" or "Main" if the connected device does not support the original options (also see "Preset Translation" on page 4).

When Importing a Helix Native-exported Preset into Helix/HX Hardware - All input and output blocks that were set to "Host" will default to the "Multi" setting within the Helix devices, and to the "Main" setting in HX devices. Any input block set to "None" will remain as set to "None" within the hardware.

When Importing a Helix/HX hardware-exported Preset into Helix Native Plugin - All input and output blocks that were set to physical inputs and outputs (other than "None") will default to the "Host" setting within the plugin. Any input block set to "None" will remain set to "None" within the plugin.

Hardware Blocks (Send, Return, FX Loop & Looper)

When Importing a Helix Hardware-exported Preset into Helix Native - These hardware block types are only functional within Helix/HX devices. Within Helix Native, these blocks offer no routing functionality, and their parameters are not editable.

Impulse Responses

Impulse Response (IR) files are able to be utilized within IR blocks of all Helix and HX devices, as well as by the Helix Native plugin in any HC mode. If you are to be sharing Helix presets between Helix Native plugin and Helix or HX devices, it is a good idea to build and maintain your IR libraries similarly on each to allow the same IR files to be utilized for your presets that include them—see page 16.

NOTE: IRs, including those from the Line 6 Marketplace online shop and 3rd party vendors, are supported by all Helix and HX devices, as well as by Helix Native plugin. Any of your IRs can be imported and exported, as well as dragged and dropped, between HX Edit and Helix Native IR library windows.

Favorites

Favorites that you've created on your Helix or HX device, as well as Favorites files (.fav) exported from HX Edit, are compatible with any Helix or HX device and Helix Native plugin—wherever as the specific model type is supported. See page 20.

Controller Assignments

Controller assignment types vary between Helix and HX devices, for example, a Helix Floor preset may include an EXP 3 controller assignment, which Helix LT and HX devices do not include. Therefore, if a preset is imported and translated to a different device in HX Edit, non-supported assignments are discarded.

The Helix Native plugin does not utilize any hardware-based bypass, footswitch or EXP controller, Variax or Powercab parameter assignments, or Command Center assignments that may exist within HX Edit-exported presets. Any such assignments that are supported only by Helix/HX hardware remain intact within your presets, but are essentially ignored by Helix Native.* Snapshot and applicable MIDI In type assignments, however, are supported in both Helix hardware and Helix Native plugin.) Helix Native plugin includes its own functionality to create plugin parameter - Automation Controller type assignments, which are similarly ignored when Helix Native presets are imported into the HX Edit application.

***TIP:** Helix Native includes a Preferences option to show or hide existing hardware-based assignments within its Automation/Controller Assign tab.

NOTE: By default, all controller assignments created for Footswitch, Variax knob, and MIDI type controllers are also automatically enabled for Snapshots assignment as well. Optionally, you can set the parameter's **Snapshot Control** option to **Off** to disable it from being assigned to Snapshots—see page 40.

MIDI In Bypass & Controller Assignments

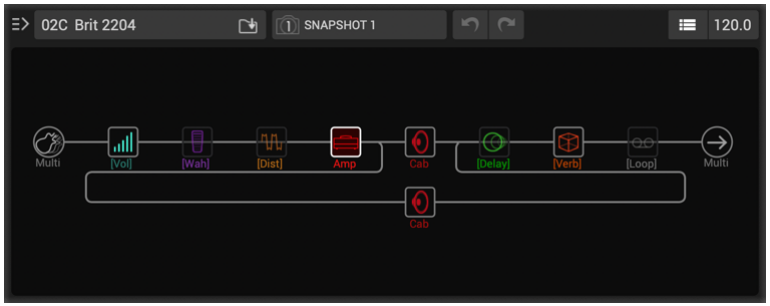
Using HX Edit, you can create **MIDI In Bypass Assignments** to remotely toggle the bypass state of most block types, and **MIDI In Controller Assignments** to remotely control most Helix parameters, via external MIDI controller devices or MIDI software. MIDI In assignments saved within HX Edit-exported presets are supported when imported into other Helix/HX devices, as well as in Helix Native plugin. See "Creating a Bypass Assignment" on page 40.

DSP Limit

In order to maintain preset compatibility with Helix and HX devices, each HC mode within the Helix Native plugin incorporates DSP limits on its presets, matching the limits of the respective hardware devices (also see the following Preset Spillover section). The exception to this rule is when the "Off" HC mode setting is in use in Helix Native. This mode effectively removes the DSP limits on presets, as well as several other restrictions. For this reason, presets exported from the Helix Native - HC Off mode may not be translatable in HX Edit for any device. See "Preset Compatibility with Helix Native Plugin" on page 4.

Preset Spillover Mode

Helix Floor, Rack, and LT devices include the Preset Spillover Mode (accessible in the device's Global Settings > Preferences) which, when activated, dedicates 50% of its DSP to providing full "spillover" for the decay of delay and reverb tails, as well as a smooth transition across a preset change. To achieve this processing, the device limits its signal flow to Path 1 (with Path 2 visibly removed). Therefore, if the connected Helix device has Preset Spillover Mode active, when loading any Helix preset, only its Path 1 blocks and settings are visibly loaded and audible (as shown in the following HX Edit image), and any existing bypass or controller assignments for path 2 blocks are non-functional.



The Signal Flow shows one main path when Preset Spillover Mode is active

Note that a preset's existing Path 2 blocks remain part of the preset, even if the preset is saved while Spillover is active, so you'll see them appear on Path 2 for the preset when Spillover is turned Off. Considering this behavior, the best practice is to start with empty New Presets when you have Preset Spillover On and utilize them for the Spillover mode only, and you'll not need to concern yourself with Path 2 blocks or settings!

NOTE: When in Spillover mode, you'll need to ensure that your preset's Path 1A and Path 1B Output blocks are set to physical Helix outputs (i.e., the imported preset may have a Path 1 Output block set to Path 2A, which will result in no audible output). Please see your *Helix Owner's Manual* for details.

Marketplace Assets

Premium presets and IRs purchased from the online Marketplace are compatible with Helix devices and Helix Native plugin. Marketplace also includes presets and bundles specifically for HX devices as well. The import of premium Marketplace assets requires online license Authorization. Please see "Marketplace & Account Options" on page 54.

NOTE: Version 1.70 of Helix Native and 2.70 of HX Edit and device firmware (or later versions) are required for full support and use of premium Marketplace presets and IRs.

GUI Overview

HX Edit has a very intuitive, easy-to-use interface. The main application window automatically detects your specific Helix or HX device type and displays all its options within the main application window.

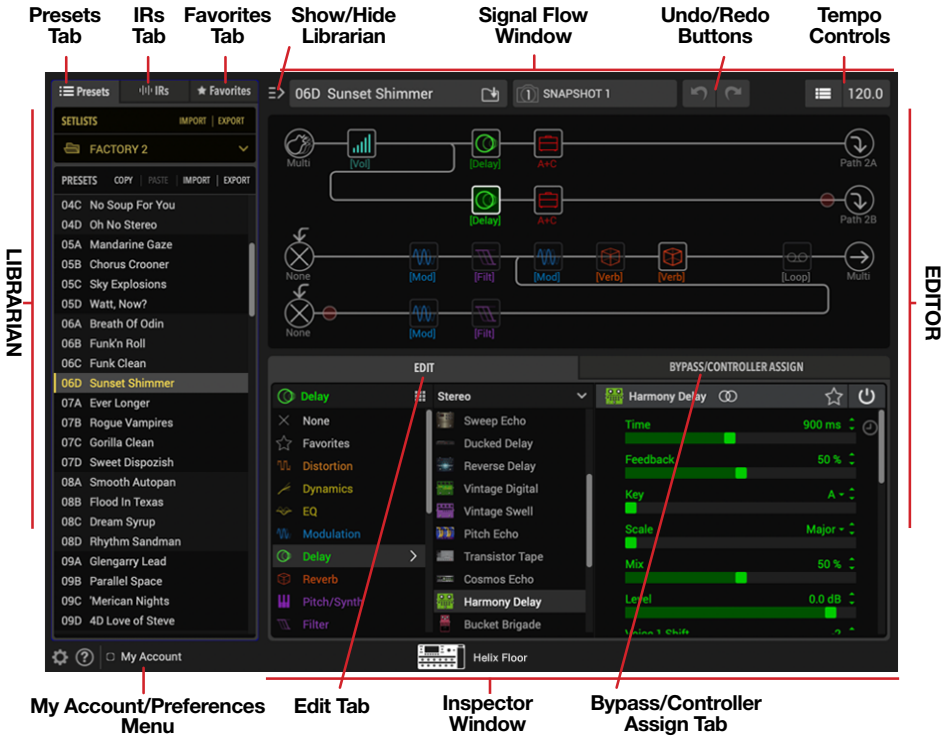
TIP: As covered in "Multi-Device, Multi-Window Support" on page 3, if you have more than one device connected, a separate application window is available for each device.

Within the application window, the navigation is divided into three main sections:

The Librarian Window - For managing presets, Impulse Responses (IRs), and Favorites.

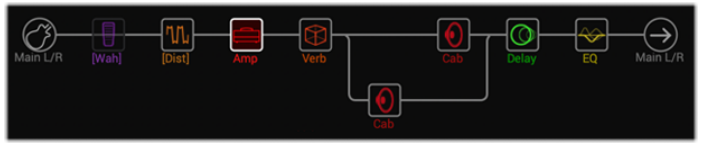
The Signal Flow Window - Where you can add and move amp, effects & mix blocks, and customize your complete signal path routing.

The Inspector Window - Where you can choose from the huge selection of models, edit their parameters, create bypass & controller assignments, and more.

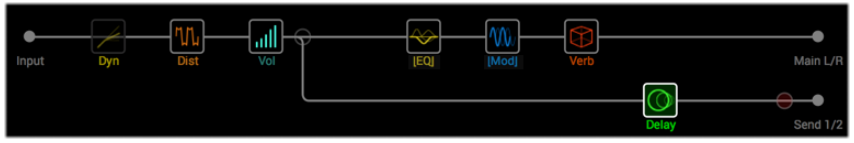


The HX Edit main GUI (Helix Floor device)

HX Device Owners: With an HX device connected, its application window displays the single signal flow, just as on your HX hardware screen. As covered in this chapter for Helix devices, you can utilize the application's signal flow to bypass, move, clear, copy & paste blocks, create split paths, and more.



The HX Edit signal flow—with an HX Stomp XL or HX Stomp connected



The HX Edit signal flow—with an HX Effects connected

TIP: The **Command Center**, for creating MIDI control assignments and **Global EQ** (Helix, HX Stomp XL, and HX Stomp only) are available as separate windows from the application's **Window menu**.

Resizing the Application Window

The HX Edit main application window is resizable, allowing you to adjust it to best fit your screen size and workflow. 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. If you have multiple devices connected, each device's application window is independently resizable.

It is also possible to show or hide the Presets/IRs/Favorites Librarian panel, by clicking on the toggle button at the top left of the Signal Flow window (or via the Window menu's Show/Hide Librarian command).

The Librarian window Show/Hide toggle button

Application Menus

At the top of your computer screen (Mac) or top of the application window (Windows), you'll find the familiar application menu bar for the current device. Note that the available commands differ within the **File** and **Edit** menus depending on the application window, tabbed panel, and/or specific control that currently has "focus." The window focus is indicated by a blue outline appearing around the Librarian, Signal Flow, or Inspector windows.* To change focus, simply click within the desired window, or use the **TAB** key. To follow are descriptions of the included application menu commands for Mac and Windows. See "Keyboard Shortcuts" on page 72 for additional information.

***NOTE:** It is possible that the Librarian's Presets or IRs tab currently has focus, but if you've "hidden" the Librarian panel, you will not see its blue outline focus indicator. Using the **TAB** key will advance the focus to the other windows, even when the Librarian is hidden.

NOTE: On Mac computers, HX Edit has one common, main application menu at the top of your screen. If you have multiple Helix devices connected and multiple app windows open, available menu commands & keyboard shortcuts act only upon the current "foreground" application window. (Choose the desired device within the Devices menu to bring its application window to bring it to the foreground.)

HX Edit (Mac only)

- **About HX Edit** - Launches the About box screen, which displays the versions of the HX Edit software and connected Helix device firmware, as well as legal information.
- **Check for Updates** - Launches the built-in updater to check for an install any available software and device firmware updates—see "Updater & Additional Resources" on page 84.
- **Preferences** - Launches the Preferences window, where you can select application and hardware settings—see "Preferences and About Box" on page 51. You can also launch the Preferences window by clicking on the "gear icon" button or device indicator at the bottom of the application window.
- **Quit HX Edit** - Exits the application for all connected devices.

File

When a preset within the Presets tab currently has focus (or, when the Presets tab is displayed and focus is within any other window), the following commands are selectable:

- **Save Preset** - Saves changes for the currently loaded preset to the device's Preset Library.
- **Save Preset As** - Displays the Save As window, allowing you to choose the desired Setlist and Preset Library location where to save the current tone. Note that choosing an occupied preset location will overwrite the existing preset within the location on your device.
- **Import Preset** - Imports any .hlx preset file (or files) from your computer, replacing the currently selected library preset(s).
- **Export Preset** - Exports the currently selected preset (or presets) and saves each to your computer as a .hlx file.
- **Import Setlist** - (Helix devices only) Imports any .hls setlist file from your computer, replacing the current setlist on your Helix.
- **Export Setlist** - (Helix devices only) Exports the current setlist and saves it to your computer as a .hls setlist file.
- **Import Bundle** - (Helix devices only) Imports any .hlb bundle file from your computer, replacing all setlists and presets within the Helix.
- **Export Bundle** - (Helix devices only) Exports all the current setlists and their presets from your Helix and saves them to your computer as a .hlb bundle file.

When an IR slot within the IRs tab currently has focus, the additional following commands are available:

- **Import Impulse** - Imports an Impulse Response file (or files) from your computer, replacing the currently selected library Impulse(s).
- **Export Impulse** - Exports the currently selected Impulse (or IRs) and saves each to your computer.

When a Favorites slot within the Favorites tab currently has focus, the following commands are available:

- **Import Favorite** - Imports a Favorite file (or files) from your computer.
- **Export Favorite** - Exports the currently selected Favorite (or Favorites) and saves each to your computer.

TIP: Please see "Presets Panel", "IRs Panel", and "Favorites Panel" for details on these menu command behaviors.

The following, additional File menu commands are available regardless of window focus:

- **Create Backup** - Launches the Create a Helix Backup window, where you can export a full backup of your device's Presets, IRs, Global Settings, Favorites, and User Defaults—see page 27.
- **Restore From Backup** - Launches the Restore From Backup window, where you can restore your device's Presets, IRs, Global Settings, Favorites, and User Defaults from a previously created backup—see page 27.
- **Extract Files From Backup** - Launches the Extract Files From Backup window, where you can select one of your saved Helix Backup files and individually choose to extract the Favorites, IRs, and/or Presets from the backup—see page 28.
- **Preferences** - (Windows only) Launches the Preferences window, where you can access application and hardware settings—see page 51. You can also launch the Preferences window from the "gear icon" button or the connected device indicator at the bottom of the application window.
- **Quit** - (Windows only) Exits the application.

Edit

Regardless of tab focus:

- **Undo** - Reverses the last supported edit action.
- **Redo** - Reverses the last performed Undo action.

TIP: Please see "Undo / Redo" on page 25 for details.

When the Presets tab has focus:

- **Copy Preset** - Copies the selected Preset(s) to the clipboard.
- **Paste Preset** - Pastes the last-copied preset(s), replacing the preset(s) within the selected preset library location(s).
- **Select All Presets -** Selects all Presets within the current Setlist.
- **Rename Preset** - Renames the currently loaded preset.

When the IRs tab has focus:

- **Copy IR** - Copies the selected IR(s) to the clipboard.
- **Paste IR** - Pastes the last-copied IR(s), replacing the IR(s) within the selected IR library location(s).
- **Clear IR** - Deletes the selected IR(s) from the IRs library.
- **Select All IRs -** Selects all IRs within the IRs library.
- **Rename IR** - Renames the currently selected IR.

When the Favorites tab has focus:

- **Copy Favorite** - Copies the selected Favorite(s) to the clipboard.
- **Paste Favorite** - Pastes the last-copied Favorite(s) and displays a prompt to copy as new or replace the selected Favorite.
- **Clear Favorite** - Deletes the selected Favorite(s) from the library.
- **Rename Favorite** - Renames the currently selected Favorite.

When the Signal Flow window has focus:

- **Cut Block** - Copies the currently selected block and its settings to the clipboard and removes the block from the Signal Flow.
- **Copy Block** - Copies the currently selected block and its settings to the clipboard.
- **Paste Block** - Pastes the last-copied block's model and its settings to the selected block location. When an existing block is selected as the paste location, this replaces the existing block.
- **Paste Block Before** - When an existing block is currently selected, pastes the last-copied block's model and its settings to the location before the selected block.
- **Paste Block After** - When an existing block is currently selected, pastes the last-copied block's model and its settings to the location after the selected block.
- **Clear Block** - Deletes the selected block.
- **Rename Preset** - Renames the currently loaded preset.

When the Command Center window has focus:*

- **Cut Command** - Copies the currently selected (instant, footswitch, EXP pedal, or Variax knob) controller's command settings to the clipboard and clears the command settings from the controller.
- **Copy Command** - Copies the currently selected controller's command settings to the clipboard.
- **Paste Command** - Pastes the last-copied controller's command settings to the selected controller.
- **Clear Command** - Deletes the selected controller's command settings.

***NOTE:** When working in "The Command Center Window" you can access these Edit commands as follows:

Mac - These commands are available within the main application's Edit menu at the top of your screen when the Command Center window has focus.

Windows - The Command Center window itself includes an Edit menu with these commands.

TIP: Copy Block and **Paste Block**, as well as drag and drop of processing blocks, can be also used between multiple HX Edit windows, and back and forth with Helix Native plugin! See "Cutting, Copying, Pasting, and Clearing Blocks" on page 32 for details.

Snapshots

- **Copy Snapshot** - Copies the currently loaded preset's snapshot to the clipboard.
- **Paste Snapshot** - Pastes the last-copied snapshot contents, replacing the currently loaded snapshot's contents.
- **Rename Snapshot** - Allows you to edit the title of the currently loaded snapshot (Helix and HX Effects devices only).
- **Snapshots** - Any of the current preset's snapshots can be selected directly here. (Note that Helix devices offer 8 snapshots, HX Stomp XL and HX Effects offer 4, and HX Stomp offers 3.)

***NOTE:** When working in "The Command Center Window" you can access the Snapshots commands as follows:

Mac - These commands are available within the main application's Snapshots menu at the top of your screen when the Command Center window has focus.

Windows - The Command Center window itself includes a Snapshots menu with these commands.

TIP: Please see "Configuring & Managing Snapshots" on page 24 for details.

Window

- **Show / Hide Librarian** - Toggles the Presets/IRs/Favorites librarian panel between shown and hidden for the current device window.
- **Command Center** - Displays the Command Center window (Helix and HX Effects devices only)—see page 46.
- **Global EQ** - (Helix devices only) Displays the Global EQ window—see page 50.
- **Close** - Closes the Command Center, Global EQ, or main application window (whichever has focus). Note that the main HX Edit window can be re-opened using the Devices menu commands.

Help

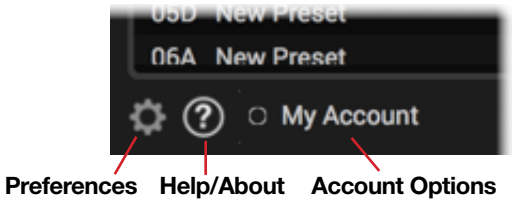
- **HX Edit Online Help** - Takes you to the Line6.com Support site where you can find the helpful info on HX Edit and Helix & HX devices.
- **HX Edit Application Pilot's Guide** - Launches the PDF you are reading now.
- **Check for Updates** - (Windows - this command is found within the Apple menu on Mac) Launches the built-in updater to check for an install any available software and device firmware updates—see "Updater & Additional Resources" on page 84.
- **About HX Edit** - (Windows only) Launches the About box, which includes the software version and legal credits.

Devices

Displays a selectable option for each connected Helix or HX device's individual HX Edit application window. Choosing a device within the menu will bring its HX Edit forward, if it is currently not in the foreground, and re-displays the window if it is currently minimized or closed. A checkmark appears to the left of the device window that is in the foreground. See "Multi-Device, Multi-Window Support" on page 3.

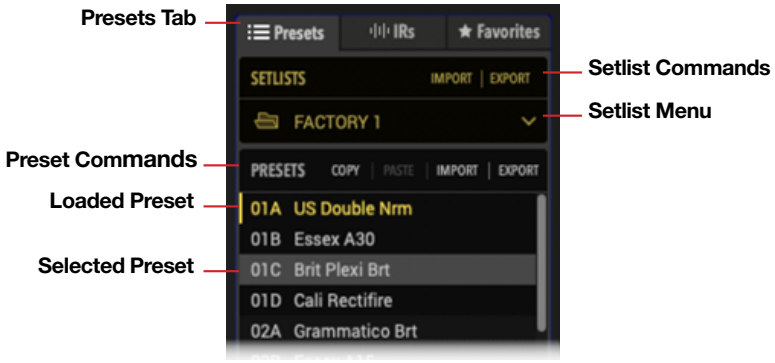
Preferences, Help & Account Options

At the bottom left of the application window, click on the menu buttons to access the app's Preferences, Help & About Box, (see page 51) and My Account options (see page 54)



Presets Panel

The Librarian's **Presets** tabbed panel provides functionality for importing, exporting, and managing presets & setlists.



The Presets panel

You'll find the same commands for copying, pasting, renaming, importing, and exporting within the application's File & Edit menus. These commands are also accessible via "Keyboard Shortcuts".

TIP: Helix device presets, setlists, and bundles can also be imported and utilized within other Helix devices and the Helix Native plugin! Please see "Preset Compatibility" on page 4 for more info.

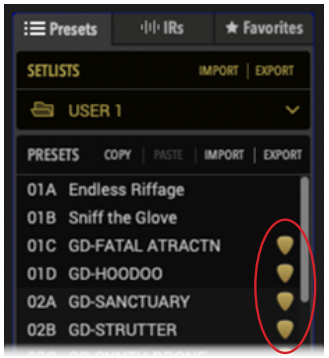
HX Device Owners: All functionality described in this chapter is the same for use with all Helix and HX devices unless otherwise noted.

Premium Marketplace Presets

If you've purchased and downloaded premium Helix or HX presets from the Marketplace, you must be Signed In to your Line 6 account within HX Edit and have your computer Authorized to allow HX Edit to initially Import or Export these presets (as well as for any setlists or bundles that include premium presets).*

***NOTE:** Once you've initially imported your Marketplace assets to sync their licenses with your account, you don't need to have HX Edit actively Signed In to use them—and it is not necessary to even be connected to the Internet once your computer has been Authorized, except to Deauthorize the computer. Please see "Authorize / Deauthorize Your Computer" on page 56.

Premium Marketplace presets are otherwise able to be utilized just like any other Helix presets. When imported, these premium Marketplace presets are indicated by guitar pick "badges" to their right within the Presets panel.



Premium Marketplace presets are indicated with golden guitar pick badges

Selecting, Loading & Saving Presets

It is important to note there is a difference between the ***selected*** and ***loaded*** preset within the Presets panel.

To Select a Preset - Click once on a preset location in the Presets panel and you'll see it become highlighted in gray. This indicates the preset is selected, meaning that a preset command (Copy, Paste, Import, etc.) will act upon this preset (even if a different preset is the one currently loaded within the Signal Flow).

To Load a Preset - Double-click on any preset (or click once to select it and then hit your Enter/Return key) and you'll see the preset highlighted and with amber-colored text, indicating it as the preset currently in use. If no other preset is currently selected (highlighted in gray), menu commands will act upon this loaded preset, since it is effectively also the selected preset.

To Save a Preset - Once a preset is loaded from the Presets Library and edited, you'll most likely want to save the preset to retain your changes.* To save the Preset to your device's library, choose the **Save** or **Save As** option from the app's File menu, or click the Preset Save button that appears at the top of the Signal Flow panel (see "Naming & Saving the Preset" on page 24). See the next section for the option to Export a preset to save it to your computer.

***TIP:** Before editing a preset you may wish to first copy it to another location in the Presets panel, or export it, to be sure you have an original version of the preset before making changes.

Importing and Exporting Preset Files

Presets are able to be exported to your computer as individual (.hlx) files, allowing you to create a limitless collection of tones that can be imported back onto your device's internal preset library at any time.

To Import a Preset File - It is recommended to select an empty "New Preset" location within the Presets panel and select the **Import Preset** command. 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. Once imported, the preset will reside on your Helix or HX device's internal memory, within the selected preset location.

To Export a Preset File - Select the preset by single-clicking on it in the Librarian - Presets panel and select the **Export Preset** command. This creates a copy of the preset in its last-saved state from your Helix or HX device's memory and saves it to your computer. The familiar "save" window is presented, in which you can edit the filename and choose a destination folder.

TIP: If you happen to own both a Helix (or Helix Native plugin) ***and*** HX device, it is recommended to export your HX devices' presets into their own, individual directories to avoid mixing them up with Helix and Helix Native plugin preset files.

Note that presets are exported in the format of the specific device you are using, which determines its behaviors for use with HX Edit preset translation and Helix Native's Hardware Compatibility modes—see "Preset Compatibility" on page 4.

Renaming, Reordering, Copying, and Pasting Presets

These functions allow you to customize your presets within the Presets panel. Choose **Rename**, **Copy**, or **Paste** from the row of preset command buttons or application's Edit menu and it will act upon the selected (highlighted) preset. You can also right-click on a preset in the list to open a context menu with these same commands. For most commands, it is also possible to multi-select a number of presets by using Shift+Click to select a contiguous set of presets, or Cmd+Click (Mac) or Ctrl+Click (Windows) to select a non-contiguous set.

TIPS: There is no command to "delete" a preset, but you can right-click on a block within the signal flow and use the **Clear All Blocks** command.

NOTE: Copy/Paste of presets and IRs between HX Edit and Helix Native, or between multiple HX Edit device app windows is not currently supported. However, you can use drag and drop for these actions! See the next section.

Drag and Drop Presets

It is possible to drag and drop any preset (or multi-selected presets) directly from the Presets panel to perform the following actions.

- **Import** - Drag a .hlx preset file from any computer folder and drop directly onto a Presets panel slot to import it into the device's Presets Library.* This import action replaces and overwrites the slot's existing preset.
- **Import and Load** - Dragging a preset from a computer folder and dropping it directly into the *currently loaded* preset's slot within the Presets Library, or dropping it directly into the Signal Flow window, will both Import the preset and load it as the new current tone, replacing the previous tone. (Note that if you drag and drop a preset into a slot that is *not* that of the currently loaded preset, this will import the preset into the library, but not also load it.)*

***NOTE:** If you import a preset that was created with a different source Helix/HX device (or created with a different Helix Native HC mode) than currently in use, HX Edit will attempt to translate the preset for the current device. (See "Preset Translation" on page 4.)

- **Export** - Drag one or multiple presets from the Presets panel and drop into any folder on your computer to export a copy of the .hlx preset file(s) there.
- **Reorder** - Drag vertically to another location within the Presets panel to reorder the presets within the setlist as desired. When the preset is dropped into the new location slot, the surrounding presets are shifted upward or downward accordingly.
- **Copy Between Two Devices** - If you have multiple devices connected, it is possible to drag and drop presets between the multiple HX Edit device app windows' Presets panels, or directly into the Signal Flow, assuming the presets can be translated between the device types. (See "Preset Compatibility" on page 4.)
- **Copy To/From Helix Native Plugin** - (Helix devices only) Drag a preset from the plugin's Presets panel and drop directly into the Presets panel of the HX Edit app to import and load the preset on your Helix device, replacing and overwriting the previously loaded preset. Likewise, you can also drag and drop presets from HX Edit into Helix Native plugin (see "Preset Compatibility" on page 4).

Importing and Exporting Setlists

The Presets panel allows you to instantly save the currently loaded setlist, including all its saved 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 into your Helix in a single action.

HX Device Owners: A Setlist for your HX device consists of all presets within the device's preset library. Similar to the steps described here for Helix devices, you can use the HX Edit **Import Setlist** and **Export Setlist** commands, found within the app's File menu.

To Import a Setlist - Select the **Import Setlist** command. 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 connected device.*

***NOTE:** If you import a setlist that was created with a different source Helix/HX device (or created with a different Helix Native HC mode) than currently in use, HX Edit will attempt to translate its presets for the current device. (See "Preset Translation" on page 4.)

To Export a Setlist - Select the **Export Setlist** command to display the Save As dialog.

Changing Setlists

(Helix devices only*) To change the active setlist shown in the Presets panel, click on the Setlist menu and choose from among your device's setlists. The currently-selected setlist will be indicated with an "open folder" icon in this menu.

HX Device Owners: With an HX device in use, there is no Setlist menu, since these devices' Presets Libraries include only one setlist. However, you can use the **Import Setlist** option to replace the current setlist with one saved on your computer.

Renaming Setlists

To rename the current setlist, right-click on the setlist name within the **Setlist menu** and type in your desired title.

HX Device Owners: The single Setlist on your HX device displays no name on the hardware or within HX Edit. However, you can edit the Setlist's filename when Exporting the file to your computer.

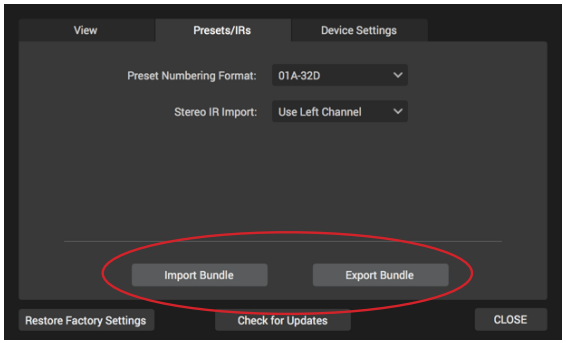
Importing and Exporting Bundles

A Bundle file (.hlb) includes all 8 setlists' contents of your Helix device, including all their presets and saved settings, wrapped up in a tidy package.* This makes it easy to export to create and store a backup of your Helix device's complete Preset library, and easily restore your device's Presets library to your device (or to the Helix Native plugin) by importing the bundle.

NOTE: Bundle files do not contain any of the Helix device's Global Settings or Impulse Response (IR) files. To include all these Helix items, use the **Create & Restore Backups** feature—see page 27.

HX Device Owners: HX devices do not support Bundle files, therefore, you will see no available Bundle options.

The **Import Bundle** and **Export Bundle** options are found in the application's **Preferences** > **Presets/IRs** tab (see "Preferences and About Box" on page 51).



Bundle options within the Preferences window (for Helix devices)

To Import a Bundle - Click the **Import Bundle** button and a prompt is displayed to replace all setlists and presets within your Preset library. Continue through the File – Open window to select the bundle you wish to import. Note that it is possible to optionally import any bundle that was exported from the Helix Native plugin or any Helix device.

To Export a Bundle - Click the **Export Bundle** button to create a copy of all presets and their last-saved settings that exist in all setlists as a Helix bundle (.hlb) file.

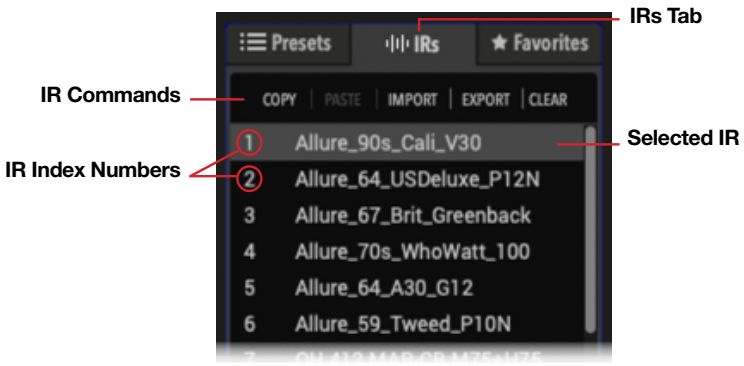
NOTE: (Helix devices) On the next power-up after importing multiple presets, or importing any setlist or bundle, you may see your device perform an additional "Rebuilding Presets" process during boot up. This process is normal and optimizes preset loading times on the hardware.

TIP: Wanting to restore the Factory Presets & settings for your device? You can do so by performing a Factory Restore—please see your Helix or HX device's *Owner's Manual* for details (and remember to use HX Edit to ***first*** do a backup of your current presets!).

TIP: Visit the line6.com/customtone site to share your tones and download from the huge online library of artist and user presets!

IRs Panel

The Librarian's **IRs** panel provides a list of all Impulse Response files (along with respective ID numbers in the left column) that currently reside on your Helix or HX device. Initially, this IRs panel is empty, awaiting your import of Impulse Response files. Once imported into the IRs panel, your IRs can be utilized in any **Single IR** or **Dual IR** blocks within your tones.



The IRs panel

HX Device Owners: IR files can be used by all Helix and HX devices. All functionality described in this chapter is the same for use with all devices unless otherwise noted.

What are Impulse Responses?

Impulse Responses (or "IRs") that can be used in Helix & HX devices are audio 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 miked cabinet itself and can be used to simulate the way it alters the sound. This is similar to a convolution reverb, but with much shorter decay.

Add an IR block to your preset as an alternative to using one of the Cab or Legacy Cab blocks to provide speaker cabinet simulation. Several companies now offer large selections of professionally recorded IR files that can be used in Helix devices, or you can even do some research on how to record and create your own. Feel free to jump on your favorite guitar gear forums and join the ongoing, sometimes heated, discussions about the best and most realistic IRs, and methods to create them.

You can also find some IRs that were created using this convolution process to capture the properties of acoustic guitar bodies, guitar pickups, and other sources. These IRs can certainly be used in the Helix IR blocks as well, to allow even deeper tone sculpting!

As of Helix/HX firmware v3.50, you can use not only the Single IR block type, but also the Dual IR block type, which offers the use of two independent IR files and stereo output!

TIP: You can find a great selection of IRs specifically created for Helix family products on the Marketplace—see page 54.

IR Formats and Restrictions

For all Helix and HX devices, as well as Helix Native plugin, the following IR file types are supported.

- **Helix Impulse Response (.hir)** - This is the proprietary Line 6 IR file format. All IRs purchased through the Marketplace are of this file type. (Please also see "Marketplace & Account Options" on page 54.)
- **WAV (.wav)** - Most IR producers and vendors typically offer IRs within the .wav format. It is possible to import a mono or stereo .wav file IR, regardless of its bit depth, length, or sample rate frequency. While this is very convenient, please be careful to import only .wav files that were created specifically for use as IRs, not just any audio .wav file, or you may experience unexpected sonic results.

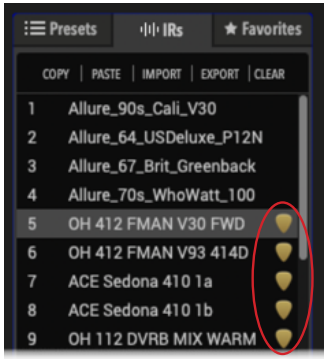
Importing and Exporting IRs

To access the IRs stored on your Helix or HX device, click on the IRs tab. From here you will be presented with a list of up to 128 IRs and their index numbers.

NOTE: Premium Helix IRs purchased from Marketplace are also imported & exported using the following steps. It is required that you have Authorized your computer and that you are Signed In to your Line 6 account in HX Edit to initially Import or Export them. Once imported into HX Edit, no active Internet connection is necessary to utilize your Marketplace IRs. Please see "Marketplace & Account Options" on page 54 for details.

To Import an IR into your Helix/HX device, select the desired index location in the application's IRs panel and select **Import**. Select the desired IR .hir or .wav file you wish to load onto your device. It is also possible to select multiple IR files and all will be imported in one action.

When premium Marketplace IRs (.hir files) are imported, they are indicated by a golden guitar pick "badge" to their right within the IRs panel.



Premium Marketplace IRs are indicated with a golden guitar pick badge

To Export an IR from your device onto your computer, click **Export** to display the Save As dialog. You can also drag and drop to and from the IRs panel to export and import IRs—see the following section.

TIP: Use the File menu's **Create Backup** & **Restore From Backup** options to create a backup of your IRs panel's contents, and restore from the backup, at any time—see "Creating & Restoring Complete Device Backups".

Renaming, Loading, Copying, and Clearing IRs

Several actions can be performed by clicking the commands above the IRs list view, which will act upon the selected (highlighted) IR. You can also right-click to choose these options from the context menu (or use the app's "Keyboard Shortcuts").

NOTE: Copy and Paste of presets and IRs between HX Edit and Helix Native, or between multiple HX Edit device app windows, is not currently supported. However, you can use drag and drop for these actions! See the next section.

Drag and Drop IRs

There are several drag and drop options that allow you to import and export single or multiple IR files between your computer's directories and HX Edit, as well as load IRs into your current tone.

- **Import** - Drag one or more IR files from your computer folder directly into the IRs panel. When multiple files are being dragged in, they are imported starting with the selected IR index slot.
- **Export** - Select one or more IR index locations and drag from the IRs list view directly to your computer to export the IR files to the selected hard drive folder.

NOTE: When exporting IRs from the HX Edit IR panel, any Marketplace purchased IR is saved to your computer as a Helix IR (.hir) type file. The .hir files are proprietary to Line 6 products and licensed to you via the Line 6 account on which you purchased them. Any IR that was originally imported as a .wav file is exported as a .wav file.

- **Copy** - It is also possible to drag and drop IRs ***within*** the IRs list view to create a copy of the IR in a new index location.*

***NOTE:** There are no options offered to move or reorder IRs in a single operation. Use the Copy, Paste, and Clear functions to rearrange IR within the IRs list as needed.

- **Copy Between Helix / HX Devices** - If you have multiple devices connected, it is possible to drag and drop IRs between the multiple HX Edit device app windows' IRs panels to copy them between devices.
- **Copy To/From Helix Native Plugin** - With an instance of the Helix Native plugin open, drop IRs from the HX Edit application's IRs panel directly into the IRs panel of the Helix Native. It is also possible to drag IRs from Helix Native directly into the IRs panel of HX Edit to import copies of the same IRs.
- **Load into Current Tone** - Once you've imported one or more IRs into the IRs Library, you can drag any IR from the Library window and drop it directly into the desired position within the Signal Path in the Edit window to create a **Single 1024** type IR block loaded with the IR file. See the next section.

Single and Dual IR Blocks

As of Helix Native version 3.50, in addition to the mono **Single IR** block type, there is a stereo **Dual IR** block type.

- A Single IR block allows you to choose either the 1024-Sample or 2048-Sample higher resolution IR type. Optionally, you can add up to two Single 1024 IR blocks on a signal path (such as one each within the A & B parallel paths).*
- A Dual IR block provides the ability to load two of your IRs into one block, which can be independently set with different parameter settings, delayed, and panned as desired. You can add one Dual IR block max. per signal path.*

***NOTE:** The maximum IR blocks per signal path is also combined with the v3.50 Cab, Dual Cab, and Amp+Cab block types—also, see "DSP Limit and Model Availability" on page 35.

IR Block Parameters

Individual IR Parameters - The following are available for any Single IR block. You'll see two sets of these parameters in a Dual IR block—one set for each of the block's "A" and "B" IRs.

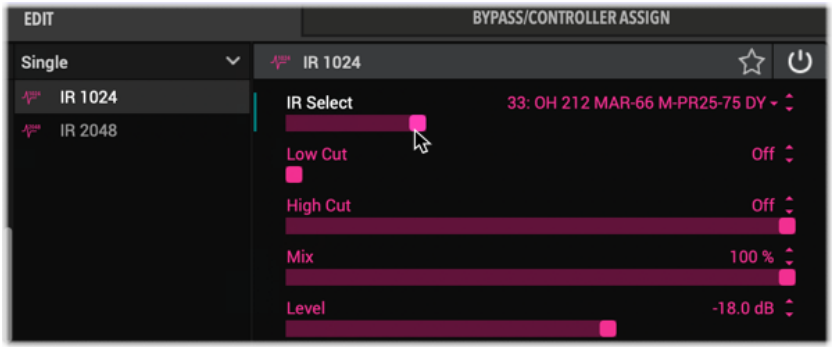
Parameter	Description
IR Select	Loads the IR index 1-128 from the IR Library—see the following section.
Low Cut	Filters a portion of the IR block's bass/treble frequencies, which can help remove rumble and/or high-end harshness.
High Cut	
Mix	Adjusts the balance of dry and wet (IR processed) signals. 0% = completely dry, and 100% = completely wet.
Level	Adjusts the overall output level of the IR.
Dual IR Block Parameters - The following are additionally available for any Dual IR block.	
Pan	Pan the output of each IR independently up to 100% Left or 100% Right.
Polarity	Sets the polarity (Normal or Inverted) for either IR. If you encounter audible phasing, try setting one IR's Polarity to Inverted.
Dual IR Block "Both" Parameters - The following are applied to both IRs in a Dual IR block.	
Delay	Delays either the "A" or "B" IR up to 50 ms. You can use this to correct minor phasing issues between the blocks' IRs (as an alternative to using Polarity), or to delay the output of one IR to simulate a "double tracking" effect—most effective when the two IRs are also panned opposite.
Mix	Adjusts the balance of dry and wet (IR processed) signals for the entire Dual IR block. 0% = completely dry, and 100% = completely wet.

Loading an IR in an IR Block

When you insert an IR block into your preset's Signal Flow, the block initially defaults to referencing the #1 IR index location within your IR Library (and both of a Dual IR block's IRs initially default to the #1 IR index location). If you have not yet imported any IR file into the referenced index location(s), the "empty" IR block has no effect on the signal.

To follow are steps for loading IRs into an IR block, which determines the IR file(s) associated with the IR block (also see "IR File Reference" on page 19 for additional behaviors).

1. **In the Model Browser, choose the IR category and select either the Single or Dual subcategory, as desired, from the menu at the top of the 2nd column in the panel.**
   - **If choosing the Single subcategory, you can choose the 1024-Sample or 2048-Sample type.**
   - **If choosing the Dual subcategory, choose the 1024-Sample type.**
2. **Select the IR block within the Signal Flow. In the Edit tab, use the IR Select parameter slider (or its menu at the right) to choose the IR index number (1-128) that includes the desired IR.**



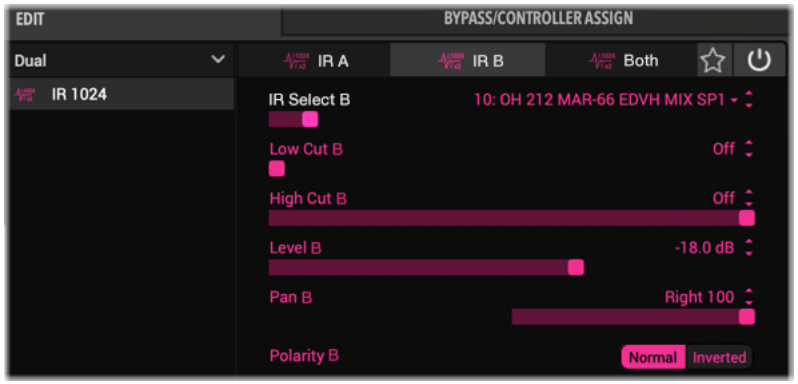
Choosing an IR for a Single IR block within the Model Browser

TIP: For Single IR blocks, you can also use these methods for loading an IR file:

Double-click in Library - Select the Single IR block within the Signal Path and then double-click on the preferred IR within the IRs Library list to load into the IR block—replacing any currently referenced IR. Note that no action is performed if you do not have an IR block selected within the Signal Path.

Drag and drop - As mentioned in the preceding section, you can also add a Single IR block by dragging the desired IR from the IRs Library panel and dropping it directly into an empty location within your Signal Path. (Drag and drop from the IR Library always adds a 1024 Sample, Single IR block, with your dragged IR file pre-loaded.)

For a Dual IR block, you'll see a tabbed panel where you can choose the primary or secondary IR, select an IR to load, and adjust settings for each independently. The "Both" tab offers common parameters (Delay and Mix), which apply to both loaded IRs.

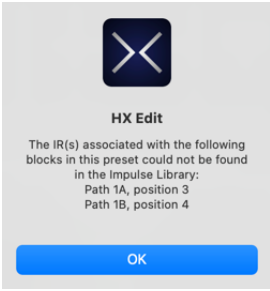


A Dual IR block offers multiple tabs of edit options—IR B tab selected

TIP: You can also use a double left-click on the desired IR within the IR Library to load it into a Dual IR block's ***currently-selected*** IR A or IR B edit tab.

TIP: Optionally, you can create a Snapshot assignment (see page 44) on the IR Select parameter, which then allows you to change the IR within the block as desired, per snapshot!

Whenever you load a preset that includes one or more IR blocks that reference an empty IR index location, a pop-up is displayed to alert you. For example, the alert shown below is telling you that the preset includes two IR blocks, on Paths 1A and 1B, which cannot locate its originally associated IR files. The "Position" denotes the block position of each IR block from left to right on the path, starting with "0" for the left position. Please see the next section for more related IR behaviors.



Missing associated IR(s) alert pop-up

IR File Reference

Once an IR block is configured to utilize an IR index slot that includes an imported IR (.wav or .hir) file, and the preset then saved (using HX Edit and device firmware version 2.90 or later), the preset creates a "reference signature" to the imported IR from its file name. Likewise, if you save your IR block as a Favorite (see page 20), or set the IR block's current settings as the User Model Defaults (see page 34), the IR block also creates a reference to the specific IR file within your IR library. Therefore, if you happen to change the order of your IRs within the IR library list, your preset (or IR Favorite or IR User Model Default) will still intelligently reference the originally associated IR file, even if it now resides in a different IR Library index location. The following behaviors apply:

- If you **Clear** or **Replace** an IR file within the IR index slot for which the preset's IR block is configured to use, upon the load of the preset/IR Favorite/User Model Default IR, the IR block will first attempt to locate another instance of the missing, associated IR file within the IRs Library and automatically utilize it and its residing index slot.
  - If the configured IR index slot is currently empty, you'll be alerted that the IR block's associated IR file cannot be found (see the previous section). The IR block continues to utilize the same (now empty) IR index slot. You'll want to configure the IR block to utilize an occupied IR index slot (or import an IR into the currently referenced slot) and re-save the preset (or recreate a new Favorite or User Model Default for the IR block).
  - If the original IR file is cleared from the Library and the IR index slot now includes a different IR file, you'll be alerted that the associated IR cannot be found, and the IR block utilizes this new IR file within the configured index slot. You'll need to save the preset (or recreate a new Favorite or User Model Default for the IR block) with this reference to the new IR file, or configure the IR block to use a different, occupied IR slot, to avoid seeing the alert pop-up on future loads of the preset/Favorite.
- Once an IR block is configured with an IR Library index selection, and the preset then saved (or the IR Favorite or IR User Model Default then created), the IR file retains this reference signature when exported from the library—thus, even if you import the exported IR file again into any index slot within your IRs Library, the IR block will still be able to locate and utilize it.*

Yes, the above rules all sound a bit complicated. But in typical use, all this really means is that if you happen to import your IRs into different IR library slots than where they used to be, your saved preset, IR Favorite, or IR Model User Default will not lose its IR file reference!

***NOTE:** The IR file reference functionality is also incorporated in the Helix Native plugin. Therefore, presets and IR Favorites exported from Helix Native (v3.00 or later) will exhibit the same behaviors and attempt to locate their referenced IR .wav files from within the HX Edit IR library upon loading. Likewise, presets and IR Favorites exported from HX Edit will attempt to locate their IR blocks' referenced IR .wav files when loaded within Helix Native. The moral of the story here is simply to import the same IR .wav files into both HX Edit and Helix Native if you plan on sharing your crafted presets and/or Favorites between them, and the proper IRs will automatically be utilized from your IR library, regardless the IR slots where they reside.

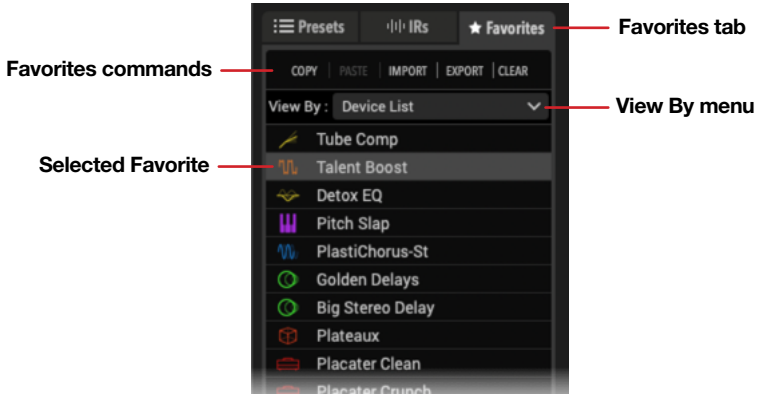
NOTE: We highly recommend using the **Create Backup** feature in HX Edit to make it easy to restore your complete preset and IR libraries (see page 27). Immediately after performing a **Restore From Backup**, it is also best to power your device off and on again and allow all presets to "rebuild," for best preset performance and IR file reference functionality.

Favorites Panel

The Librarian's **Favorites** panel provides a list of all blocks you've added to your Helix/HX device's library as Favorites. This functionality allows you to customize any Helix/HX amp, cab, IR, effects, send/return/fx loop, or looper block's settings, and then optionally name and store it within the Favorites library of your device, where it is easily accessed for adding to presets. Additionally, you can export your Favorites to your computer as (.fav) files, allowing you to create a massive collection, import into other Helix/HX devices, and share with others!

TIP: The Helix Native plugin also offers the same Favorites functionality—which means you can freely import, export, and even drag and drop your Favorites between HX Edit and Helix Native!

Initially, this Favorites panel is empty, awaiting your creation or import of up to 128 Favorites. Once added, Favorites appear within the panel as shown below and can be renamed, copied, exported, reordered, and cleared as desired—see "Managing Favorites" on page 21.



The Favorites panel

Adding Blocks as Favorites

Once you've dialed in a processing block exactly the way you like it, you can save it as a Favorite so the block can be accessed very quickly when building presets, complete with your stored parameter settings, bypass state, and existing bypass assignment.* Input, Output, Split, and Merge block types are not available to be saved as Favorites.

***NOTE:** For HX Effects devices, existing bypass assignments are not saved with Favorites.

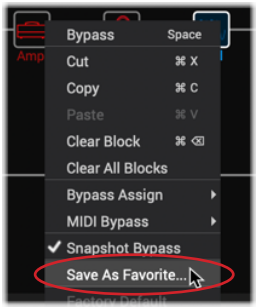
There are several ways to add a block to your Favorites library:

1. **Add or select any amp, cab, IR, effects, send/return/fx loop, or looper block in the Signal Flow and tweak its parameters and block bypass state as desired.**

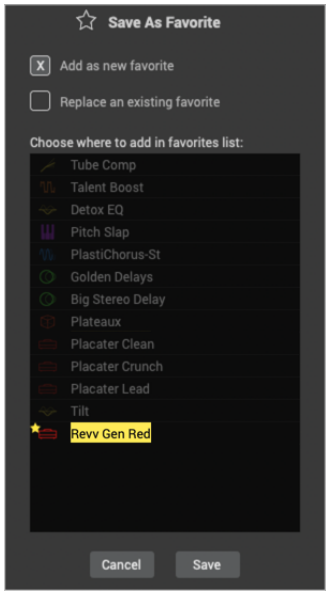
NOTE: If you don't want a Favorite to be recalled with a stored bypass assignment, add the block to Favorites *before* you create an assignment (or remove any existing bypass assignment before proceeding). Controller and snapshot type assignments are not stored as part of Favorites.

2. **With your block still selected within the Signal Flow, click on the "star" button at the top right of the Inspector's Edit Tab.**

3. **Alternatively, right-click on the block within the signal flow and choose Save As Favorite.**



4. **The Save As Favorite window appears.**



At the top of the Save As Favorites window, you can choose to either Add as a New Favorite or Replace an Existing Favorite.

To Add as a new Favorite, choose this option.

- Type in a custom name for your Favorite, if desired.
- If your Favorites panel's **View By** sorting option is set for **Device List** (which displays Favorites in the same order as you see on your Helix/HX device), you will see the "Choose where to add in favorites list" text in the Save As Favorites window, as shown in the preceding image. Optionally, click in a different, desired position where you would like your new Favorite saved.
- Click **Save** to add the new Favorite, or **Cancel** to exit without adding the Favorite.

To Replace an existing Favorite, choose this option at the top of the window. Note that if the block you selected is already an existing Favorite, this option will be selected as the default, with the existing Favorite highlighted in the list below.

- You can optionally edit the name of the Favorite you are replacing.
- Click **Save** to add the new Favorite, or **Cancel** to exit without adding the Favorite.

NOTE: If you replace and overwrite an existing Favorite that is already in use within your presets, the presets remain unchanged.

5. **You'll see the Favorite now added to the Favorites lists within both the Library panel's Favorites tab and the Edit tab - Model menu's Favorites category.**

   Within the Model menu's Favorites list, you can also right-click any Favorite and choose to Rename or Clear—see "Adding a Block to Favorites" on page 34.

TIPS: You can also import Favorites (.fav) files into your Favorites library, as covered in the following sections.

When you add an IR block as a Favorite, the IR file you have it set to use is automatically recalled, even if moved to a different IR slot in the IR Library (see "IR File Reference" on page 19).

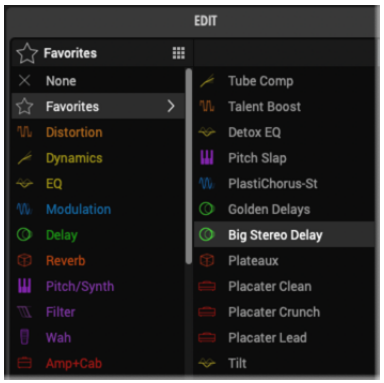
The contents of your Favorites library are included when you a create a backup (see "Creating & Restoring Complete Device Backups" on page 27).

To Insert a Favorite into your Current Preset

Double-click on the desired Favorite within the Favorites panel to insert it into the currently-selected block location within the Signal Flow. Note that if an existing processing block is currently selected, this ***replaces*** that block with the Favorite. Or, you can alternatively drag from the Favorites panel directly into an empty block location within the signal flow (also see "Drag and Drop Favorites" on page 22).

You can also choose a Favorite from the Edit tab - Model menu - Favorites category, much like choosing any other category's model, to add it to your tone.

Once a Favorite is inserted into your preset, you can optionally edit its settings further, add bypass, controller, and snapshot assignments, and move, copy, paste, or clear it just as you can with any other block. Note that the same preset rules apply to Favorites as they do for blocks of the same model type (e.g., a maximum block number and type limits, DSP limit, etc.).



The Model Menu - Favorites Category

TIP: You can also right-click on any Favorite within the Model menu - Favorites category list to Rename, Clear, or change the View By sort order.

Managing Favorites

The row of commands at the top of the Favorites panel allows you to **Import**, and **Export** (see the next section), **Copy**, **Paste**, or **Clear** the selected Favorite(s) within the panel. You can also access these commands via the application's Edit menu or via right-click on any Favorite. Note that the following commands are not available for Undo/Redo.

- **To Copy and Paste** - Select one or multiple Favorites within the panel and choose the Copy command. Select the Favorite within the panel above which you want to position the copied Favorite(s), and choose the Paste command.
- **To Clear** - Select one or multiple Favorites within the panel and choose the Clear command to delete them from the Favorites library.

NOTE: Clearing any Favorite from the Favorites panel does not remove instances of the Favorite block that is in use within any preset—your presets simply retain the block and its existing settings.

- **To Rename** - Select the Favorite within the panel and choose the Rename command to type in your own custom name. It can be extremely helpful to name your Favorites descriptively!

NOTE: The name of the Favorite within the Favorites panel/model menu is also the name that is displayed on your device's footswitch scribble strip if you have a bypass assignment created for the block.

- **To Reorder** - When the **View By** option is set to **Device List**, it is possible to drag Favorites within the panel to reorder them (also see the next bullet point). Click on one or multiple Favorites and drag up/down within the panel. A blue line appears while dragging to indicate the target "drop" location.
- **To Change the List Sorting** - Choose the preferred **View By** option from the menu to change the sorting order. This View By option can also be changed by right-clicking within the Model menu - Favorites category list, or within the "Preferences - View Tab". The View By options are:
  - **Device List** - The same order as displayed on your device's Favorites list. Note that when this option is in use, you can reorder Favorites in the panel or on your device, and the lists remain in sync.
  - **Category** - By the model's original Model menu Category (Distortion, Modulation, Amp+Cab, etc.)
  - **Name (A-Z)** - Ordered alphabetically by the Favorites' names.

Importing and Exporting Favorites

Any of the Favorites within the panel can be exported as Favorite (.fav) files to your computer. These files can then be imported into HX Edit for any Helix or HX device.

To Import a Favorite

1. **There are a few ways to access the Import Favorites command:**

   - Click the Import command at the top of the Favorites panel

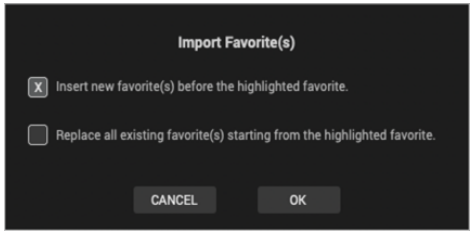
   - Choose Import from the application's File menu

   - Right-click on any Favorite within the Favorites panel and choose Import

   Then browse to the folder on your computer containing your .fav files, and choose the file(s) to import.

TIP: You can also import via drag and drop—see the following section.

2. **If the panel's View By menu is set to the Device List option, the Import Favorites window appears, where you can choose to insert the imported file(s) as new Favorites (the default option), or you can choose to Replace the currently selected Favorite(s) within the list. Click OK to import.**



NOTE: It is possible to Import the same .fav file more than once within the Favorites panel. The best practice is to avoid creating duplicate Favorites, and use unique and descriptive names for your Favorites within your library!

To Export a Favorite

1. **Click to select the desired Favorite(s) within the Favorites panel.**
2. **There are a few ways to access the Export Favorites command:**

   - Click the Export command at the top of the Favorites panel

   - Choose Export from the application's File menu

   - Right-click on any Favorite within the Favorites panel and choose Export

3. **Browse to or create a folder on your computer where you wish to save your .fav files.**

TIPS: You can also import via drag and drop—see the following section.

Once a Favorite is inserted into the signal flow, you can copy the block and paste it into the current, or another preset. You can also paste it into another HX Edit device's window, or into Helix Native (in which case it is pasted as a regular, non-Favorite block type, but with all settings intact).

It's a good idea to create a single "Favorites" folder on your computer, especially if you own more than one Helix/HX device and/or Helix Native, and export all your Favorites there to make them easy to find!

Drag and Drop Favorites

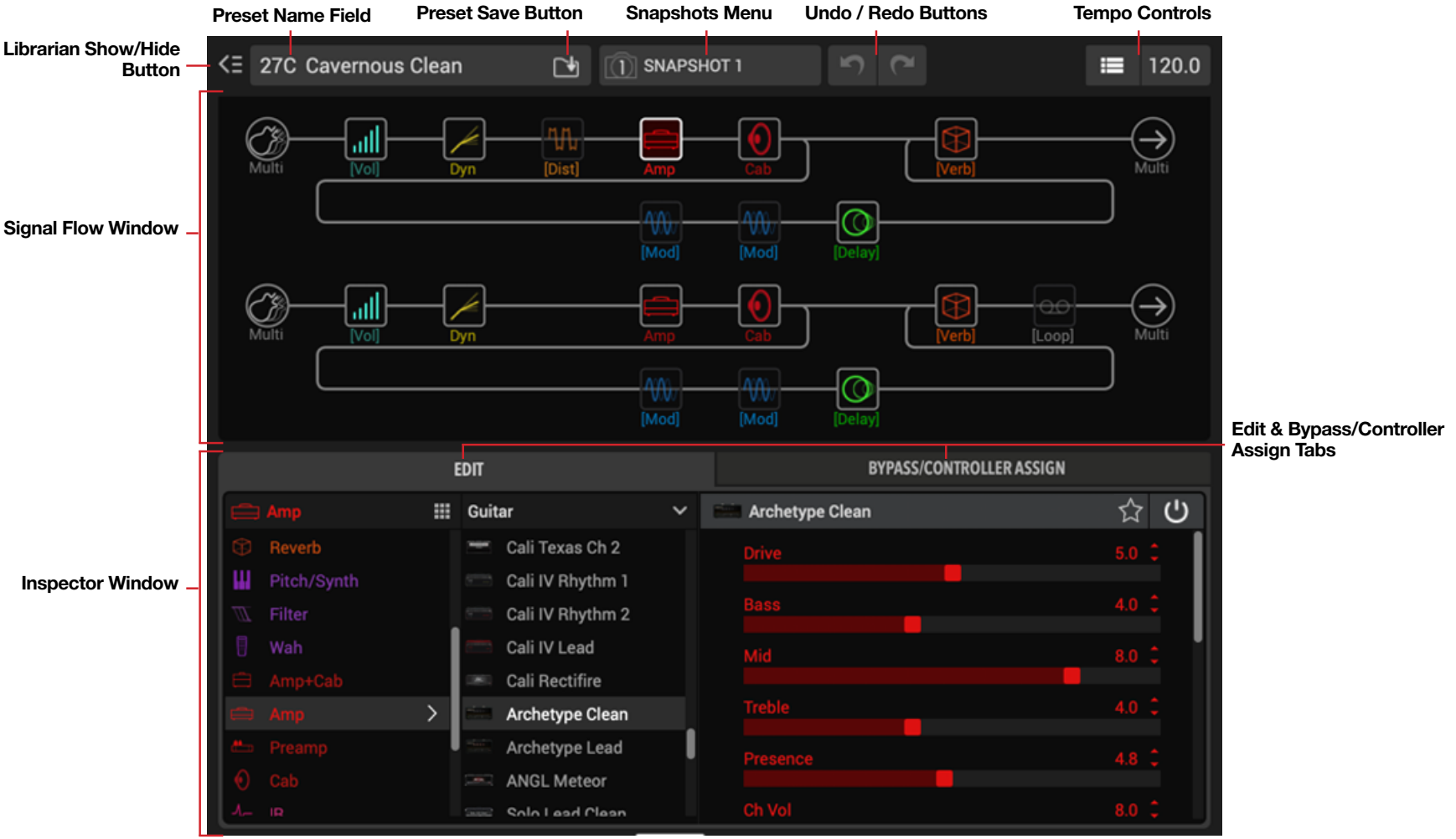
You can also drag Favorites to perform the following tasks:

- Drag from the Favorites panel directly into the Signal Flow to insert the Favorite block into your current preset.
- Drag one or multiple Favorites (.fav) files from your computer directly into HX Edit to import them. Drop directly into the Favorites panel, on top of an existing Favorite within the list to import the Favorite(s). The Import Favorite window appears where you can choose to import before the Favorite you dropped onto, or to replace it.
- Drag from the HX Edit - Favorites panel to your computer to export as Favorites file(s).
- If you have multiple Helix or HX devices connected, drag from one HX Edit window's Favorites panel into the other HX Edit Favorites panel to import it there.
- Drag either direction between the HX Edit and Helix Native plugin Favorites panels to import Favorites.
- Drag from another device's HX Edit (or the Helix Native) - Favorites panel directly into the HX Edit Signal Flow to add the block to your current tone. Note that this adds the block along with its settings as a *standard* block type (not as a Favorite) into the preset—no new Favorite is imported into the library of the receiving device.

Working in the Editor

The Editor portion of the HX Edit user interface consists of the Signal Flow and Inspector windows. The **Signal Flow window** is where you'll see the signal paths for your currently-loaded preset, appearing much like the Home screen of your Helix, or Signal Flow screen of your HX device. The lower **Inspector window** contains 2 tabbed panels, **Edit** & **Bypass/Controller Assign**, where you can select models, tweak parameters, configure controllers, and more. Regardless of which of these tabs you have selected, the current preset's **Name Field, Save**, **Snapshots, Undo,** & **Tempo** options are always available at the top of the window. Additionally, there are dedicated windows for the **Command Center** for MIDI assignments (see page 46), and the **Global EQ** (Helix, HX Stomp XL, and HX Stomp only—see page 50), accessible from the application's **Window** menu. If you have not already done so, be sure to read through the in-depth information in your device's *Owner's Manual* to get an understanding of the features we'll be covering in the following sections.

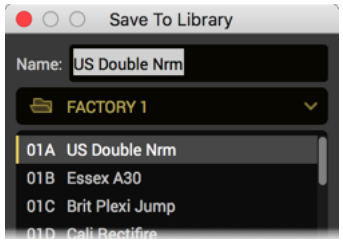
HX Device Owners: HX Edit application functionality described within this chapter is the same with Helix or HX devices, except where noted.



Naming & Saving the Preset

The **Preset Name** field at the top of the Editor displays the title of the currently loaded preset. Double-click on the text here to optionally rename the preset. Whenever you see your preset's title appearing in the italicized text at the top of the **Signal Flow** window, it indicates that the preset has been edited from its last-saved state.

The **Preset Save** button at the top of the Editor launches the **Save To Library** window, where you can optionally re-title the preset in the **Name** field, and then choose the desired Setlist and Preset location to save the currently-loaded tone, overwriting the preset that resides within the selected location. (The currently loaded preset is selected by default, so you can overwrite it simply by clicking the **OK** button.)



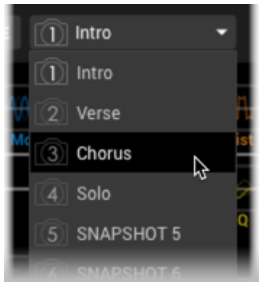
The Preset Save To Library window

Alternatively, you can choose the **Preset Save** or **Preset Save As** command from the HX Edit – **File** menu. As covered in "Presets Panel" on page 13, there are also the Librarian window options, **Copy** and **Export**, to create & store copies of your presets.

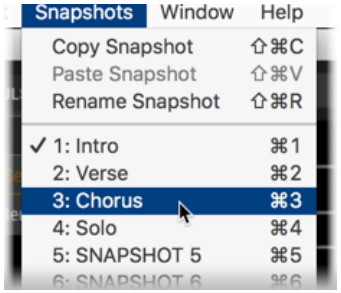
Configuring & Managing Snapshots

Your device offers the ability to configure the 8 snapshots within a Helix preset (or 3 snapshots of HX Stomp preset, or 4 snapshots of an HX Stomp XL or HX Effects 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 your device's *Owner's Manual* for specifics).

There are two ways to select a snapshot within HX Edit: by clicking on the **Snapshots** menu at the top of the Edit window, or by using the commands within the application's Snapshots menu. To edit its settings, select the numbered snapshot you want as your destination, then configure the desired tone options for this snapshot.*



The Edit window's Snapshots menu



The menu bar's Snapshots menu

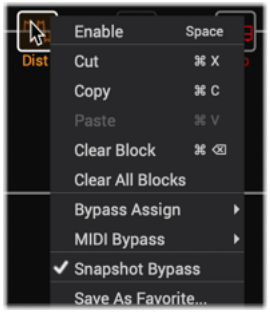
***NOTE:** You can use your device's **Global Settings** > **Preferences** > **Snapshot Edits** to choose between **Recall** (automatically stores your changes to the current snapshot) versus **Discard** (does not store changes to the current snapshot).

The camera icon within the Edit window's Snapshots menu is displayed in red when the hardware's option is set to **Discard.**

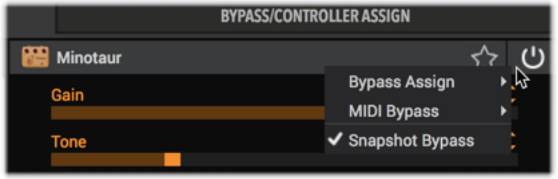
Once your desired destination snapshot has been selected, use the following steps to configure your settings.

To Store a Block's Bypass State Per Snapshot - Click on the Bypass button above any block within the Signal Flow and set your desired bypass state for the block (or you can toggle the block's Bypass button within the Edit tab). Any amp or effects block's Bypass state will, by default, be remembered and recalled per Snapshot.

If you prefer to exclude a block from being controlled by Snapshots, select the block and set the **Snapshot Bypass** option from the block's right-click menu to "off" (so that no checkmark appears at the left of the menu option). Or, you can right-click on the block's Bypass button within the top right of the Edit tab and access the Snapshot Bypass command from its menu. Choosing the **Snapshot Bypass** option from the menu again (so that the checkmark appears at the left of the menu command), returns the block to the default Snapshot behavior.



Block right-click menu



Edit tab - Block Bypass button right-click menu

The Snapshot Bypass option

To Store a Parameter's Values Per Snapshot - Select the desired block within the Signal Flow, then right-click directly on the desired parameter's slider within the Edit tab and choose the **Snapshots** controller option. This creates the snapshot assignment for the parameter.

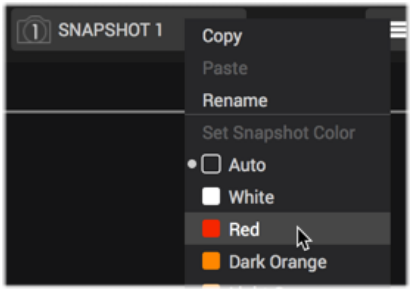
You can then simply load a snapshot and adjust the snapshot-assigned parameter to the desired value. Repeat this step for each snapshot as desired, and the parameter values are stored and recalled with each snapshot. We cover more about configuring controller options in "The Bypass/Controller Assign Tab" on page 39.

To Store a Command Center Messages and Command Values Per Snapshot The Value parameters of any instant MIDI CC, Bank/Prog, and MMC message, plus the state (Dim or Lit) of any CC Toggle and Ext Amp messages are always stored and recalled when selecting a snapshot. Therefore, there is no need to manually set any of these parameters to a snapshot assignment within the Command Center—see page 46.

Attention Helix Native Plugin Users: Snapshot settings are compatible within presets between Helix, Helix Rack & Helix LT devices, and the Helix Native plugin!

Copying, Pasting, Renaming & Customizing Snapshots

The **Copy** and **Paste** Snapshot commands are available within the app's main menu. Or, right-click on the Edit window's Snapshots menu to access these commands as well as the snapshot Rename and LED color customization options. These snapshot name and LED color options affect the scribble strip names (or names in Performance View on Helix LT) and footswitch LED colors when the footswitches are in Snapshot Select mode.



The context menu for the Snapshots menu name field

To Copy & Paste a Snapshot - It is possible to copy all the settings of one snapshot and paste them to another snapshot within the same preset. Select and load the snapshot you wish to copy and select **Copy**. Then select and load the snapshot you wish to overwrite and choose **Paste** to paste the clipboard contents, replacing the currently loaded snapshot.

NOTE: The action of pasting a copied snapshot is not tracked by the HX Edit Undo / Redo feature (also see next section).

To Rename a Snapshot - Right-click the desired snapshot from the Snapshots menu and select **Rename Snapshot**. Type in your new name, then press Enter/Return on your keyboard.

To Customize a Snapshot's LED Color - When your device is set to Snapshot footswitch mode, each footswitch LED defaults to a red color. If you prefer to customize the LED color for the current Snapshot, choose the desired color from the right-click menu. Or choose **Auto** to restore the default behavior, or **Off** for no LED.

NOTE: Remember that you'll need to **Save** before switching to another preset to retain your edited snapshot settings & customizations 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.

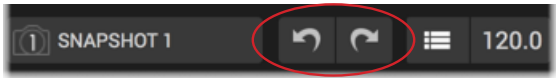
Snapshot Control On/Off Option for Hardware Controller Assignments

This global option enables (Variax Knob, Footswitch, and MIDI type) controller assignments that may exist on your presets' parameters to also be assigned for Snapshot control or not. By default, the Snapshot Control On/Off feature is On for these controller assignment types, and you can toggle it On/Off per assignment via the option within the Bypass/Controller Assign panel—see page 40. (Parameters manually configured for the Snapshot controller assignment type are not affected by this option.)

Undo / Redo

The HX Edit application supports Undo and Redo for most editing actions within the Signal Flow and Edit tab of the current preset, whether the edits are made within HX Edit or directly on the connected Helix/HX hardware, accessible via the **Undo** and **Redo** buttons at the top of the main window (or from the **Edit** menu).* The Undo / Redo history is tracked individually per device window (if you happen to have more than one Helix/HX device connected). Your Undo / Redo history is retained until you load a different preset, exit the application, or disconnect or power off your connected Helix or HX device.

***NOTE:** See "Software Edits vs. Hardware Edits" on page 26 for additional behavior details.



The Undo and Redo buttons

Undo is available for most actions performed within the Signal Flow and Edit tab in HX Edit, including:

- Parameter changes
- Snapshot selection
- Block model changes
- Signal path changes (block bypass states, adding/cutting, clearing blocks, changing path structure, etc.)
- Hardware edits and edit actions performed via external controller and MIDI CC & PC messages (see "Software Edits vs. Hardware Edits" on page 26)

Actions that are *not* available for Undo/Redo include the following:

- Tempo changes
- Actions performed within the Presets, IRs, and Favorites Library panels—e.g., changing setlists, loading a different preset, importing, exporting, reordering, or pasting presets, IRs, or Favorites, etc.

NOTE: The application's Undo history is cleared whenever a different preset is loaded. The action of Saving a Favorite to the Favorites Library is Undo-able.

- Adding, editing, and removing Snapshot, Bypass, and Controller assignments.

NOTE: Note that when Undo restores the removal of a block that includes assignments, in most cases, these assignments are restored with the block, but in some cases may not be able to be retained.

- Pasting a copied Snapshot and/or the Snapshot title
- Changes to any settings within the HX Edit Preferences, Command Center, and Global EQ windows

NOTE: The Undo button and Edit menu command remain unavailable (dimmed) until an undo-able action is performed in HX Edit. Likewise, Redo remains unavailable until an Undo action has been applied.

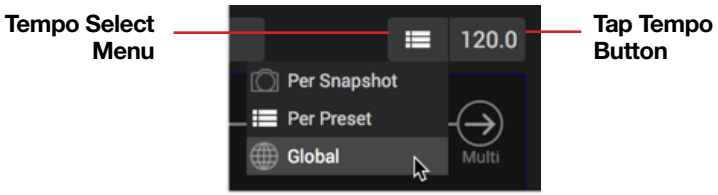
Software Edits vs. Hardware Edits

Edit actions performed within the HX Edit application (or "software edits") are tracked individually for Undo / Redo. For example, if you adjust an HX Edit parameter slider, move a block, and then change a block's model, these actions are reverted individually—one action per each click of Undo.

Edit actions performed directly on your connected Helix/HX device and via external MIDI control (or "hardware edits"), are aggregated into a separate, single undo-able action within the Undo history. Therefore, if you perform a number of hardware edits and then choose Undo, ***all*** such edits are reverted in one click of Undo. Likewise, selecting Redo after performing an Undo of several hardware edits restores all the hardware edit changes in one click of Redo.

Editing the Tap Tempo

There are a few options available for configuring the tempo, accessible from the Tempo Controls at the top of the Signal Flow window. Any of the current preset's effect models set to note division values will follow this Tap Tempo value. (Note Sync mode is available for most delay and modulation effects—see page 36.)



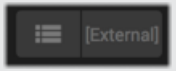
The Tempo Controls

How the Tempo Value is Recalled

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

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

NOTE: Your Helix/HX device's tempo can also be configured to follow MIDI Clock from an external source, accessed from within your device's Global Settings > MIDI/Tempo screen. When your device is actively following MIDI Clock, all options for the Tempo Controls are disabled and the Tempo value displays as "[External]."



Entering a Tempo Value

To enter a value, click on the **Tap Tempo button** rhythmically, or right-click directly on the Tap Tempo button and type in your desired numerical value.

Creating & Restoring Complete Device Backups

Use the File menu's **Create Backup** and **Restore From Backup** commands to create complete backups of your Helix/HX device's current Global Settings, IRs, Favorites, User Model Defaults, and Presets and easily restore them back to your device at any time. Optionally, you can also **Extract Files From Backup** to individually access assets from a saved Backup. All presets are backed up from their last-saved state, therefore, be sure to save your currently-loaded preset before creating your backup to include its current settings.

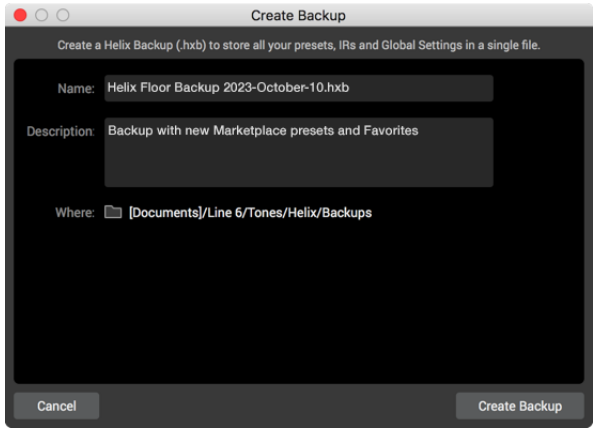
NOTE: If you have purchased and imported Marketplace premium presets or IRs, your computer must be in the Authorized state to be able to use the Create Backup and Restore From Backup features, if the backup includes Marketplace premium assets. See "Authorize / Deauthorize Your Computer" on page 56.

TIP: Backup files (.hxb) created using the **Create Backup** feature for any Helix (Helix Floor, LT, or Rack) device can then be "Restored" onto any other Helix device. This allows you to easily duplicate all your applicable Global Settings, Presets, and IRs to another Helix in one action.

Backup files created for HX devices are ***only*** compatible with each specific device type (HX Stomp XL, HX Stomp, or HX Effects).

To Create a Backup

Select the **Create Backup** command from the File menu to launch the window.



The Create Backup window (Helix device)

4. **Name - Your backup file is automatically named with the type of device (Helix Floor, Helix Rack, Helix LT, HX Stomp XL, HX Stomp, or HX Effects) and the current date. Optionally, you can click directly on the file name here and edit it as desired.**
5. **Description - Optionally, type in some descriptive notes. All text added here is saved with your backup, and viewable during the Restore From Backup process.**
6. **Where - By default, your Backup file (.hxb) is saved to the following directory on your computer:**
   - **Mac** - /Documents/Line 6/Tones/Helix/Backups folder
   - **PC** - \My Documents\Line 6\Tones\Helix\Backups folder

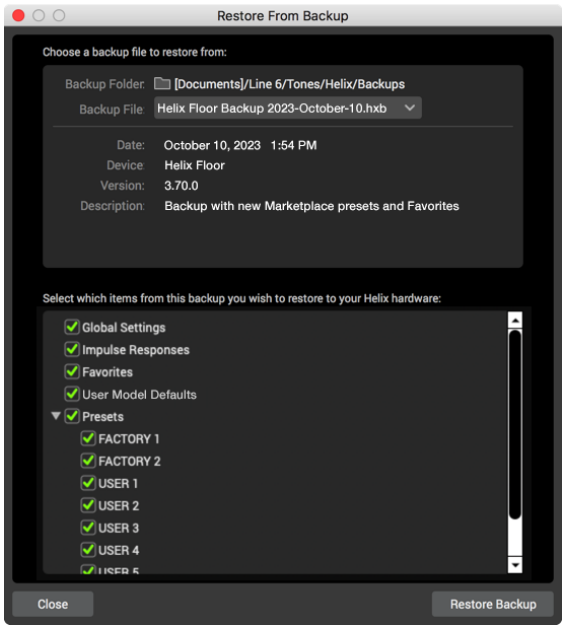
   To save to a different folder, click the folder button and browse to select your preferred disk location.
7. **Click Create Backup and the progress of your backup is shown, with a message once it is completed successfully (or click Cancel to exit without creating a Backup).**

   Repeat the above steps at any time to create as many individual backups as you like. All compatible backup files for your connected Helix or HX are then available within the Restore From Backup window.

TIP: It is highly recommended to create a full Backup before installing device firmware, and to perform backups regularly to make sure you always have copies of your tones, IRs, and settings!

To Restore From a Backup

Select the **Restore From Backup** command from the File menu to launch the window.



The Restore From Backup window (Helix device)

1. **Backup Folder - The most-recently-used Backup folder is selected here. To find a backup file in a different folder, click the folder button and browse to the desired location.**
2. **Backup File - All compatible Backup files (.hxb) that you saved within the currently selected directory are selectable here. When selecting a backup file, the following information is displayed so you know the details about the backup before choosing to restore from it.**
   - **Date:** The creation date of the backup file.
   - **Device:** The specific type of Helix device this backup was created from (Helix Floor, Helix Rack, Helix LT, HX Stomp XL, HX Stomp, or HX Effects).
   - **Version:** The firmware version installed on the device when the backup was created.
   - **Description:** Any notes that you entered within the Description field when the backup was created appear here.
3. **Items to Restore - In the lower pane, select the individual items you wish to be restored from the selected backup file: Global Settings, IRs, Favorites, User Model Defaults, and Presets. Whichever items that are selected here will be restored, overwriting those currently on your Helix device.**

TIP: For Helix Floor, Rack & LT devices, click on the arrow to the left of the Presets checkbox and expand the option (as pictured above) to individually choose whichever setlist(s) you want to restore from the selected Backup!

4. **Click Restore Backup and the progress of the restore process is shown, and then a pop-up message is displayed once it is completed successfully (or click Close to exit without restoring).** ***Do not disturb the HX Edit application or device until the Restore process is complete.***

TIP: For Helix devices, if the restored Backup includes presets or setlists, it is highly recommended to power your device off and on again to allow it to "rebuild" the presets. This process optimizes preset loading times and "IR File Reference" functionality.

You can repeat the above steps at any time and select any available Helix or HX Backup file stored on your computer.

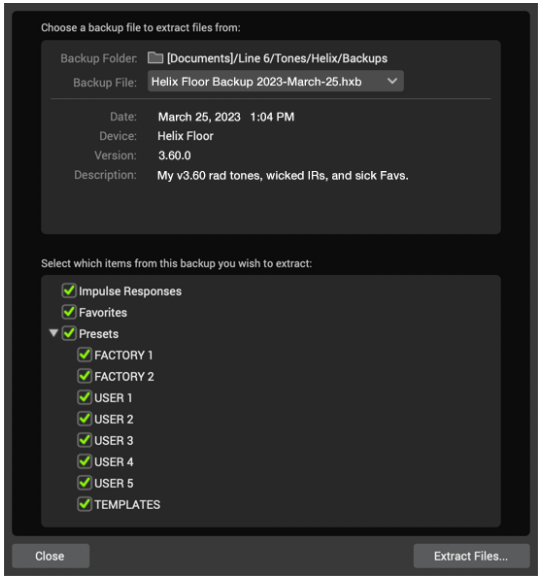
Extracting Files from a Backup

Instead of restoring a complete backup, as covered in the preceding section, you might prefer to "extract" the IRs, Favorites, or setlists & presets from one of your saved Backup files to your computer. Extracting allows you to browse and choose only the individual assets you wish to import into your Helix or HX device (or Helix Native plugin).* For this task, you can utilize the **Extract Files from Backup** feature.

TIP:** You can use this feature to extract the IRs, Favorites, or presets from ***any Helix or HX device's saved Backup (.hxb) file on your computer! Note that the preset compatibility rules apply when importing the extracted presets into a different type of Helix/HX device—see "Preset Compatibility" on page 4.

To Extract Files From a Backup

Select the **Extract Files From Backup** command from the File menu to launch the window.



The Extract Files From Backup window (Helix device)

1. **All fields and options displayed in the upper portion of the window are the same as described for the Restore From Backup window—please refer to the individual item descriptions in the preceding section.**
2. **Select which items from the backup you wish to extract - In this lower portion of the window, check the desired assets. Note that when extracting from a Backup created from a Helix Floor/Rack/LT type device, you can check individual setlists (as pictured above) to choose only the setlists you want.**

3. **Click the Extract Files button to start the process, and a folder including all the extracted assets is saved to the designated Backups folder (by default, this folder path is Documents > Line 6 > Tones > Helix > Backups).**
4. **Once the extraction completes, a pop-up window asks if you'd like to open the folder of the extracted assets.**

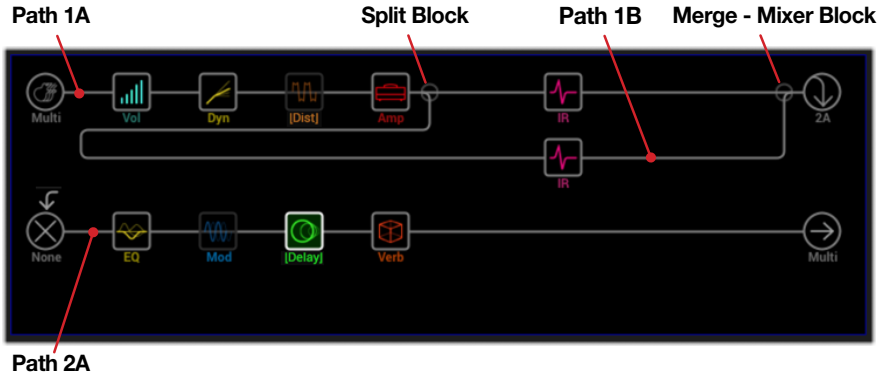
5. **Click Yes to open the folder now. All extracted IR, Favorite, and preset files are found within their own sub-folders, with all files conveniently named utilizing their original library index slot number. For Helix device backups, each of your selected setlists are extracted as separate sub-folders.**

   These extracted IR, Favorite, and preset files can now be imported into your Helix and HX device(s), and Helix Native plugin.

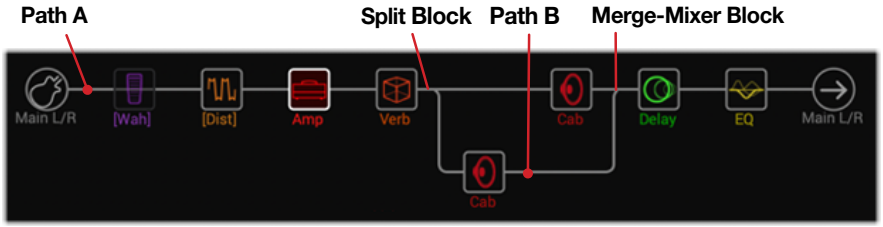
The Signal Flow Window

The Signal Flow window allows you to directly access the Amp, Effects, Mix & Looper blocks within your preset and configure your signal path routing simply by clicking and dragging. Once you select any block within the Signal Flow, the Inspector's **Edit** tabbed panel below provides access to all its editable parameters. The options offered here are essentially the same as found on your connected Helix or HX device, making editing very straight-forward.

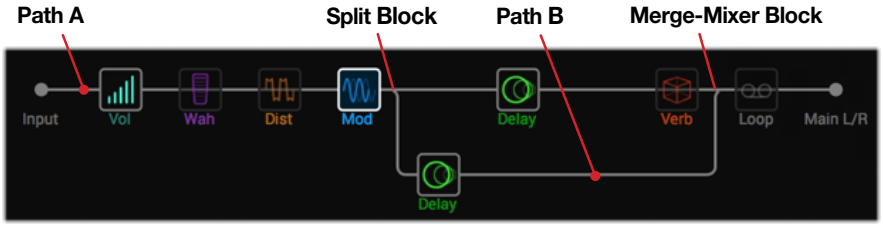
HX Device Owners: HX Edit application functionality described within this chapter is the same with Helix or HX devices, except where noted.



The Signal Flow Window (Helix device)



The Signal Flow Window (HX Stomp XL or HX Stomp device)



The Signal Flow Window (HX Effects device)

Preset Spillover

Helix Floor, LT, and Rack devices include the Preset Spillover option (see page 8). When Preset Spillover is "On," you'll see one signal path rather than two in the Signal Flow display, reflecting the Spillover state of the device. Preset Spillover is switched On/Off via your device's Global Settings > Preferences options.

Show/Hide Block Labels Option

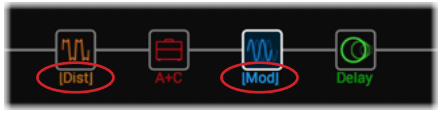
If you prefer a cleaner look within the HX Edit app's Signal Flow window, you can "hide" the descriptive text labels that appear below each block using the Show/Hide option within the **Preferences** > **View** tab (see page 51). When set to hide the labels, you'll only see a block's label appear when hovering your mouse over the block.

Block Label Option Set to Show

Block Label Option Set to Hide

Block Bypass Assignment Indicator

If you create a Bypass assignment for any Amp or Effects block within your tone (via any footswitch, EXP, or MIDI type hardware controller), you'll see the block name label displayed in brackets, as shown below. Please see "The Bypass/Controller Assign Tab" on page 39 for the full info on creating Bypass assignments. (Note that if you happen to have the above-mentioned Show/Hide Block Label option set to "Hide" you won't see these labels or indicators except for when hovering over the block.)



Bracketed block labels indicate block bypass assignments

Hardware Block Signal Indicators & Level Meters

Helix and HX devices include real-time level indicators and metering for specific block types, which are very handy for visually checking and adjusting the gain staging throughout the signal flow of your tone.

NOTE: These indicators and meters are visible only on the screen of your device, and not within the HX Edit application.

To follow are highlights of some of these features—please refer to your device's *Owner's Manual* for more info.

Signal Indicators

(Helix and HX devices) For all **Input**, **Output**, **Send**, and **FX Loop** block types within the Signal Flow, when an input or output signal is present, these blocks display with a green fill to indicate a signal is present. Whenever the signal level at any of these block types is too hot, a red fill color is displayed as a clip indicator (which means you should reduce the signal level of block(s) preceding the red indicated block, and/or the red indicated block's own levels, to eliminate the clipping).

Level Meters

(Helix devices) Whenever an **Output**, **Send**, **FX Loop**, **Compressor**, or **Gate** type block is selected within the Signal Flow, you'll see its meter(s) appear within the lower Inspector panel of the Helix device's Home screen.

- For Output, Send, and FX Loop blocks, the meter measures output level and is displayed green for normal signal levels. Whenever the signal is too hot, the meter is displayed red to alert you of clipping.
- For a Dynamics - Compressor or Gate type block, the yellow meter measures the amount of gain reduction being applied by the effect.

Moving Blocks & Arranging the Signal Flow

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

HX Device Owners: You'll see only the HX device's single Path 1 displayed within the HX Edit signal flow panel. The HX Path 1 can be similarly split to offer parallel Paths 1A and 1B, as shown in the preceding screenshots.

Path 1 / Path 2 (Helix devices only) - Unlike on the Helix hardware, within HX Edit it is possible to copy or move a block, including its current settings, between main Paths 1 and 2 via drag and drop. You can also *Cut* or *Copy* a block and then *Paste* into any desired location on the opposite path to re-locate it there, along with its settings intact—see the next section.

Split Paths - To create a split (or "parallel") path, simply drag a block down from the main signal path (Path 1A or Path 2A) and you'll see a split path (Path B) appear, with both a Split and Merge block created at each end (as shown in images at the start of this chapter). Each path is stereo, with the audio content fed to each determined by the Split block type selected (see next section). To remove the split path, clear or move all blocks out of the parallel "B" path.

Mix (Split and Merge-Mixer) Blocks - When a Split block is selected in the signal flow, you can choose from among 3 types of Split blocks, and adjust the balance options using the parameter sliders that appear in the Edit tab below. Note that you can click and drag the Split and Merge-Mixer blocks to position them however you like within the path.

Split Path Options

There are four Split types you can choose from for any Split block.

Split Y: By default, a Split > Y appears any time parallel Path B is created. Use the **Balance A** and **Balance B** (pan) parameters to adjust the left/right stereo balance fed to each stereo path, respectively.

Split A/B: Use the **Route To** parameter to determine the total amount of signal fed to Path A versus Path B.

Split Crossover: Splits the audio content so that treble frequencies are sent to Path A and bass frequencies are sent to Path B. Use the **Frequency** parameter to set the center frequency; Any signal above this frequency is sent to Path A, and any signal below this frequency is sent to Path B.

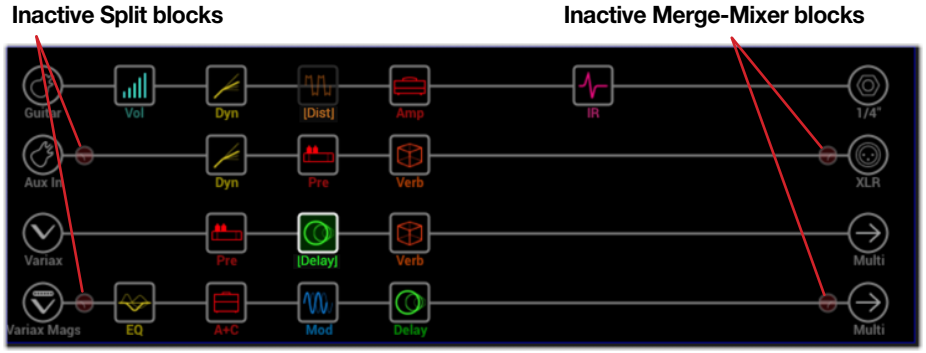
Split Dynamic: Similar to a crossover, except the audio content above the audio **Threshold** is sent to Path A, and the content below the audio Threshold is sent to Path B (or the path routing is reversed when **Reverse** is **On**). **Attack** determines how fast the signal routes to Path B once reaching the Threshold, and **Release** determines how fast the signal returns to Path A once falling below the Threshold—typically, higher values result in a smoother transition. Reverse, when On, flips the Path.

Much like any effects type block, a Split block can be bypassed, as well as have a bypass assignment created for it. Bypassing the Split block results in feeding equal left and right signals to each stereo parallel path. Functionality for Split blocks and Paths differ slightly for Helix vs. HX devices, as detailed here.

Helix, Helix Rack & Helix LT Devices

If you drag a Split block down from Path A (or right-click on the Split block and choose **Create Input**), it will change into a separate Input block for Path B, which then offers a set of Input block options in the Edit panel. Likewise, if you drag a Merge block down (or right-click on the block and choose **Create Output**), it becomes a separate Output block for Path B. When dragged to Path B, the Split or Merge-Mixer block becomes inactive and no longer affects either of the signal paths.

This functionality is how you can potentially create up to 4 individual signal paths within one preset, each with its own input and output settings, as shown below. Once converted to Input & Output blocks, you can drag the inactive Split or Merge-Mixer block back up to the main Path A to restore each back to an active Split or Merge-Mixer block (or use the right-click options to **Restore** them).



Split paths converted to individual paths (Helix device)

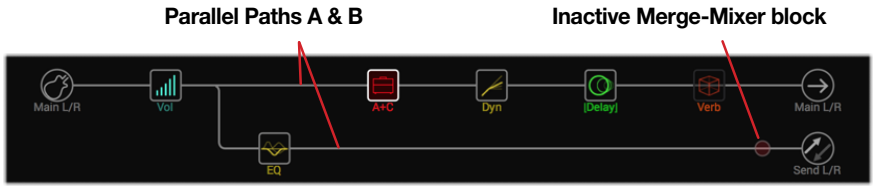
HX Devices

On HX devices, once a parallel path is created, the Split block can be dragged left or right on Path A to re-position it as desired. (But unlike with Helix devices, a Split block cannot be moved down to convert it into a separate Path B Input.)

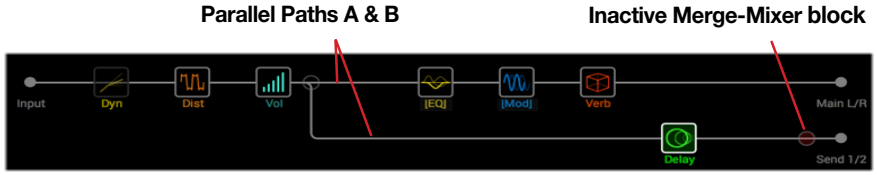
It is possible to drag the Path A Merge-Mixer block down (or right-click on the block and choose **Create Output**), as shown in the following screenshot. This routes the Path B output separately to the hardware **Send L/R** output jacks, and the Merge-Mixer block becomes inactive in this Path B position.

NOTE: If your preset already includes an FX Loop block, the option to set the Merge-Mixer block to Path B as an Output block is not available, since the Send L/R outputs are already in use by the FX Loop. Likewise, once you've set the Merge-Mixer block to Path B (Send L/R out) as an Output block, it is not possible to also add an FX Loop block to the preset.

Once converted to an output, drag the inactive Merge-Mixer block back up to the main Path A to restore the split path and active Merge block (or use the right-click option to **Restore** it).



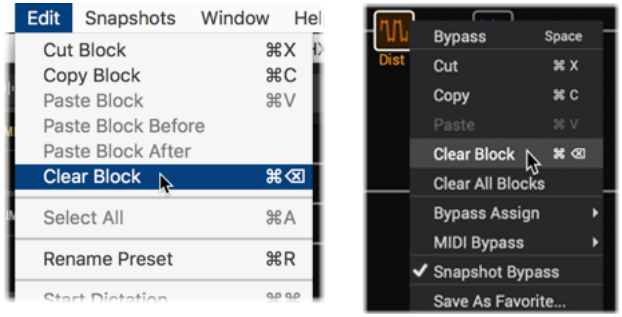
Split path with Path B routed to the Send L/R Output (HX Stomp XL or HX Stomp device)



Split path with Path B routed to Send 1/2 Output (HX Effects device)

Cutting, Copying, Pasting, and Clearing Blocks

You can use the **Cut Block** or **Copy Block** commands for an existing processing (Amp, Cab, IR, FX, Looper, Mix, or Favorite) block, and then use one of the **Paste Block** commands to paste it, with all its current settings, into a new location within any path and within any preset. Use **Clear Block** to remove the selected block from the path. Once you've selected the desired block, these commands are accessed either from the menu bar's **Edit** menu or from a block's (right-click) context menu (or via keyboard shortcuts—see page 72).



Block Cut, Copy, Paste & Clear commands are available in the Edit menu or block's context menu

TIP: You can also use copy/paste, or drag and drop, to copy a block between separate HX Edit device windows, and/or Helix Native, as covered below.

Note that if you copy/paste a Favorite block between HX Edit and Helix Native, the block is pasted as a standard (non-Favorite) type block, but with all its settings intact.

Use **Cut Block** or **Copy Block** and then any of the **Paste Block** commands in ***either*** HX Edit or Helix Native plugin, as follows:

- Into any path within the Helix Native plugin's Signal Flow
- Into any path within the HX Edit app, and within any preset
- Into any preset within HX Edit when then connected to a different Helix or HX device (as long as the copied Block data is the last item copied to your computer's clipboard)
- Into an additional HX Edit application window—also see "Multi-Device, Multi-Window Support" on page 3

Block Cut / Copy / Paste is allowed for all block types, with some restrictions.* This provides great flexibility in re-creating tones between Helix Native, HX Edit, and even different Helix & HX devices.

***NOTE:** Some restrictions apply for Copy / Paste of blocks, depending on the DSP capacity and features of the particular device in use. For example, just as any Helix device preset will prevent the addition of some block or model types as the DSP limit is reached, the same DSP limit rules apply for Copy / Paste. Presets can also include only one Looper block, one use of each Return, up to two IR blocks, etc. Therefore, Copy and Paste observes these Block rules as well. Physical inputs & outputs differ between Helix and HX devices (and between the different HC modes within Helix Native), therefore, the copying of Looper, Mix, Input and Output blocks and their settings may not be allowed, as covered throughout this chapter.

Cut Block - Clears the block from the Signal Flow and copies the block and its current parameter settings to the clipboard.

Copy Block - Copies the block and its current parameter settings to the clipboard.

Paste Block - Pastes the most recently cut or copied block to the selected destination. If you select an existing block, this will replace the existing block and its settings. To follow are a few handy copy & paste tips.

- **Paste Block After / Paste Block Before** - If you select an existing block, you can alternatively choose either of these commands to paste the block in your preferred location. All these Paste Block commands are selectable within the main Edit menu, as well as from a block's right-click context menu.
- **Mix Type Blocks** (Helix devices only) - Copy & Paste are available for any **Input**, **Output**, **Split** and **Merge** type block as well, where its settings can be copied & pasted into a location with the same block type. (When copying these blocks between different device types, which may include unique parameters per device, only common parameters are pasted.)
- **Favorite Blocks** - Copy & Paste are also available for any **Favorite** type block as well, where the block and its current settings can be copied just like any processing block.

NOTE: If you paste a copied Favorite block (or drag/drop it) into the signal flow of another HX Edit or Helix Native Signal Flow, it pastes the block as a standard (non-favorite) type block, thus, no respective "Favorite" is imported into the new device or Native.

If you paste a copied Favorite block (or drag/drop it) into the Favorites panel of another HX Edit/Helix Native window, the Favorite is imported into the new device or Native Favorites library.

- When copying a block within the same window, or between separate HX Edit (and/or Helix Native) windows. All existing assignment types are copied with the block, except for any footswitch-based Bypass assignment.*
- When copying a block from HX Edit to Helix Native, it may not appear that its hardware-based controller assignments are retained, since the Helix Native does not support them. But if you copy the same block back into an HX Edit window again, you'll see its original assignments are indeed still intact.*

***NOTE:** When copying a block with existing hardware-based assignments, the assignments will not be retained if the destination device does not include or support the specific controller type (e.g., if copying a block with an EXP 3 controller assignment from a Helix Floor to an HX Stomp device, the assignment is not shown or supported, since HX Stomp includes no EXP 3).

Clear Block - Choose **Clear Block** from the application's Edit menu, from the block's (Right-click) context menu, or by clicking the "X" button that appears when you hover your mouse cursor over a block. Alternatively, you can select an existing block in the Signal Flow and choose **None** from the Edit tab's Model Browser.

When hovering over a block, you'll see its Bypass and Clear buttons appear

Clear All Blocks - Available in the block's context menu, this removes ***all*** processing blocks from the signal flow. (Input & Output block settings remain unchanged.)

NOTE: Only one Looper block can exist within any preset at a time. Therefore, you cannot Copy and then Paste a Looper block within the same preset. But you can use the **Cut Block** command and then **Paste Block** to effectively "move" a Looper block, including its settings, to a new location, such as to a different path.

Drag and Drop Blocks

You can also use "drag and drop" to copy/paste a block within the current preset, as well as between separate HX Edit and/or Helix Native windows. Copy or Move can be performed with any processing type blocks - Amps, Cabs, IRs, FX (as long as the block type is supported by the target destination's Signal Flow). The following drag and drop actions are available.

- Drag and drop of a block anywhere within the current HX Edit Signal Flow ***moves*** the block (including when dragging between Paths).
- Holding the Alt/Option (Mac) or Ctrl (PC) key and performing drag and drop of a block anywhere within the current HX Edit Signal Flow ***copies*** the block.
- Drag and drop of a block into the Signal Flow of any other HX Edit or Helix Native plugin window ***copies*** the block.
- Holding the Alt (Mac) or Ctrl (PC) key and performing drag and drop of a block into any other HX Edit or Helix Native plugin window ***moves*** the block.
- Since performing a drag and drop of a block between separate windows is essentially the same as a Copy/Paste Block operation, the same rules and behaviors apply—please see the preceding section.

NOTE: When dragging a block, if you try to drop it on top of an existing block, you'll see the existing block shift left or right to place your dragged block before or after it. Unlike when using the Copy and Paste commands, it is not supported to replace an existing block via drag and drop.

See "Drag and Drop Favorites" on page 22.

Adding & 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 "None" block location appear. Once you select the location, choose any type of block from the **Model List Menu** in the Inspector's **Edit** tab below (see the following chapter for more info). If you select a location already occupied, choosing a different model from the menu will replace the selected block's model.

To Toggle the Bypass of a Block - Do any of the following:

- Hover your mouse cursor over a block within the Signal Flow and use the **Bypass** button that appears above the block.
- Right-click on the block and choose **Bypass** from the context menu.
- Click on the desired block to select it, then use the **Bypass** button within the Edit tab.
- Click on the desired block to select it and hit the Spacebar.
- A block's bypass state, by default, is also stored and recalled with each Snapshot (see "Configuring & Managing Snapshots" on page 24).

Adding a Block to Favorites

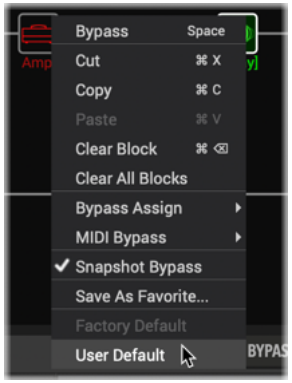
Once you've dialed in an amp or effects block exactly the way you like it, you can save its settings as a "Favorite" so the block can be added very quickly to other tones, complete with your stored parameter settings, bypass state, and existing bypass assignment. Please refer to "Favorites Panel" on page 20 for details on how to add, utilize, and manage Favorites.

Configuring a Model's User Defaults

If you find yourself constantly re-tweaking your commonly-used models, you can save any model's settings as its new defaults (excluding Input, Output, Split, or Merge Mixer blocks), so the model shows up that way every time you add it to a preset.

1. **Choose any model and tweak it exactly how you like it—including any of its parameters and bypass state (existing bypass, MIDI, snapshot, and controller assignments are not stored with the User Defaults).**

2. **With the model's block selected within the Signal Flow, right-click on the block and choose User Default.**



All your current parameter settings are now saved as the default for future uses of the model. (Existing presets that already include the model are not affected.)

NOTE: To return a model to factory defaults, select the model's block, right-click on it, and select **Factory Default**.

TIP: Your User Defaults are included when creating backups in HX Edit—see "Creating & Restoring Complete Device Backups" on page 27.

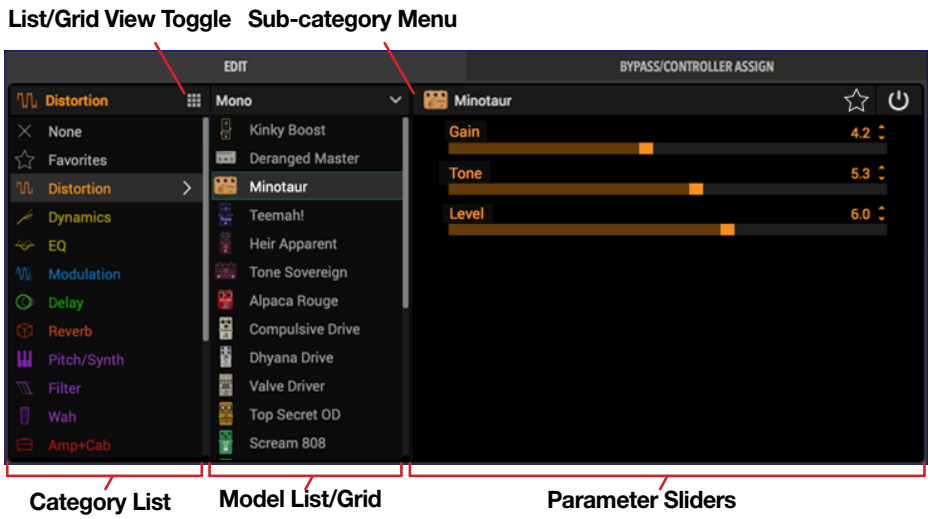
The Edit Tab

The Inspector window's **Edit** panel provides access to all models via its multi-level **Model Browser**, where you can choose from numerous categories of models to make up your tone. This panel also displays all available parameters for the block that is currently selected within the Signal Flow window, providing easy access for editing.

HX Device Owners: HX Edit functionality described in this chapter is the same for all Helix and HX devices, except where noted.

Selecting Models

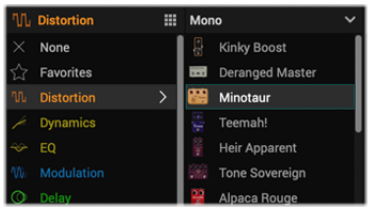
As mentioned in the previous chapter (page 34), add models to your current preset by selecting the desired empty location on any path within the Signal Flow window and then choose the specific model you want from the Model Browser. You can also select any existing block within the Signal Flow and change its model this way.



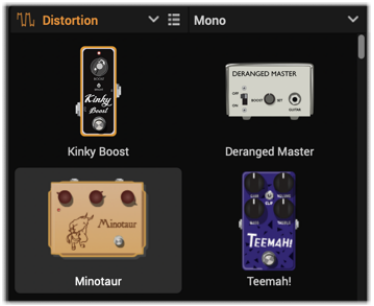
The Edit Panel's Model Browser

Choose the type of block first in the **Category List** at the left to see all of its available models appear in the **Model List**. Note that, once you've selected a category, you can toggle the **List/Grid View** toggle button to change between a menu list or grid type display of the category's models.

HX Effects Owners: HX Effects devices do not include Helix Amp, Preamp, or Cab type models, therefore, these categories will not be available.



Model List view



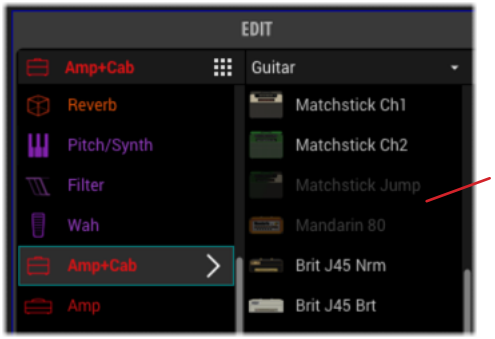
Model Grid view

For block categories that offer it, you'll see a **sub-category menu** at the top of the Model List, where you can choose to see Mono, Stereo, or Legacy type models. Amp categories offer Guitar & Bass sub-categories, and for Cabs you'll see Single & Dual category options (also, see "Model Lists" on page 57).

Once you click on any model in the Model List, it is instantly active and loaded into the selected Signal Flow location. You'll see the selected model's editable parameters appear at the right of the Edit panel. If you want to remove an existing block, select it within the Signal Flow and choose the **None** category's **Empty Block** option (or use the **Clear Block** menu command).

DSP Limit and Model Availability

As in your Helix or HX device's Model Select menu, when the current preset reaches a high DSP and/or memory usage, some models become non-selectable within the menu. Additionally, some block types are limited in the maximum number of instances that can be added to a single path and/or to a preset (as shown in the following table). In the HX Edit app's menu, you'll see models dimmed to indicate this, as shown below. To free up more DSP resources for the current preset, try removing some models, or selecting "Simple" or "Legacy" type models. For Helix devices, utilize both Path 1 and Path 2 to take advantage of all available DSP power. (See the DSP Management information within your device's ***Owner's Manual*** for details.)



Unavailable models appear dimmed when the preset's DSP or block limits are reached

NOTE: See "Preset Compatibility" on page 4 for relevant information about DSP limits and the use of Helix presets with the Helix Native plugin.

The following table shows block types which include a maximum instance per path or per preset limitation.

Block Type	Device Type		
	Helix Rack/Floor/LT	HX Stomp/Stomp XL	HX Effects
Amp+Cab, Amp, Preamp, Single Cab, 1024 IR	Up to four, any combination, within a preset (up to two per path).	Up to two, any combination.	Amp, Preamp, and Cab blocks not supported.
Dual Cab, Dual IR, Single 2048 IR	These count as two of any of the above block types. Any two within a preset, one per path.	One per preset.	One 2048 IR per preset. Amp, Preamp, and Cab blocks not supported.
Legacy Amp+Cab, Single Legacy Cab, Dual Legacy Cab	Up to four Single Legacy Cabs (up to two per path. Any two Legacy Amp+Cab or Dual Legacy Cabs per preset (one per path).	Up to two Single Legacy Cabs per preset. One Legacy Amp+Cab or Dual Legacy Cab per preset.	Legacy Amp, Preamp, and Cab blocks not supported.
Poly Pitch Effects Models	One per path and two per preset.	One per preset.	One per preset.
Return	One instance for each Return input per preset.	One instance for each Return input per preset.	One instance for each Return input per preset.
6 Switch Looper, 1 Switch Looper, or Shuffling Looper	One Looper per preset.	One Looper per preset.	One Looper per preset.

Editing Model Parameters

Once added to your tone, simply click on any block to select it, then choose the desired model type and tweak its parameters in the Edit panel. To follow are a few editing tips (also see "Keyboard Shortcuts").

Toggling Model Bypass - A Bypass button is available at the top right of the Edit panel for any model that offers a bypass option. When a model is bypassed, its parameters appear dimmed to indicate this state.

Edit tab - model active

Edit tab - model bypassed

Save to Favorites - The "star" button at the top right of the panel allows you to add the model, along with its current settings, to your device's Favorites library—see page 20.

Adjusting Parameter Sliders - There are several ways to adjust slider values:

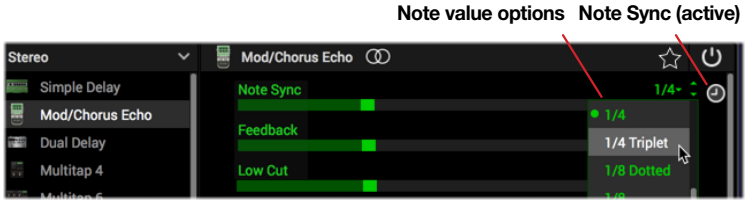
- Click on any slider's "handle" and drag it to the desired value.
- Click on the desired range location within a slider's path and it will jump to the clicked value.
- While hovering your mouse cursor directly over any slider's path, use your mouse wheel to adjust it.
- Click the up/down arrow buttons at the right for small, incremental adjustments. If a down arrow is displayed at the right, click on it to expand its menu.

Type in a Precise Value - Double-click anywhere on a slider's path or on its value to manually type in a precise numerical value.

Resetting Sliders - If you're not happy with your slider adjustment, Cmd+Click (Mac) or Ctrl+Click (Windows) on the slider to reset it to its initial default value.

Accessing All Parameters - 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 Edit tab. You can re-size the application window to show more sliders, or click and drag the vertical scroll bar at the right to access all parameters (or use your mouse wheel when hovering your mouse cursor over the scroll bar).

Note Sync - Most modulation and delay effects models offer a Note Sync option, allowing the modulation rate or delay repeat time to follow the device's main Tap Tempo value (see "Editing the Tap Tempo" on page 26). For models that offer it, you can click the Note Sync button within the Edit tab to toggle the feature on/off. When active (the Note Sync button is lit), the parameter will change to offer note division values, as shown in the following screenshot.



A Delay block configured for Note Sync

Impulse Response Block Options - When an IR block is selected in the Signal Flow, you'll see IR block parameter sliders here in the Edit panel, just like for any other block. Use the **IR Select** parameter to choose the index number for the desired IR from your IR Library. Remember that you'll need to import IR files into your Helix or HX device using the application's IRs tab for an IR block to utilize them—see "Importing and Exporting IRs" on page 16.

Looper Block Options - It is possible to add a Looper type block to a preset, and view and edit several Looper block parameters within the Edit tab. However, it is not possible to toggle the Looper mode of your connected device on and off within the HX Edit application.

TIPS:

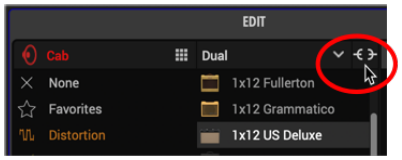
Right-click on a slider for a handy menu to assign external control of the parameter to one of your Helix or HX device's controllers, or to an external MIDI controller—also see page 42.

Alt+Click directly on slider in the Edit tab to instantly create a Snapshot Controller Assignment for the parameter—see page 24.

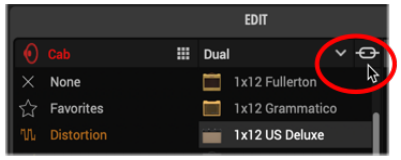
By default, all Amp & Effects blocks' bypass state is automatically stored and recalled per Snapshot. If you prefer, you can exclude a block's bypass state from being recalled via Snapshot changes—see page 24.

Link Dual Cabs Option

For Dual Cab and Dual Legacy Cab blocks, you can enable the global **Link Dual Cabs** option within the Edit tab (see "Link Dual Cabs Option" on page 66) if you prefer the secondary Cab model to automatically change to match your primary Cab model selection. This option is Off as the initial default, and can also be accessed within your device's Global Settings>Preferences.



The Link Dual Cabs button - Off



The Link Dual Cabs button - On

Editing Input, Output, Split & Mixer Blocks

Much like Amp & Effects blocks, you can click on the **Input**, **Output**, **Split** or **Mixer** blocks of any path and access their options in the Edit panel.

Input Block Options:

- **Helix, HX Stomp XL, and HX Stomp Devices** - Different parameters, such as Gate, Level, Pan, etc., are displayed depending on the specific input type you select from the Input block's menu. If the **Multi** or **Variax** input type is selected (available on Helix devices only), you'll see options here for selecting a Variax model, individual string tunings & levels, and more.

NOTE: As of v3.15, Helix devices include an **Input block - Guitar In Pad** level option for the Guitar Input, which you can set **On** or **Off** per preset, or set to **Global**, which then allows the Pad to be set **On** or **Off** via the device's **Global Settings > Ins Outs > Guitar In Pad** option.

Similarly, HX Stomp XL and Stomp devices include an **Input block - Input Level** option. You can set this to **Pad/Instrument** or **Line** level option per preset, or set to **Global**, which then allows the level to be set to **Pad/Instrument** or **Line** level via the device's **Global Settings - Ins Outs - Input Level** option.

- **HX Effects Devices** - The path's input is "fixed" and, therefore, is not selectable and does not offer block options.

Output Block Options:

- **Helix Devices** - When the Output block of any path is selected, you'll see output routing options available, as well as other options the selected Output block for your device offers (Pan, Level, L6 LINK - Powercab® & DT amp options, etc.). In addition to your Helix device's analog and digital outputs, you can also choose to route the output of one path to the input of another later path. Note that you can route the output of Path 1 into Path 2 in a "serial" fashion to take advantage of both paths' DSP capacity!

NOTE: When an FX Loop block exists within your Helix preset, the Output block will not offer options to choose the same Send output(s) as utilized by the existing FX Loop block. Likewise, once an Output block is set to utilize an Send output(s), no FX loop block which utilizes the same Send output(s) can be added to the preset.

NOTE: When an FX Loop block exists within your Helix preset, the Output block will not offer options to choose the same Send output(s) as utilized by the existing FX Loop block. Likewise, once an Output block is set to utilize an Send output(s), no FX loop block which utilizes the same Send output(s) can be added to the preset.

- **HX Devices** - When a split path is created, the Mixer block can be dragged down to Path B to create a separate "Send" output (see "Split Path Options" on page 31). When this dual-output, split path configuration exists, you can click on the Path A (Main) output or the Path B (Send) output to access Pan and Level parameters for each. The HX Stomp XL and HX Stomp devices' Path B output additionally offers a Mono/Stereo option.

NOTE: When an FX Loop block exists within your HX preset, it is not possible to move a Merge-Mixer block to create a Path B output, since the Send L/R outputs are already in use—see "Split Path Options" on page 31.

Split Block Options - If your preset includes a split path, click directly on the point on the main path where the signal divides to select the Split block and you'll see options for choosing different Split block types and their parameters. Note that there is also a Bypass switch for Split blocks which, when bypassed, feeds an equal signal balance to each parallel path.

Mixer Block Options - If your preset includes a split path, click directly on the point on the main path where the signal returns to select the Merge-Mixer block and you'll see several mixer options for blending the two paths' signals.

L6 LINK-Powercab Plus and DT 25/50 Amp Options

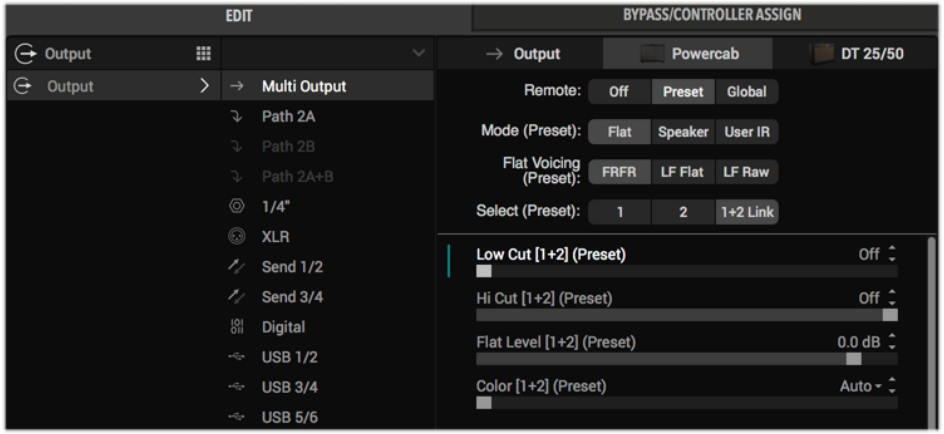
Helix Floor, Rack, and LT devices include the Line 6 proprietary **L6 LINK** technology, providing a simple, single-cable connection for mono/stereo audio and remote control capability between Helix and up to two Line 6 **Powercab Plus 112 or 212** powered speaker systems or **DT 25/50** amps. This allows you to store and recall Powercab Plus/DT parameters via your Helix device—globally or even per Helix preset!

For L6 LINK functionality, the following versions (or later) are required:

- **Helix device firmware v2.80**
- **Powercab Plus system firmware v2.00**
- **HX Edit v2.80 (if you wish to use HX Edit to access these Helix-L6 LINK parameters).**

For best results, it is highly recommended to use the latest available software and firmware versions for all your Line 6 products.

These options are accessible in HX Edit by selecting the **Output** block within the Signal Flow window, and choosing either the **Multi** or **Digital** output block type within the Edit tab. Click on the **Powercab** or **DT 25/50** tab to configure the desired options for your respective device(s).



The L6 LINK Powercab and DT 25/50 amp options

Within the Powercab and DT 25/50 tabs, you'll see the following sets of controls at the top of the screen.

Remote - Selects the Speaker Remote behavior from Helix to your connected Powercab Plus or DT unit(s).

- **Off** - No remote control settings are sent from Helix to the unit(s).
- **Preset** - All settings within the tab are saved with this Helix preset only, and are sent from Helix to the L6 LINK-connected unit(s) upon load of the Helix preset.
- **Global** - All settings with this tab are sent from Helix to the L6 LINK-connected unit(s). These sent settings remain the same regardless of the Helix preset that is loaded.

Note that the following three options will change to indicate whether they are applied per preset or globally, depending on the respective **Remote** option selected.

Mode - (Powercab tab screen only) Select the desired Powercab Mode (**Flat**, **Speaker**, or **User IR**).

Flat Voicing - When **Flat** is selected for the above Powercab **Mode** option, you'll see this row of controls to select either **FRFR**, **LF Flat**, or **LF Raw** for the Voicing function of the Powercab Flat mode.

Select - Allows you to configure the remote settings for each unit "1" and "2" of the L6 LINK-connected unit(s), or "1+2" for adjusting both simultaneously. You'll see the sliders within the tab change accordingly when you select 1, 2, or 1+2 Link, allowing you to control the respective unit(s), as described below.

- **When using one Powercab 112 Plus or a single DT amp** - it can be controlled from Helix by selecting **1**.
- **When using two Powercab 112 Plus systems or DT amps** - the first can be controlled from Helix by selecting **1**, the second can be controlled by selecting **2**, or both can be controlled as one by selecting **1+2 Link**.
- **When using one or two Powercab 112 Plus** amps - selecting **1** controls the left speaker(s) of the unit(s) and **2** controls the right speaker(s), or both speakers can be controlled as one by selecting **1+2 Link**.

NOTE: Any of the individual sliders within the tab can optionally be assigned to the Snapshot controller and then the slider value changed per Snapshot. Or, any slider can be assigned to a Helix hardware or external MIDI controller, and the slider value changed remotely. These controller assignments will function whether the L6 LINK settings are configured for the above **Preset** or **Global** operation.

Please refer to your *Powercab Family Pilot's Guide* or DT amplifier documentation for details on the individual Mode, Speaker, and other options available for these devices.

NOTE: L6 LINK can also be used to connect up to two Line 6 **StageSource** powered speakers. When two StageSource speakers are connected, the Helix left channel audio is automatically routed to the first StageSource and the right channel audio to the 2nd StageSource. Helix does not send any control or parameter messages to StageSource speakers via L6 LINK, therefore, there are no Helix Output block options to configure.

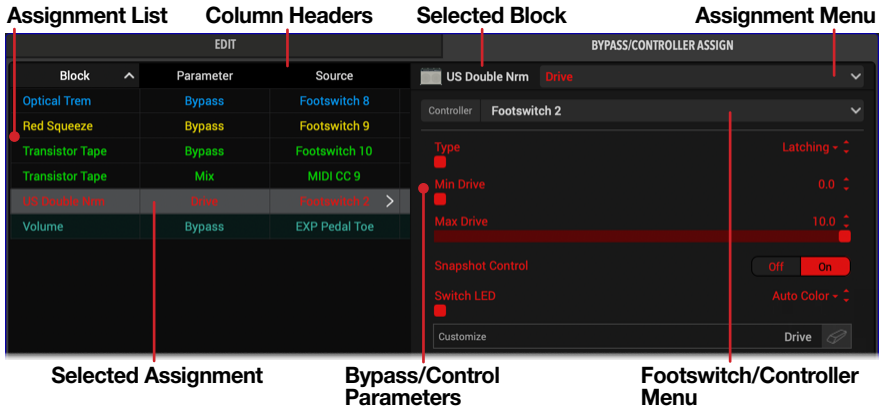
The Bypass/Controller Assign Tab

This tabbed panel combines the options found within the **Controller Assign** screens of your Helix or HX device (as well as the options within the Helix, HX Stomp XL, and HX Stomp devices' **Bypass Assign** screens), allowing you to assign model parameter functions to your device's footswitches & expression pedals, or external MIDI controllers for real-time, remote control. It is also possible here to assign model parameters to be stored and recalled with snapshots, as well as to customize footswitch labels and LED colors.

HX Device Owners: HX Edit functionality described in this chapter is the same for all Helix and HX devices, except where noted.

TIP: For creating & managing assignments for the transmission of MIDI commands from your (Helix or HX Effects) device's footswitches and pedals, see "The Command Center Window" on page 46.

In addition to the options for creating assignments, a list of existing bypass & controller assignments for the current preset appears within the left portion of this panel, allowing you to select and edit assignment options. (This handy display of existing assignments in one list is something not found on your Helix or HX devices' screens.)



The Bypass/Controller tab

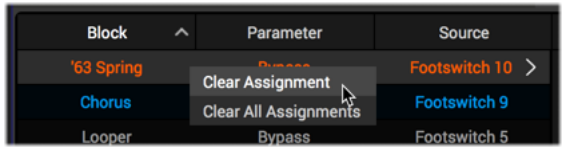
Attention *Helix Native Plugin Users:* The Helix Native plugin's Automation/Controller Assign panel supports a different set of controller assignments (for use with host DAW software's parameter automation). Therefore, Helix Native will essentially ignore any HX Edit-created hardware controller assignments saved in a preset—see "Preset Compatibility" on page 4.

Editing an Existing Assignment

When working with Factory Presets, you'll see that most already have some existing assignments, and they appear within the Assignments List at the left of the Bypass/Controller Assign tab (see the previous image). Once you create your own Bypass & Controller assignments, you'll see them appear within this list as well. At any time you can select an assignment within the list to see and edit its options, as described below. Please also refer to the following examples for creating specific assignments types for more info.

Clearing Existing Assignments

If you right-click directly on any existing Bypass or Controller assignment within the Assignment List, you'll find handy options for deleting the selected or all assignments.



The Clear Assignment options within an assignment's context menu

Clear Assignment - Deletes the assignment that you clicked on.

Clear All Assignments - Deletes ***all*** Bypass, Controller, Snapshot, and MIDI assignments that exist within the current preset.

Minimum & Maximum Sliders

Use the **Min** & **Max** sliders to set the range of control. For example, if creating a controller assignment utilizing an EXP Pedal, the Min setting equates to the pedal's "heel down" value, and the Max to its "toe down" value. If assigning to a footswitch, clicking the switch toggles between your configured 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.)

TIP: You can "reverse" the behavior of a controller by setting the Min to 100% and the Max to 0%, such as to make an assigned Wah pedal work backward!

Latching/Momentary Footswitch Option

For amp & effects models, you'll also find the **Type** 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).

MIDI CC In Selector

For assignments that offer remote control via external MIDI, this parameter is where you can define the specific MIDI CC value (CC 0-127) to match the MIDI CC value being transmitted from your external MIDI controller device or MIDI software. Your MIDI hardware or software must be capable of sending MIDI CC messages via 5-pin MIDI cable or USB to your Helix or HX device.*

***NOTE:** Your Helix or HX device can receive MIDI from either its 5-pin MIDI IN jack or over USB. (MIDI over USB can be received when connected to a computer, via a DAW host or MIDI software.) Use the device's **Global Settings - MIDI Tempo** options to configure its receiving MIDI channel and other MIDI options.

Snapshot Control On/Off

Whenever a parameter (other than Bypass) is configured with a Variax knob, footswitch, or MIDI type controller assignment, by default, the parameter is also automatically assigned to Snapshots. As of v3.50, you can configure whether the parameter's values are recalled per Snapshot (Snapshot Control On) or not (Snapshot Control Off). This setting is saved with your preset.

The Snapshot Control On/Off option

Switch LED Option

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 optionally use this slider to manually configure this LED color as desired.

Customizing a Footswitch Label

For any selected Bypass or Controller assignment that is created using your device's Footswitch, you'll see a **Customize** control displaying the block model's default name. This is the label displayed on the hardware's scribble strip for this footswitch (or on the LCD screen for a Helix LT, HX Stomp, or HX Stomp XL device) when your device is in **Stomp Footswitch Mode**. If you want to customize this label, double-click on the existing name, type your new text in the field, and hit your Enter/Return key. To clear your text and return to the default model label, click the **Clear** (eraser) button to the right of the field.

The Customize label control

NOTE: If a footswitch includes one or more 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** field of the other assignment panels as well, with the latest customization edit affecting the label in all places.

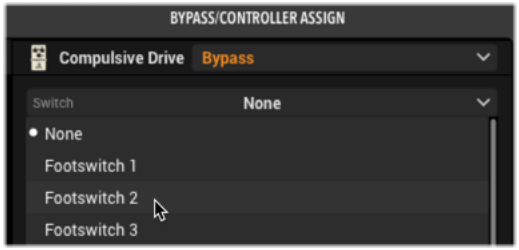
Creating a Bypass Assignment

Create a Bypass assignment for any Amp, Cab, IR, Effect, Looper, or Split type block to allow it to be toggled on/off via one of your Helix or HX device's footswitches, controllers or via external MIDI.

NOTE: On Helix devices, adding a Volume Pedal, Pan, Wah, or Pitch Wham block automatically creates a Bypass assignment to the Helix onboard pedal's **EXP Toe** footswitch. On HX devices, a Bypass assignment is automatically created for these block types on EXP 1 / EXP 2. You can change or clear this assignment if desired—see "Editing an Existing Assignment" on page 39.

Creating a Bypass Assignment Using a Footswitch

1. **Click on the block within the Signal Flow for which you want to create the Bypass assignment.**
2. **At the right of the Bypass/Controller Assign panel, if not already selected by default, click the Assignment Menu and choose Bypass as the parameter to control.**
3. **Click on the Footswitch/Controller Menu to select the desired footswitch or controller and your assignment is created.**



Selecting a footswitch controller for block Bypass assignment

TIP: Alternatively, right-click on a block within the Signal Flow and choose the desired Footswitch or Controller to quickly create a Bypass assignment.

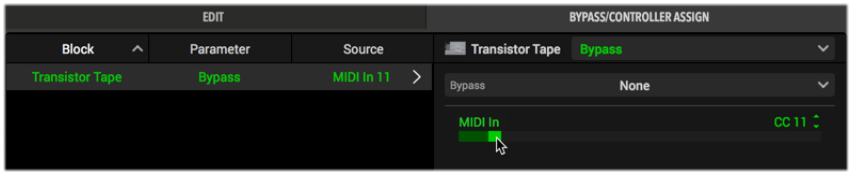
Creating a Bypass Assignment Using an External MIDI Controller Source

It is also possible to configure a block to be controlled remotely via an external MIDI controller switch, or via MIDI software on your DAW computer. All that is required is that the MIDI controller is capable of sending MIDI CC messages via 5-pin MIDI cable or USB to your Helix or HX device.*

A MIDI Bypass assignment can be created independently of a Helix or HX hardware controller source assignment for the same block. You will only see one Bypass assignment entry displayed within the HX Edit app's Assignments List, regardless if it includes an active MIDI assignment source, hardware controller assignment source, or both.

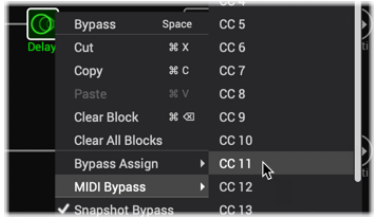
***NOTE:** Your Helix or HX device can receive MIDI from either its 5-pin MIDI IN or over USB. (MIDI over USB can be received when connected to a computer, via a DAW host or MIDI software.) Use the device's **Global Settings - MIDI Tempo** options to configure its receiving MIDI channel and other MIDI options.

1. **Click on the block within the Signal Flow for which you want to create the MIDI-In Bypass assignment.**
2. **At the right of the Bypass/Controller Assign panel, if not already selected by default, click the Assignment Menu and choose Bypass as the parameter to control.**
3. **Set the MIDI In parameter to match the MIDI CC number (0–127) that your external MIDI controller is sending. To "disable" the MIDI assignment, simply set this parameter to Off.**



Setting the MIDI In's CC number in the Bypass/Controller Assign panel

Or, instead of steps 2 & 3 above, you can right-click directly on the desired block within the Signal Flow and choose MIDI In and your MIDI CC from the menu.



Setting the MIDI In's CC number from the block's right-click menu

Your configuration is now complete and your external MIDI source should successfully toggle the selected block's Bypass. You'll also see the CC number you selected shown in the Assignment list's Source column ("MIDI In 11").

TIP: Alternatively, you can utilize the **Learn** (MIDI Learn) feature within the Bypass Assign screen of your Helix or HX device to create a MIDI Bypass Assignment.

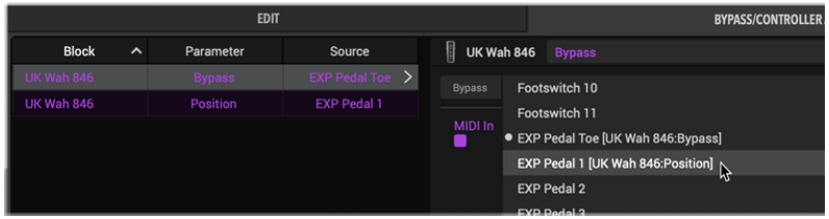
NOTE: With Helix and HX Effects devices, you can use CC67 to toggle the Bypass of a Looper block. This is a pre-defined, global MIDI CC hardware assignment that does not appear within the HX Edit Bypass/Controller Assign panel.

Creating a Bypass Assignment Using an Expression Pedal

It is also possible to assign a block's Bypass to an Expression pedal (or to a Variax knob on Helix devices). An example of this is to configure a Wah block so that resting the pedal at the "heel" position toggles the effect off, and then moving the pedal away from this position to use the Wah automatically activates the effect again. Set this type of configuration using the following steps.*

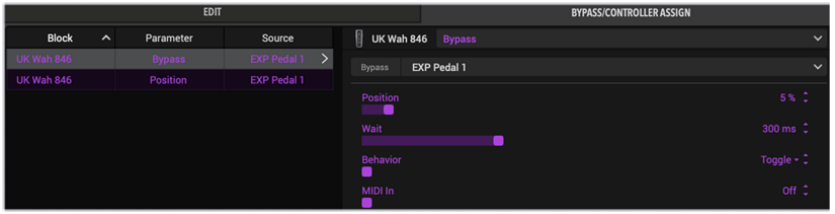
***HX Effects Owners:** On HX Effects, this type of EXP 1 - Bypass configuration is configured automatically for any Wah or Pitch Wham type block you add to your tone, and to EXP 2 for any added Volume/Pan block. You can follow these steps to manually create an EXP Pedal - Bypass assignment for any type of block.

1. **If using a Helix device with an onboard EXP 1 pedal, move the pedal forward and click the Toe Switch so that it is set to EXP Pedal 1.**
2. **On a Helix, HX Stomp XL, or HX Stomp device, since the Wah block is already automatically assigned to a footswitch for bypass, you'll need to change its Bypass assignment to EXP Pedal 1 instead.**
3. **Add a Wah block to your tone. Select the Wah block in the Signal Flow view and go to the Bypass/Controller Assign tab. Select the existing Bypass assignment in the list at the left, then select the EXP Pedal 1 controller from the Controller/Switch menu at the right.**



Selecting an expression pedal controller for block bypass assignment

4. **Once the assignment is created, you can configure its option sliders at the right of the panel.**



Configuring an expression pedal - Bypass assignment options

- **Position** - For a Bypass assignment, this determines the position of the controller where the block's bypass is triggered. Set this slider to 5% or lower to establish a "heel down" resting position to trigger your bypass toggle.

- **Wait** - Determines the duration of time for which the assigned controller must rest at the configured Position value before the bypass is triggered. For this type of Wah Bypass assignment, 300 ms is generally a good setting, since it prevents unwanted bypass triggering during the typical use of the pedal for your Wah effect.
- **Behavior** - Determines what position of the expression pedal triggers the block's Bypass state: Toggle (when moving the pedal, the default option), on Heel Down, or on Toe Down.

Once configured using the default settings, you'll see that when you move your EXP 1 pedal, it toggles the Wah block on, and when you move the pedal to the heel position and rest it there for 300 ms or more (as determined by the Wait slider), the Wah block is bypassed. You can choose to configure other blocks' parameters with a "pedal bypass" using these same steps as well.

TIP: By default, all blocks are automatically assigned for **Snapshot Bypass**—that is, each block's bypass state is automatically remembered and recalled per Snapshot by default. You can also choose to exclude any block from Snapshot Bypass—see "Configuring & Managing Snapshots" on page 24.

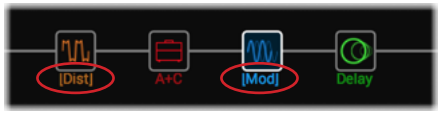
Bypass Assignments for Multiple Blocks

For Helix & HX hardware, you can only assign the Bypass toggle of any particular block to one footswitch at a time. If a block already has an existing Bypass assignment and you change the assignment, this will ***move*** the assignment to the newly selected footswitch or controller. But it is possible to assign the Bypass function for multiple blocks to one common footswitch or controller for simultaneous switching.

Each Helix or HX device's footswitch or controller can have up to 8 assignments. You can additionally create Controller and (on Helix or HX Effects) Command Center assignments utilizing footswitches that simultaneously include Bypass assignments. It's also possible to create snapshots that include multiple Bypass & other parameter changes all in one click—see the respective sections for more on these assignment types!

Block Bypass Assignment Indicator

Once you've created a Bypass assignment for a block, you'll see the block's name label displayed in brackets to indicate this. (See page 30.)



Bracketed block labels indicate block bypass assignments

TIP: A handy trick is to create a multi-bypass assignment to toggle one block off and the other on simultaneously, such as to change between two different distortions, between two different amps, etc. To reverse the switching, select one block within the Signal Flow and manually click its Bypass button so that one block is in the opposite bypass state as the other. Now whenever you toggle the assigned Bypass footswitch, both blocks' bypass states are toggled oppositely.

Creating a Controller Assignment

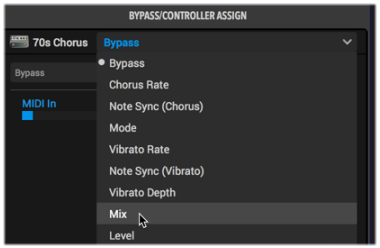
Just as on your Helix or HX device's **Controller Assign** screen, you can create a Controller assignment for practically any block's parameter (yes, even any Input, Output, Split and Merge block parameter!) to allow it to be controlled by a remote device's footswitches or controllers, or by external MIDI gear.* Here in the Bypass/Controller Assign tab you can also configure a Snapshot assignment, to allow your desired parameter settings to be stored & recalled with a preset's snapshots.

***NOTE:** Your Helix or HX device can receive MIDI from either its 5-pin MIDI IN or USB. (MIDI over USB can be received when connected to a computer, via a DAW host or MIDI software.) Use the device's **Global Settings - MIDI Tempo** options to configure its receiving MIDI channel and other MIDI options.

TIP: Whenever a parameter is configured with a Variax knob, footswitch, or MIDI type controller assignment, by default, the parameter is also assigned to Snapshots. You can choose to toggle this behavior On/Off for each assignment—see "Snapshot Control On/Off" on page 40.

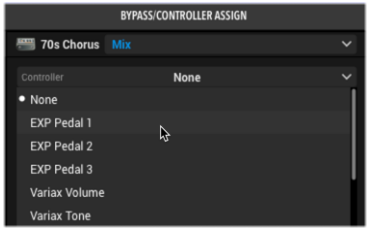
Creating a Controller Assignment Using an EXP Pedal or Footswitch

1. **Click on the block within the Signal Flow that includes the parameter for which you want to create the Controller assignment.**
2. **At the right of the Bypass/Controller Assign panel, click the Assignment menu and choose the parameter to control—for this example we'll choose the Mix of a 70s Chorus block.**



Selecting a Chorus block's Mix parameter for controller assignment

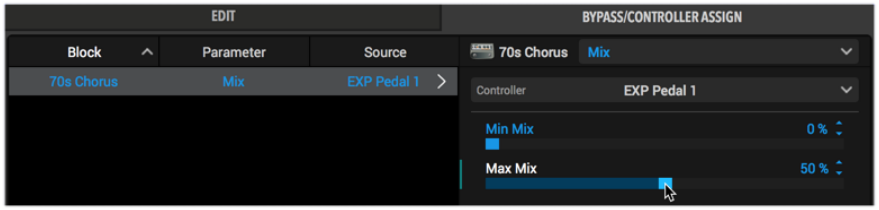
3. **Click on the Switch/Controller menu to select the desired controller and your assignment is created. We'll choose the EXP Pedal 1, but you can alternatively choose any EXP Pedal (or if using a Helix device, one of the Variax Knob controllers). It is also possible to choose one of your device's Footswitches as the controller, which allows you to then configure a specific parameter value for each of the two states of the footswitch. More on this in the final step.**



Selecting an EXP Pedal controller for controller assignment

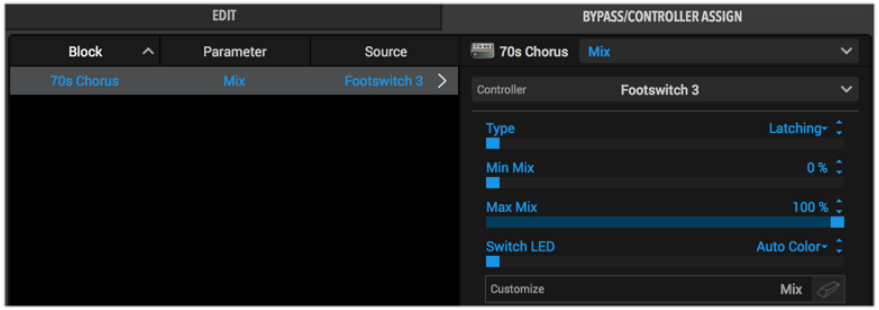
TIP: Alternatively, right-click on the Mix slider for the 70s Chorus within the **Edit tab** to access the context menu and quickly create a Controller assignment.

4. **Once you've created the Controller assignment, you'll see it appear in the list at the left of the Bypass/Controller Assign tab. Select the assignment in the list to access options specific to the type of controller you've chosen. For EXP Pedal and Variax Knob controller types, there are options for the Min and Max, which allow you to limit the range of the assigned parameter as you move the pedal or knob controller from minimum to maximum position. For our example, we'll set the Max slider to 50% so that it achieves a 50% wet/dry Mix balance when our controller is moved to full open.**



Configuring options for an EXP Pedal controller assignment

If you have chosen a Footswitch as your controller rather than an EXP Pedal or Variax Knob, you'll have a few more options, as described below.



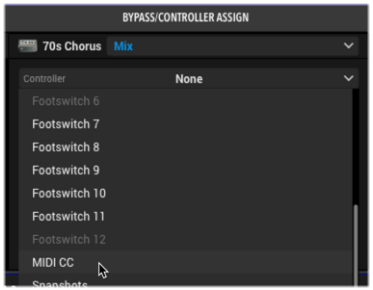
Configuring options for a footswitch controller assignment

- **Type** - Choose the footswitch behavior:
  - **Latching** - Press and release the footswitch to toggle between the "On/Off" states.
  - **Momentary** - Press and hold and the footswitch. While held down, the "On" state of the switch is active. While released, the "Off" state is active.
- **Min and Max** - Configure these two sliders to the specific values you'd like the "Off" and "On" footswitch states of the assigned footswitch to toggle between.
- **Switch LED** - Customize the color of the LED that surrounds the assigned footswitch on your device.
- **Customize** - You can edit the name that appears for the assigned footswitch label on your device by clicking in this field. To return to the default label, click the eraser button.

Creating a Controller Assignment Using an External MIDI Controller Source

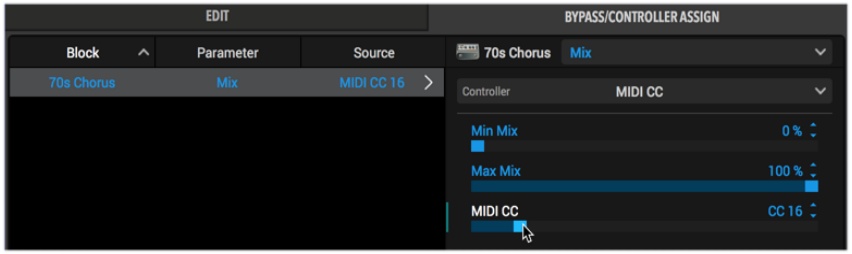
It is also possible to configure a block's parameter to be controlled remotely via an external MIDI controller device, or via MIDI software.

1. **To configure a parameter for external MIDI control, you can essentially use the same steps as in the above controller assignment example. However, in step 3 you will want to select MIDI CC from the Footswitch/Controller Menu.**



Selecting MIDI CC as the controller type

2. **Once the assignment is created, configure the Min & Max sliders to limit the range of the assigned parameter control, if desired. You then need to set the MIDI CC In slider value to match the MIDI CC number being sent from your external MIDI source. If this value does not match the MIDI CC being sent, the parameter will not respond.**



Configuring a MIDI CC assignment's options

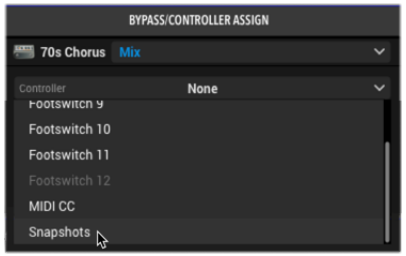
Your configuration is now complete and your external MIDI controller source should successfully control the selected 70s Chorus - Mix parameter. The assigned CC number is shown in the Assignment list's Source column ("MIDI CC 16") for reference.

TIP: Alternatively, utilize the **Learn Controller** (MIDI Learn) feature within the Controller Assign screen of your Helix or HX device to create a MIDI Controller assignment.

Creating a Snapshots Controller Assignment

Configure a block's parameter with a Snapshots assignment to allow the parameter's settings to be stored & recalled with a preset's snapshots.

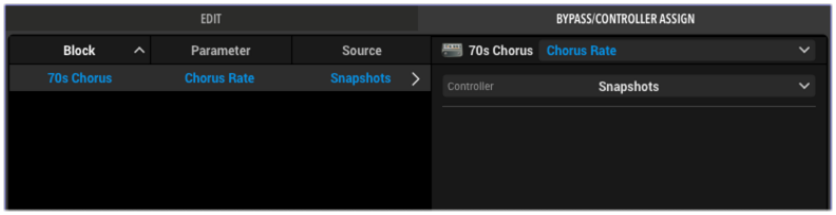
1. **Since a Snapshots assignment is simply one type of controller assignment, you can follow the same steps 1 and 2 from "Creating a Controller Assignment Using an EXP Pedal or Footswitch" on page 42 to select the block within the Signal Flow, and then choose the desired parameter in the Bypass/Controller Assign tab's Parameter Menu.**
2. **In the Controller Menu, choose Snapshots.**



Selecting the Snapshots controller type

TIP: Click on the desired slider within the HX Edit **Edit tab** and use the "Alt+click" or "S" keyboard shortcuts to instantly create a Snapshots controller assignment.

3. **Unlike with other controller types, you won't see any options in the right of the Bypass/Controller tab for a Snapshots controller assignment.**



A snapshots assignment is created—there are no configurable options for this assignment type

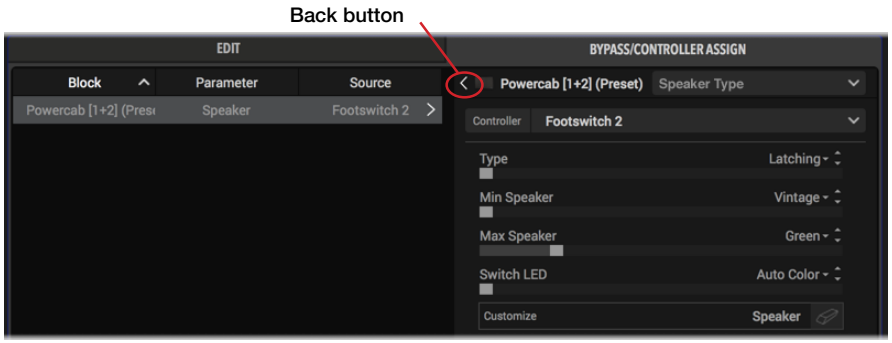
With this assignment created for the parameter, simply choose the desired snapshot from the **Snapshots Menu** at the top of the HX Edit application window, and then whatever value you set for this parameter is automatically stored and recalled with the snapshot. This allows you to configure up to 8 different values on Helix devices (or 4 values on HX Effects and HX Stomp XL, or 3 values on HX Stomp) for each preset—one for each available snapshot. Please see your device's *Owner's Manual* for details on using snapshots.

Controller Assignments for Variax & L6 LINK Parameters

(Helix devices only) It is also possible to create hardware, MIDI, and snapshot controller assignments for the individual Input block–Variax parameters, and Output block–L6 LINK (Powercab and DT 25/50) parameters.

Controller assignments can be created the same as any other block parameters, by selecting the Input or Output block, and ether right-clicking directly on the desired Edit tab–parameter slider, or by using the menus within the Bypass/Controller Assignment tab. Note that these parameter types are grouped within their own sub-tab panels within the Edit tab. Please also see "L6 LINK-Powercab Plus and DT 25/50 Amp Options" on page 38.

As an example, the following shows a Footswitch Controller assignment created for the L6 LINK–Powercab–Speaker Type select parameter within the Bypass/Controller Assignments tab. In the Assignments list at the left, you can see the created assignment selected, so that the assignment's options appear in the inspector at the right. Note that, since the options for this assignment are deep within the Bypass/Controller tab's Powercab sub-tab, a "back" arrow button is available at the top left of the inspector pane. Clicking this allows you to easily navigate back to the main Output block options.



Options for an existing L6 LINK–Powercab parameter's Footswitch Controller Assignment

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, you could create the following Controller assignments:

- Configure an EXP Pedal for the Mix parameters of two different effects to blend between them.
- Configure an EXP Pedal to simultaneously adjust a few of the Input block > Variax String Level parameters if you happen to want that level of control over individual string volumes!

It is also possible to create additional Bypass assignments and/or Command Center assignments on footswitches that also include Controller assignments—see the respective sections for more on these assignment types.

NOTE: If a footswitch includes one or more additional block Bypass, Controller or Command Center assignments, the default label appears as **Multiple (X)** with "X" being the number of assignments. You can optionally customize the footswitch label—see "Customizing a Footswitch Label" on page 40.

The footswitch label can also be customized within the **Customize** label field within the Command Center window, with the latest customization edit affecting the label in all places. See the next chapter.

Automatic Preservation of Controller Assignments

Your Helix or HX device incorporates an automatic "preservation" for all controller assignments, with the exception of Snapshot assignments, when changing a block's model. For assignments to be preserved, the newly selected model's assigned parameters need to be similar in type and scale.

For example, if you've configured the Drive slider of the Amp+Cab model to be assigned to an Expression Pedal controller, you can then select most any other Amp+Cab, Amp, or Preamp model for this block, and the Expression Pedal controller will automatically re-assign itself to the Drive slider of the new model. Likewise, if you have a Delay's Mix parameter automated, the Mix parameter assignment will typically be preserved for the Mix parameter of most any other type of FX model that includes a Mix slider.

For the cases where controller assignments cannot be preserved automatically (e.g., when a block's model is changed to one with a very different set of parameters), the controller assignment is deleted.

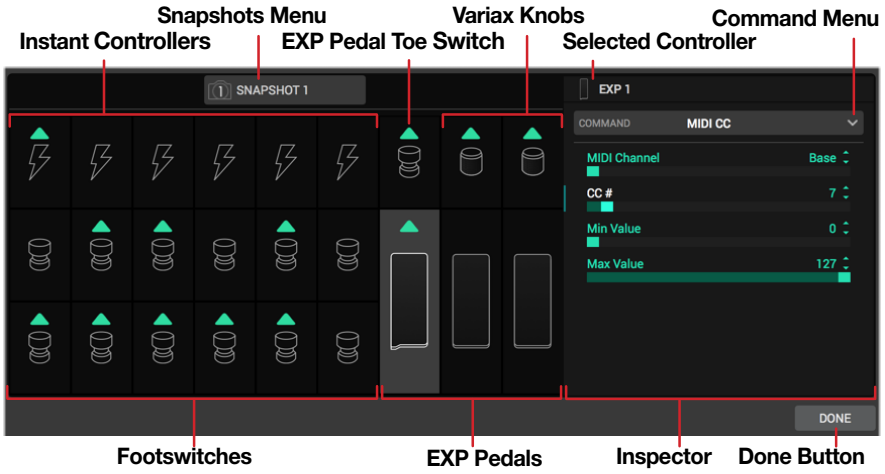
The Command Center Window

To display the Command Center window, select it from the application's **Window** menu. This window offers the options found within the Helix or HX devices' **Menu - Command Center** screen, allowing you to create MIDI, Bank/Program, MMC, External Amp Channel Switching, and even Hotkey (QWERTY key) output assignments (as well as CV assignments on Helix devices) to remotely control other gear from your device. You can also configure footswitches to expand your device's Stomp mode with additional control functions (see "HX Preset, Snapshot, and Looper Commands" on page 48). Please refer to your Helix or HX device ***Owner's Manual*** for details on the types of commands supported and their options. Many of the Command Center window functions are also accessible using keyboard shortcuts—see page 72.

The Command Center window is a "floating" window, therefore, you can keep it open or closed as desired while using HX Edit. If it gets hidden behind the main HX Edit window, simply click on it, or use the Cmd+Shift+M (Mac) or Ctrl+Shift+M (Windows) shortcut to bring it to the foreground.

TIP: Your Helix or HX device makes an excellent external USB remote control device for host DAW and other popular software applications! Note that you can easily copy and paste all commands into other presets too—see "Cut, Copy, Paste, and Clear Commands" on page 47.

For Helix devices, check out the presets that include "Remote" in their titles, found within the TEMPLATES Preset Library, which are pre-configured for sending commonly used control commands for specific, popular DAW applications. Several of the Template presets are configured with Hotkey assignments to control other software apps (see the following "Hotkey Assignment "section).



The Command Center window (Helix Floor device)

NOTE: The application's Command Center window will show Control selector items specific to your device. For example, as shown above, the Helix Floor device offers more hardware options for controller assignment (Variax Knobs, 3 EXP Pedals, and a Pedal Toe switch), than are available with an HX device.

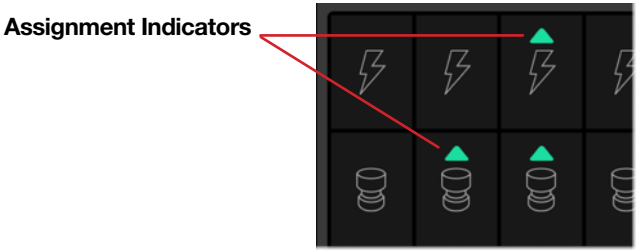
Command Center assignments remain intact on exported presets, and are translated where possible when loaded on a different Helix or HX device type—not all Command Center assignments may be available if the new device does not include the equivalent footswitch and controller types.

Attention Helix Native Plugin Users: Helix Native does not include the Command Center or support for creating or customizing these types of commands. However, existing Command Center assignments are retained even after loading, editing, or exporting presets with Helix Native. See "Preset Compatibility with Helix Native Plugin" on page 4.

Creating a Command Center Assignment

Click directly on any source **Control Selector** item (**Instant**, **Footswitch**, **EXP Pedal**, or **Variax Knob**) for which you want to map an assignment. Then, in the inspector pane at the right portion of the window, click on the **Command menu** to choose the type of message you wish to transmit from this source control. Once a command type is selected, configure its options using the parameter sliders that appear. Once you save, these Command Center settings are stored individually with the current preset.

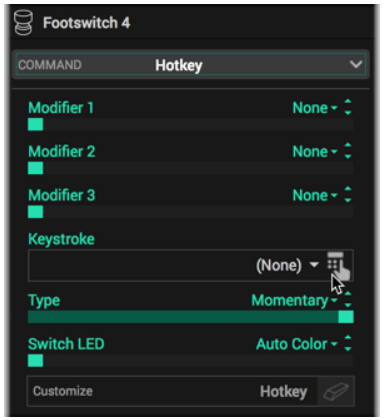
You'll see a turquoise triangle indicator above the source control items which include an assignment. To remove an existing assignment, select the source control item again within the Command Center window and choose **None** from the **Controller** menu, or right-click and choose one of the **Clear Command** options from the context menu.



Creating a Hotkey Assignment

Any Instant or Footswitch type controller on your Helix or HX Effects device can also be configured to send "QWERTY" keyboard commands to your computer via USB. This allows you to remotely control DAWs, DJ software, lighting software, media players, video software, browsers, photo editing software, video games, etc… If you can control it with your computer keyboard, you can now control it with your feet! To create a Hotkey assignment:

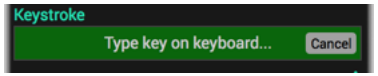
1. **Select the desired Instant or Footswitch controller (we'll choose Footswitch 4), then choose Hotkey from the Command menu to see the options.**



The Hotkey options

2. **Manually choose your specific command by clicking the Keystroke dropdown menu, selecting the desired keyboard character, and optionally adding up to three modifier keys (Shift, Control, Command, etc.) via the three Modifier options.***

   Or, even easier, use the "Learn" function by clicking on the little keypad icon button in the Keystroke section, and then you'll see it turn green, awaiting your keyboard command to be typed.



Awaiting a keystroke to "learn" your Hotkey command

   Now simply type any key, or any combination key and modifier key(s) in one keystroke, and HX Edit will automatically learn and apply it as your command.

3. **Use the Type option to choose the behavior you prefer for your Footswitch (Latching or Momentary). Optionally use the Switch LED selector and Customize field to add a custom LED color and scribble strip label to your device's Footswitch (see the following sections for details).**

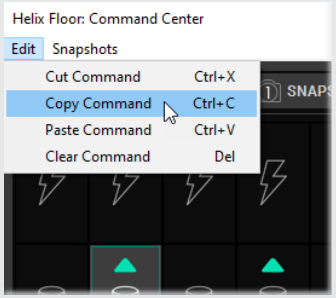
***NOTE:** On your Helix/HX Effects device screen, you'll see a single **Mac/PC** option within these three Modifier menus—this selection corresponds to the **Windows** key on Windows OS systems, and to the **Command** key on macOS systems.

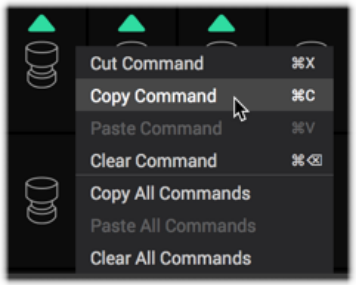
Cut, Copy, Paste, and Clear Commands

Just as on your Helix or HX Effects device, there are options available to easily **Cut, Copy**, **Paste**, and **Clear** Command Center assignments. Using these commands from the application's Edit menu*, from the individual controls' right-click context menu, or using "Keyboard Shortcuts", you can copy and paste an assignment from one controller to another, copy & paste all command assignments within the current preset to another preset, clear the current command assignment, or clear all of the preset's current command assignments.

***NOTE:** On Mac computers, these commands are available from the main application's Edit menu when the Command Center window has focus.

On Windows computers, the Command Center window includes its own Edit (and Snapshots) menu:





The Command Center context menu's Cut, Copy Paste & Clear commands

NOTE: Customized label and LED color options for Footswitch controls are not copied with a footswitch's commands (to allow the target footswitch's existing label and colors to remain unchanged).

It is also possible to paste within the Command Center window for any other preset, even if a different Helix device is connected to the HX Edit application while your last-copied command data still exists on the clipboard. At this time, it is not possible to utilize the **Copy All Commands** and **Paste All Commands** options between different devices.

NOTE: The different Helix device types offer varying sets of Command Center assignment options, therefore, unsupported commands cannot be copied between different Helix devices.

To Cut, Copy, or Clear - Simply right-click on the desired instant, Footswitch, EXP Pedal, or Variax Knob source controller item that includes the assignment and choose the command from the context menu.

- Use **Cut** if you want to clear the assignments of the selected Control Select item, and also copy the assignments to the clipboard.
- Use **Copy All** if you want to copy the complete set of existing Command Center assignments within the current preset and you can then load a different preset and use **Paste All Commands** within its Command Center window to copy all in one action.
- Use **Clear All** if you want to wipe out all the Command Center assignments from the current preset and start clean.

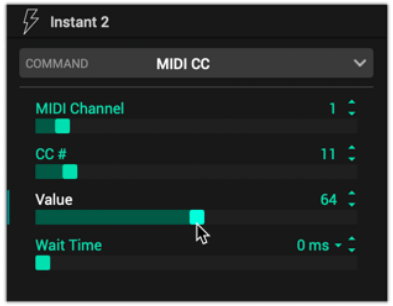
To Paste - Once you've copied Command Center assignment data to the clipboard, right-click on your desired destination controller item (within the same preset, or in another) and choose the **Paste** or **Paste All** option.*

***NOTE:** It is not supported to copy and paste the commands between Instant and Footswitch type source controllers.

Configuring Unique Command Values Per Snapshot

Once you've created an assignment to any Instant, Footswitch, Pedal, or other controller within the Command Center, it is possible to configure the command's values differently per snapshot if desired, allowing a great deal of message variety possibilities within a single preset. (Most Commands' parameter values are automatically stored & recalled per snapshot—there is no need to manually create a Snapshot controller assignment.)

For example, if you have configured one of the Instant controllers with a **MIDI CC** type command, you can configure the **MIDI Channel**, **CC #**, and/or **Value** to be different *per Snapshot*, thus triggering a different function on your MIDI-connected hardware each time you change to a different snapshot within the current Helix preset!



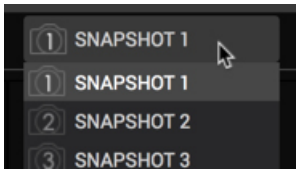
Configuring the MIDI CC options on an Instant controller

TIP: For Instant commands, the **Wait Time** parameter (firmware v3.10 and later) allows you to delay certain events by up to 1000 ms. This may help your Helix/HX device control older MIDI gear that may behave incorrectly when receiving multiple commands at once.

Note that it is not possible to store or recall a different **Command** *type* per snapshot, only the values of the sliders for the current command (with the exception of the **Switch LED** color and **Customize** label values for Footswitch controllers).

Please refer to your Helix or HX device's *Owner's Manual* for details about Command Center command types and their specific behaviors.

You'll see a **Snapshots menu** at the top of the Command Center window. This menu is offered here as a convenience so that you don't need to close out of the Command Center window just to select a different snapshot index number from the main window menu (although changing snapshots from the main window performs the same function).



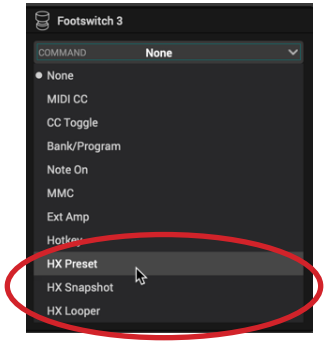
The Command Center's Snapshots menu

To store your Command Center assignment settings per snapshot - First, select the desired snapshot index number from the Command Center's Snapshots menu, then edit the values of your existing Control Center assignments that you wish to be stored. The settings are automatically retained per snapshot during editing—save your preset once your edits are complete. (See "Configuring & Managing Snapshots".)

TIP: You can also Copy and Paste a Snapshot to any other Snapshot number, to save time recreating your Command Center and other Snapshot settings. Access these Copy and Paste Snapshot commands via the main application Snapshots menu (on Mac, when Command Center window has focus), of from the Snapshots menu at the top of the Command Center window (Windows).

HX Preset, Snapshot, and Looper Commands

These "HX" commands allow you to configure Stomp mode switches for even greater control of the internal functions of your device. These commands are saved per preset.



HX Command options within the Command Center Footswitch - Commands menu

NOTE: Although Stomp mode switches can be assigned to multiple functions, to avoid unintended behavior, we strongly recommend the HX Preset, HX Snapshot, and HX Looper commands are assigned only to empty footswitches.

HX Preset - Allows you to configure a Stomp mode footswitch to immediately "jump to" any other preset within the current setlist. With any footswitch controller selected in the Command Center window, set the **Command** parameter to **HX Preset**, and then set the **Preset** parameter **Next** or **Previous**, or choose the specific preset (**01A**~**32D**) within the current setlist that you wish to load.

HX Snapshot - Allows you to configure a Stomp mode footswitch to immediately recall any snapshot within the current preset. With a footswitch controller selected in the Command Center window, set the **Command** parameter to **HX Snapshot**. The additional options then allow you to recall the desired snapshot index number, or **Next** or **Previous** snapshot, ***independently*** per each **Press** and **Release** or each **Press** and **Hold** of the footswitch. (Note that the assigned, Stomp mode footswitch's label and LED will only indicate the command assigned to the **Press** function.)

HX Looper - For a preset that includes a Looper block, this command allows you to configure an instant ⚡ or Stomp mode footswitch to trigger any function of the Looper (**Play**, **Stop**, **Record**, etc.).

NOTE: A Looper block must be present in your preset for HX Looper commands to function.

- With any instant ⚡ command controller selected in the Command Center window, set the **Command** parameter to **HX Looper** and then use the **Function** parameter to choose the specific Looper function you wish to trigger. (Note that it is possible to create HX Looper commands on more than one Instant command, so you'll want to be careful not to set them to trigger multiple, conflicting Looper functions!)
  - The HX Looper, instant ⚡ command assignment's **Function** parameter value is automatically stored and recalled per snapshot. This allows you to record a loop and, for example, configure an instant command to automatically Play the Loop when loading one Snapshot, and Stop when loading a different Snapshot.
- With any Stomp mode footswitch controller selected in the Command Center window, set the **Command** parameter to **HX Looper**. The additional options then allow you to toggle the desired Looper functions ***independently*** per each **Press** and **Release** or each **Press** and **Hold** of the footswitch.
  - Note that the assigned, Stomp mode footswitch's label and LED will only indicate the command assigned to the **Press** function.
  - The HX Looper command, Stomp mode footswitch assignment parameter values (**Behavior**, **Press**, and **Release**) are automatically stored and recalled per snapshot.

Customizing a Footswitch Label

When you create a Command Center assignment to the selected footswitch control within the Command Center window, you'll see the **Customize** field available within the parameter display at the right.

You can customize the text in this field to determine what is displayed on the hardware's footswitch scribble strip (or on the screen for a Helix LT, HX Stomp, or HX Stomp XL device) when in Stomp Mode. To clear your text and return to the default label, click the **Clear** (eraser) button to the right of the field.

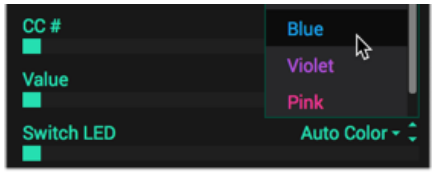
Customize label field **Clear button**

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

This Command Center Footswitch Label - **Customize** option is not available for the footswitch if you have selected the **HX Preset**, **HX Snapshot**, or **HX Looper** type command.

Customizing a Footswitch LED Color

When the selected footswitch within the Command Center window includes a Command Center assignment, the color of the LED on/off indicator light surrounding your footswitch can be customized to your color choice for Stomp footswitch mode by using the Switch LED slider/menu at the right.*



The Command Center - Switch LED parameter

The options are as follows:

- Choose one of the 10 colors
- **Auto Color** - The LED intelligently takes on the color according to the assigned model type.
- **Off** - The LED remains unlit, regardless of the switch state.

***NOTE:** This option is also found within the Bypass/Controller Assign panel. Customizing an LED in either will overwrite the LED's current Stomp footswitch mode settings.

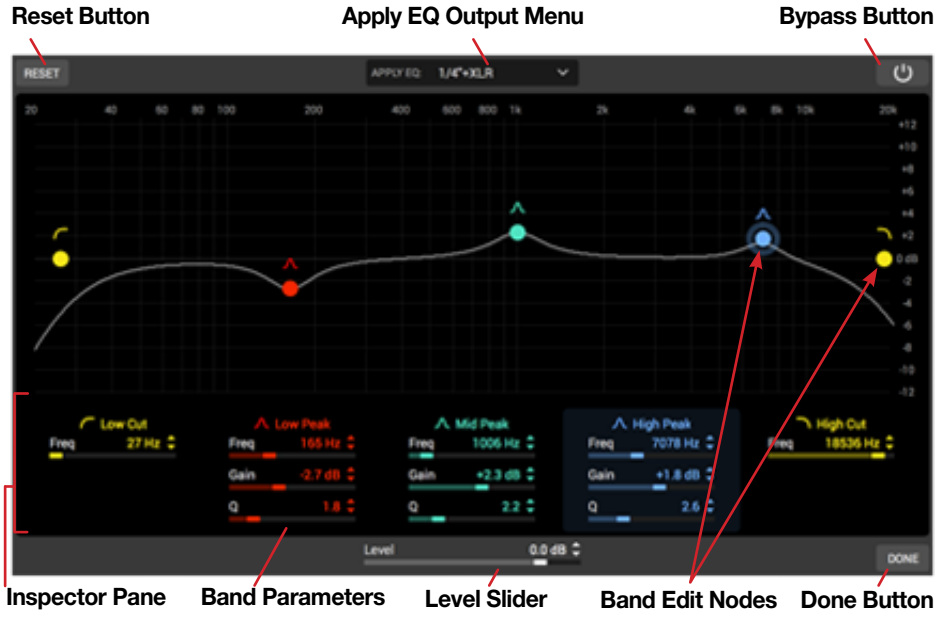
This Command Center - **Switch LED** option is not available for the footswitch if you have selected the **HX Preset**, **HX Snapshot**, or **HX Looper** type command.

Global EQ Window

The **Global EQ**, accessed from the application's Window menu, offers a large graphical interface for the Helix, HX Stomp XL, or HX Stomp device's Global EQ feature.* As its name suggests, the Global EQ settings and bypass state are indeed global and not saved or recalled with any preset or snapshot. HX Edit functionality described in this chapter is the same for all Helix, HX Stomp XL, or HX Stomp devices, except where noted.

The Global EQ window is a "floating" window, therefore, you can keep it open or closed as desired while using HX Edit. If it gets hidden behind the main HX Edit window, simply click on it, or use the Cmd+Shift+G (Mac) or Ctrl+Shift+G (Windows) shortcut to bring it to the foreground.

HX *Effects Owners: HX Effects devices do not include the Global EQ feature.



The Global EQ is a 5-band, parametric style equalizer, situated after all other processing blocks of your signal path, allowing for sculpting your overall tone just before it is sent out your Helix (1/4" and/or XLR) or HX Stomp XL/Stomp (Main 1/4") outputs. This is especially handy for fine-tuning your tone to compensate for a venue's stage or room sound, without having to go in and tweak all your presets.

Adjusting Global EQ Parameters

The Global EQ window offers two methods in which you can view & adjust its settings: by dragging any band's edit "node" within the graph or by adjusting the selected band's parameter sliders within the lower inspector portion of the window. The EQ processing is functional whenever its **Bypass** button is set to "active" in this window (or via your device's **Bypass** button when viewing its Global EQ screen).

Reset - Click the **Reset** button to instantly return all parameters to their default, "flat" values.

Apply EQ Output Menu - (Helix devices only) Select your Helix device's output(s) on which you want the Global EQ to be active.

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

Band Edit Nodes - Click and drag the desired band's **Edit Node** in the upper graph to adjust its Frequency and Gain. Note that the respective parameter sliders move within the inspector pane while adjusting any edit node.

Inspector Pane - This lower portion of the window offers a set of adjustable parameters for each of the EQ's five bands.

Band Parameters - Each band has its own set of sliders. Note that the Low Cut and High Cut are "shelving" type filters, allowing you to set the roll-off point for the low and high frequencies, respectively. The middle 3 bands are fully parametric, with controls for choosing the center **Frequency**, **Gain** (with a boost or cut of up to 12 dB), and **Q** (the width of the frequency range affected). Adjust the sliders as follows:

- Click and drag any slider's handle or use the Up/Down buttons at the right of each slider
- 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
- Double click on a slider to individually reset it to its default value

Level Slider - (Helix devices only) Adjusts the post-EQ output level, offering a "make-up gain" to compensate for the overall output level change incurred by EQ parameter settings.

Done Button - Click to close the Global EQ window.

TIP: Try the handy keyboard shortcuts for adjusting Global EQ options—see page 72.

Preferences and About Box

The Preferences Window

The HX Edit **Preferences window** includes three tabbed screens to edit application options: **View**, **Presets/IRs**, and **Device Settings**. This window is accessed by either selecting **Preferences** from the **HX Edit menu** (Mac), **Help menu** (Windows), or by clicking the **Preferences button** (or on the Helix/HX device indicator icon) at the bottom of the main HX Edit window.

Click the Preferences (gear icon button) or device indicator to open the Preferences window

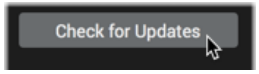
NOTE: If you happen to have multiple Helix/HX devices connected, each HX Edit application window includes its own Preferences window, and all settings within it pertain to HX Edit's use per individual device.

Restore Factory Settings

This button at the bottom left of the Preferences window resets all items in all three tabs of the Preferences window back to the initial factory default settings.

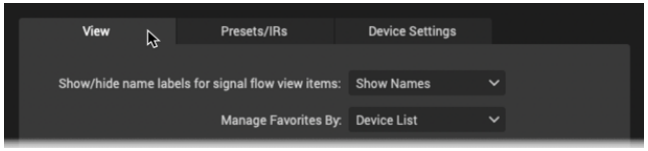
NOTE: Your Helix or HX device also includes several additional settings within its Global Settings screens (as well as its own Restore options) This Restore Factory Settings button restores ***only*** the settings shown within the HX Edit application's Preferences window.

Check for Updates



Use this button to manually check for, and optionally install, any available HX Edit application or firmware updates for your connected Helix or HX device (an active Internet connection is required) See "Updater & Additional Resources" on page 84.

Preferences - View Tab



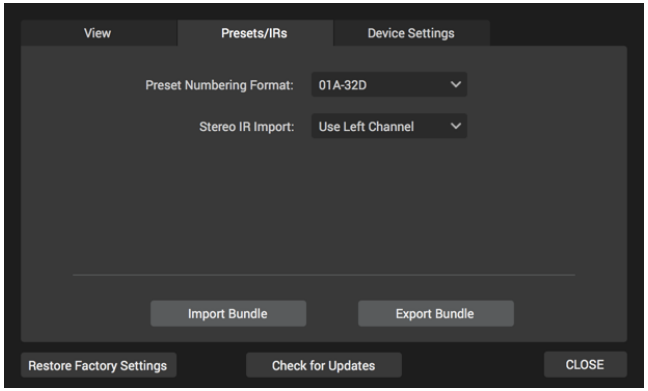
The View tab

This tab includes two options.

Show/hide name labels - The **Show Names** setting is the factory default. If you prefer to have the Signal Flow window not show labels beneath each block, you can choose **Hide Names** here (see page 30).

Manage Favorites By - The Favorites tabbed panel and Model menu's Favorites category by default match the same order as seen on your device. This Preference change the default **Device List** order to alternatively be sorted by model **Category** or alphabetically by **Name (A-Z)**—see page 20.

Preferences - Presets/IRs Tab



The Presets/IRs tab

This tab includes the following options for the Presets and IRs Librarian tabs.

Preset Numbering Format - The presets within the Librarian's Presets Panel can be numbered as Bank numbers & letters (as 01A-32D, the factory default setting) or sequentially (as 000-127) within each setlist, depending on which is more convenient for you.

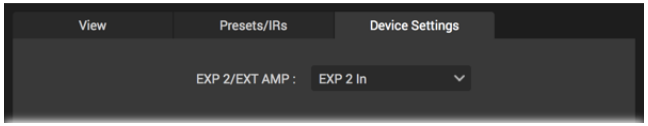
Stereo IR Import - When a stereo IR .wav file is imported by a Helix or HX device, it must be converted to mono. This preference lets you choose whether to take the left channel (the factory default) or right channel of the source IR file or to sum both channels to mono.

Import Bundle & Export Bundle - (Helix devices only) A Bundle is a single file containing the complete contents of the Helix device's Preset Library (or, the full Preset Library from Helix Native plugin, if exported from Helix Native). These buttons allow you to Import a Helix Bundle file from your hard drive or create and save all your device's setlists and presets in their currently-saved state as a Bundle file to your hard drive. Please see page 15 for details.

Preferences - Device Settings Tab

The Device Settings screen offers options for your connected device's configurable EXP and Footswitch options. Note that these options only exist for Helix LT, HX Effects, HX Stomp XL, and HX Stomp devices (you'll see no options in this tab with a Helix Floor or Rack device in use since these devices do not utilize shared EXP jacks).

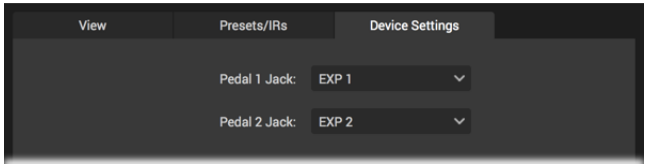
Helix LT



Helix LT Device Settings

EXP 2/Ext Amp Option - Helix LT devices incorporate a "shared" **EXP PEDAL 2/ EXT AMP** jack. This option allows you to choose the jack's functionality (same as the Helix LT hardware's Global Settings > Preferences option).

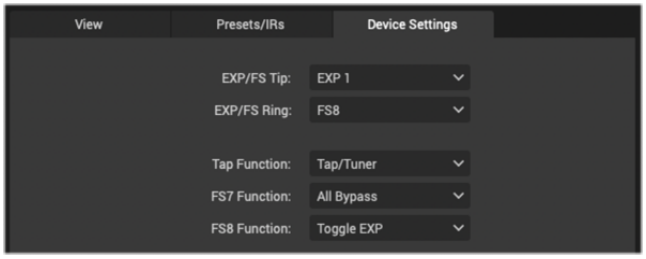
HX Effects



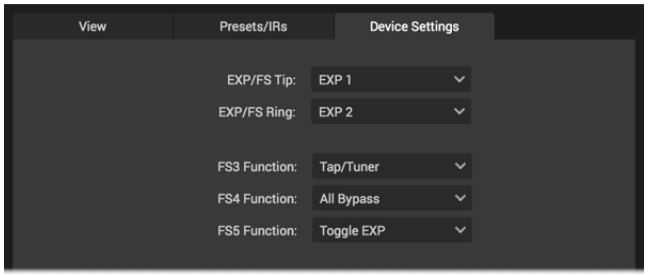
HX Effects Device Settings

Pedal 1 and Pedal 2 Jack Options - For the HX Effects device's two rear panel **Pedal** jacks, these options allow you to choose their functionality (same as the HX Effects hardware's Global Settings > Preferences options).

HX Stomp XL and HX Stomp



HX Stomp XL Device Settings



HX Stomp Device Settings

The HX Stomp XL and HX Stomp device's rear panel includes a multi-functional TRS expression pedal and footswitch jack (**EXP 1/2 FS 7/8** on HX Stomp XL and **EXP 1/2 FS 4/5** on HX Stomp). These **EXP/FS** options allow you to choose the individual functions for the jack's "Tip" and "Ring" connections. These are the same as the hardware's Global Settings > Preferences and Footswitches options—please refer to your device's ***Owner's Manual*** for details.

EXP/FS Tip - Determines whether the jack's Tip signal is an Expression Pedal 1 input jack or a Footswitch 7 (HX Stomp XL) or Footswitch 4 (HX Stomp) input jack.

EXP/FS Ring - Determines whether the jack's Ring signal is an Expression Pedal 2 input jack or a Footswitch 8 (HX Stomp) or Footswitch 5 (HX Stomp) input jack.

- **Tap, FS7, FS8 Functions (HX Stomp XL)**
- **FS3, FS4, FS5 Functions (HX Stomp)**

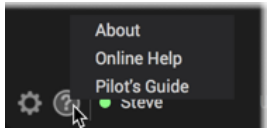
Determine the behavior for each footswitch, such as for Tap/Tuner, All Bypass Stomp Footswitch, Bank Up/Down, Preset Up/Down, Snapshot Up/Down, or Toggle EXP.

NOTE: Link Dual Cabs is a "global" option (found within your device's Global Settings>Preferences), but we've added a handy button for within the app's Edit tab rather than here in the Preferences window to make it easy to access and reference its current On/Off state—see "Link Dual Cabs Option" on page 66.

The About/Legal Box and Help Options

These options are available by:

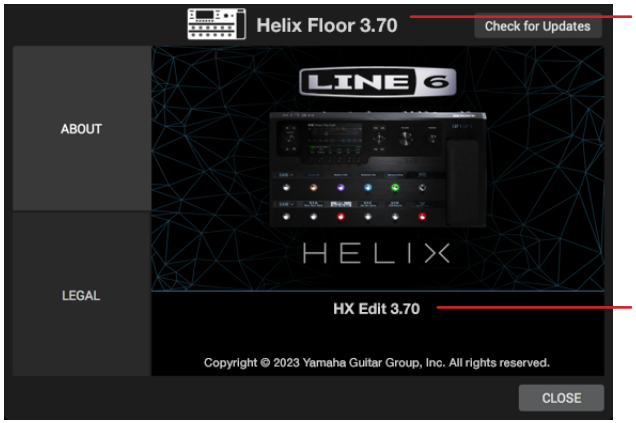
- Selecting **About HX Edit** from the **HX Edit menu** (Mac), **Help menu** (Windows)
- Selecting the **Help** or **Pilot's Guide** options from the application's **Help menu**
- Or, selecting any of these options from the ⓘ button menu at the bottom left of the HX Edit main window



Click the ⓘ button to access the menu

About Box

Choose **About** at the left of the window to display the About Box screen, which provides version information for the HX Edit application.



Connected device's firmware version

HX Edit app version

The HX Edit About box screen - About tab selected

Note that your connected Helix/HX device's current firmware version is displayed at the top of this window. It is always recommended that you use the ***latest available*** versions of both your device firmware and HX Edit application. If you are also to be using and sharing presets with the Line 6 Helix Native plugin, it is also recommended to use the latest version of it (also see "Preset Compatibility with Helix Native Plugin" on page 4).

> ***IMPORTANT!*** Please be sure to read the ***Release Notes*** available with all firmware, device driver, and application versions before installing, since there may be specific instructions for the order and procedure for your installations, depending on the existing versions you already have installed.

For Helix and HX device firmware updates, click the **Check for Updates** button to use the Updater feature built right into the HX Edit app (see "Updater & Additional Resources" on page 84). The latest Line 6 Central and HX Edit application installers can be downloaded free from line6.com/software.

Legal Information

Choose the **Legal** tab at the left of the window to display the Legal screen, which lists all the necessary trademark, copyright, and other legally required statements for the HX Edit software.

Online Help

Choose the **Online Help** option from the menu to go directly to the Line 6 Support website page within your browser app. Here you can find the Knowledge Base, FAQs, videos, User Forums, and more for HX Edit and Helix/HX devices.

Pilot's Guide

Choose the **Pilot's Guide** option from the menu to open the PDF document you are now reading.

Marketplace & Account Options

Marketplace

Now open for business is the Line 6 Marketplace online shop, where you'll find 3rd-party, premium add-on assets that even further enhance the functionality of your Helix and HX devices, as well as for Helix Native plugin! As of this writing, professionally crafted presets and IRs are available. Check back often on the Marketplace site for product news and announcements. As covered within this chapter, you're only a few clicks away from using new Marketplace assets on your system, right from the **My Account** menu in HX Edit.

NOTE: Version 2.70 of HX Edit and device firmware, and 1.70 of Helix Native (or later versions) are required for full support and use of premium Marketplace presets and IRs.

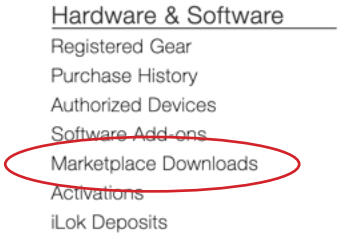
Get Your Marketplace Assets

Access the Marketplace website by choosing the **Get More Presets** and **Get More IRs**, commands within the **My Account menu** at the bottom left of the HX Edit window (or go directly to https://line6.com/marketplace/). When visiting the Marketplace site, simply sign in to your Line 6 account, choose the desired pack(s) of presets or IRs, add them to your cart, and check out.*

***NOTE:** Be sure to log in to the same Line 6 account on which you've authorized your computer for HX Edit and Helix Native to ensure your Marketplace purchased assets are added to the correct account!

Once your purchase is complete, your downloadable Marketplace assets are deposited into your Line 6 account, including your personal license that allows you to import them on your authorized computer system. Each Marketplace purchase is downloadable as a "zip" file that you'll need to "unzip" on your local hard drive once downloaded.

To download your purchased assets, click on the **Manage Account** command within the HX Edit app's **My Account** menu (or go directly to https://line6.com/account/), sign in to your account, and select **Helix Marketplace** from the **Hardware & Software** section at the left.



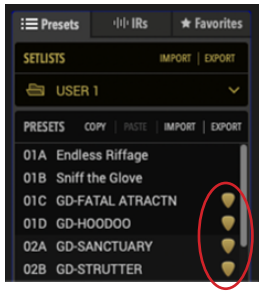
Licenses for your purchased assets are automatically added to your Line 6 account and "synced" the next time you use the HX Edit application, as long as you are actively signed in to your Line 6 account from the My Account menu (see "Sign In / Sign Out" on page 55).

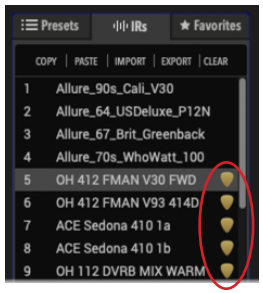
Import and Utilize Your Marketplace Assets

An Internet connection is required for the computer where you'll be using the HX Edit app to authorize it for the use of Marketplace premium assets, and for the sync with your Line 6 account to initially authenticate your newly purchased Marketplace licensed assets. Otherwise, an active Internet connection is not required for the use of HX Edit. Please see the following sections for details about signing in and authorization.

Once you've signed in and authorized your computer via HX Edit, your premium Marketplace presets and IRs can then be imported and used just like any other presets and IRs within HX Edit (and/or within Helix Native).

Once imported, premium Marketplace presets and/or premium IRs (.hir files), appear with a golden guitar pick "badge" at their right in the HX Edit librarian lists. (See page 14. and page 16 for more about importing presets and IRs.)

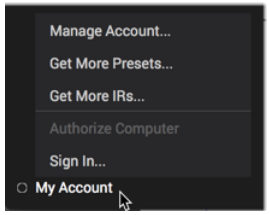




The golden guitar pick badges indicate premium Marketplace presets and IRs

The My Account Menu Options

At the bottom left of the HX Edit application window, you'll see the **My Account** menu and account status indicator. Initially, before you've signed in to your Line 6 online account and/or authorized your computer for Marketplace premium assets, you'll see this menu displayed with the **My Account** label.



The My Account menu (not signed in or authorized)

Clicking on the **My Account menu** displays options for signing in & managing your Line 6 account, as well as for access to the Marketplace online shop.*

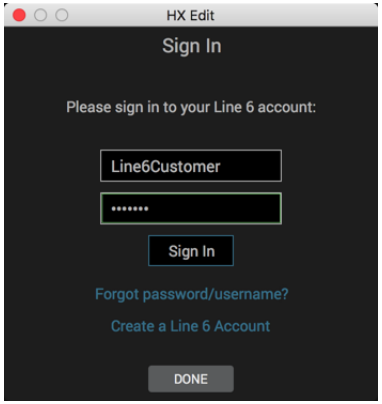
***NOTE:** It is not required that your computer have an active Internet connection, nor do you need to be signed in or authorized at all for the HX Edit app itself to be functional. But signing in is necessary to authorize (or deauthorize) your computer to allow the import and export of premium assets purchased from the online Marketplace.

If you don't plan to use Marketplace premium assets, you don't have to worry about signing in and out with HX Edit, and you can simply ignore the following Sign In / Sign Out and Authorize / Deauthorize sections.

Sign In / Sign Out

If you are not currently signed in, choose **Sign In** from the menu and enter your Line 6 account user name and password in the Sign In window. If you have forgotten your sign in credentials, or have not already created a Line 6 account, choose the **Forgot my password/username** or **Create a Line 6 account** option within the window. If you are already signed in and wish to sign out, choose the **Sign Out** option from the menu.

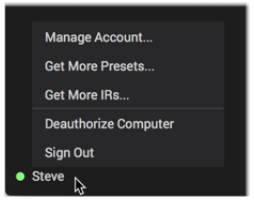
TIP: If you plan on purchasing premium Marketplace assets, it is easiest to simply remain actively signed in, with your computer in the authorized state. This allows the licenses for your purchased assets to automatically be "synced" from your Line 6 account, and for the assets able to be utilized for all actions within the HX Edit app.



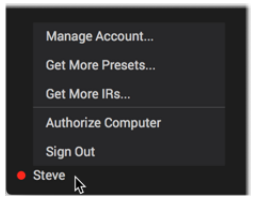
The Line 6 account Sign In window

Computer Authorization Status Indicator

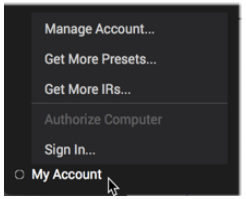
Once you've signed in, your computer is automatically authorized, as confirmed by a pop-up window letting you know the sign in and authorization were successful. You'll see the My Account menu label display your first name (derived from your Line 6 account) and indicate the status of your account sign in and computer authorization (more details about authorization in the following section).
Whenever signed out, the menu button displays the "My Account" label, with no colored authorization indicator.



Signed in with computer authorized



Signed in with computer Deauthorized



Signed out with computer Deauthorized

Once you've authorized your computer, you can optionally sign out, and your computer remains in the authorized state, allowing you to continue to perform import, export, copy, and backup actions with your Marketplace assets, even if your Internet connection is not currently active.

Note that you will need an Internet connection to be able to sign in again to access the Deauthorize and Authorize options from the menu, as well as to initially synchronize with your online Line 6 account after making any new Marketplace purchase (see "License Synchronization").

Authorize / Deauthorize Your Computer

It is necessary for your computer to be in the authorized state for performing any HX Edit **Import**, **Export**, **Copy/Paste**, or **Backup/Restore** action that includes your purchased Marketplace premium IRs or presets (as well as setlists or bundles that include them). Simply signing in to your Line 6 account will authorize your computer automatically.*

***NOTE:** It is permitted to authorize a maximum of 4 of your computers concurrently. If you've already authorized 4 computers, you can deauthorize one computer to free up one of your authorizations.

Deauthorizing You Computer

While signed in to your Line 6 account, choose the **Deauthorize Computer** command from the My Account menu and the brief online deauthorization process completes automatically. You'll see a confirmation dialog appear and the Authorization Status Indicator for the My Account menu will change to red to indicate your deauthorized state (see preceding section). Additionally, deauthorizing your computer will also automatically sign you out of your Line 6 account.

When deauthorized, the HX Edit application still functions to provide all preset & IR librarian and signal flow editing tasks, however, Marketplace-purchased assets are not able to be imported or exported with the HX Edit app. You can choose **Authorize Computer** from the menu to authorize the computer again at any time, providing you have not exceeded the 4 computer authorization limit.

Helix Native Plugin Owners: This authorization/deauthorization within HX Edit globally authorizes/deauthorizes your computer for the use of the Helix Native plugin (and the use of Marketplace assets within it) as well, assuming your Helix Native license and Marketplace purchases were performed using your same Line 6 user account. Please also see the *Helix Native Pilot's Guide*.

License Synchronization

Whenever you make a purchase from Marketplace, a license for each product you purchase is deposited into your online Line 6 account. For the HX Edit application to access your new licenses and effectively "unlock" your purchased assets, it needs to perform a "sync" process with your Line 6 account. **You must have an active Internet connection and be signed in within HX Edit on your next use of the app after your purchase for this license synchronization to occur.**

When signed in, this brief sync takes place automatically in HX Edit on the next launch the application, or if already running, when clicking on the HX Edit app window. (Note that it may take up to 5 minutes before sync occurs if HX Edit was already running.) Once the license sync has completed, an active Internet connection is not required for the use of these Marketplace purchased assets within HX Edit or within your Helix hardware.

Manage Account

Choose this menu option to be taken to the Line6.com **My Account** page to view and update your Line 6 user account—view and manage add-ons and Marketplace purchases, register Line 6 gear, update your personal information, and more.

Model Lists

To follow are the lists of all Effect, Amp, Speaker Cabinet & Microphone models included in Helix and HX devices, as well as the original gear they are based on.* Models, in many cases, include some unique parameters, typically based on the controls found on the original gear we modeled. However, you will also find a set of options that are common to model category types, as described in the sections that follow.

HX Effects Owners: Note that HX Effects devices include all Effects models, but not the Amp, Cab, and Mic models within the following

Effects Models

The following Effects models are found within each of the Helix and HX device's respective block category menus (Distortion, Dynamics, EQ, etc.). Once you've selected an effects category in the application's Model Browser menu, you'll see up to three effects sub-categories: **Mono** (no icon), **Stereo**, and **Legacy**, vary in behavior, just as on the classic Line 6 effects from where these models originated. Mono models process in mono, as you'd expect, collapsing the stereo output of any block preceding it to mono. Stereo models process the signal as discrete stereo-in, stereo-out. Legacy type models, just as on earlier Line 6 devices, are a mixed bag and can be either mono, stereo, or mono-in/stereo-out.

NOTE: "Legacy" models are effects from the classic Line 6 DL4™, DM4™, MM4™, and FM4™ stompboxes as well as M13®, M9®, and M5® processors.

TIP: The Favorites category that appears at the start of the Model menu is initially empty, awaiting your addition of preferred models—see page 20.

Distortion Models

Model	Subcategories	Based On*
Kinky Boost	Mono, Stereo	Xotic® EP Booster
Deranged Master	Mono, Stereo	Dallas Rangemaster Treble Booster
Minotaur	Mono, Stereo	Klon® Centaur
Teemah!	Mono, Stereo	Paul Cochrane Timmy® Overdrive
Heir Apparent	Mono, Stereo	Analogman Prince of Tone
Tone Sovereign	Mono, Stereo	Analogman King of Tone
Alpaca Rogue	Mono, Stereo	Way Huge® Red Llama (modded)
Compulsive Drive	Mono, Stereo	Fulltone® OCD
Dhyana Drive	Mono, Stereo	Hermida Zendrive
Horizon Drive	Mono, Stereo	Horizon Precision Drive
Valve Driver	Mono, Stereo	Chandler Tube Driver
Top Secret OD	Mono, Stereo	DOD® OD-250
Prize Drive	Mono, Stereo	Nobels® ODR-1(bc)
Scream 808	Mono, Stereo	Ibanez® TS808 Tube Screamer®
Pillars	Mono, Stereo	Earthquaker Devices® Plumes
Hedgehog D9	Mono, Stereo	MAXON® SD9 Sonic Distortion
Stupor OD	Mono, Stereo	BOSS® SD-1 Overdrive
Deez One Vintage	Mono, Stereo	BOSS DS-1 Distortion (Made-in-Japan)
Deez One Mod	Mono, Stereo	BOSS DS-1 Distortion (Keeley modded)
Ratatoullie Dist	Mono, Stereo	Pro Co RAT (with LM308 opamp)
Vermin Dist	Mono, Stereo	Pro Co RAT
Vital Dist	Mono, Stereo	Earthquaker Devices Life - Octave/Distortion circuit
Vital Boost	Mono, Stereo	Earthquaker Devices Life - Boost circuit
KWB	Mono, Stereo	Benadrian Kowloon Walled Bunny Distortion
Legendary Drive	Mono, Stereo	Carvin® VLD1 Legacy Drive (hi gain channel)
Swedish Chainsaw	Mono, Stereo	BOSS HM-2 Heavy Metal Distortion (MIJ)
Arbitrator Fuzz	Mono, Stereo	Arbiter® Fuzz Face®
Pocket Fuzz	Mono, Stereo	Jordan Boss Tone Fuzz
Bighorn Fuzz	Mono, Stereo	'73 Electro-Harmonix® Ram's Head Big Muff Pi
Triangle Fuzz	Mono, Stereo	Electro-Harmonix Big Muff Pi
Dark Dove Fuzz	Mono, Stereo	Electro-Harmonix Russian Big Muff Pi
Ballistic Fuzz	Mono, Stereo	Euthymia ICBM Fuzz
Industrial Fuzz	Mono, Stereo	Z.Vex Fuzz Factory
Tycoctavia Fuzz	Mono, Stereo	Tycobrahe® Octavia
Wringer Fuzz	Mono, Stereo	Garbage's modded BOSS FZ-2
Thrifter Fuzz	Mono, Stereo	Line 6 Original
Xenomorph Fuzz	Mono, Stereo	Subdecay Harmonic Antagonizer
Megaphone	Mono, Stereo	Megaphone
Bitcrusher	Mono, Stereo	Line 6 Original

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Model	Subcategories	Based On*
Ampeg Scrambler	Mono, Stereo	Ampeg® Scrambler Bass Overdrive
ZeroAmp Bass DI	Mono, Stereo	Tech 21® SansAmp Bass Driver DI V1
Regal Bass DI	Mono, Stereo	Noble Preamp Bass DI
Obsidian 7000	Mono, Stereo	Darkglass® Electronics Microtubes® B7K Ultra
Clawthorn Drive	Mono, Stereo	Wounded Paw Battering Ram
Tube Drive	Legacy	Chandler Tube Driver
Screamer	Legacy	Ibanez Tube Screamer
Overdrive	Legacy	DOD Overdrive/Preamp 250
Classic Dist	Legacy	Pro Co RAT
Heavy Dist	Legacy	BOSS Metal Zone
Colordrive	Legacy	Colorsound® Overdriver
Buzz Saw	Legacy	Maestro® Fuzz Tone
Facial Fuzz	Legacy	Arbiter Fuzz Face
Jumbo Fuzz	Legacy	Vox® Tone Bender
Fuzz Pi	Legacy	Electro-Harmonix Big Muff Pi
Jet Fuzz	Legacy	Roland® Jet Phaser
L6 Drive	Legacy	Colorsound Overdriver (modded)
L6 Distortion	Legacy	Line 6 Original
Sub Oct Fuzz	Legacy	PAiA Roctave Divider
Octave Fuzz	Legacy	Tycobrahe Octavia
Bronze Master	Legacy	Maestro Bass Brassmaster
Killer Z	Legacy	BOSS Metal Zone MT-2

Dynamics Models

Model	Subcategories	Based On*
Deluxe Comp	Mono, Stereo	Line 6 Original
Red Squeeze	Mono, Stereo	MXR Dyna Comp
Kinky Comp	Mono, Stereo	Xotic SP Compressor
Ampeg Opto Comp	Mono, Stereo	Ampeg Opto Comp Compressor
Rochester Comp	Mono, Stereo	Ashly® CLX-52 (in conjunction w/ B. Sheehan)
LA Studio Comp	Mono, Stereo	Teletronix® LA-2A®
3-Band Comp	Mono, Stereo	Line 6 Original
Noise Gate	Mono, Stereo	Line 6 Original
Hard Gate	Mono, Stereo	Line 6 Original
Horizon Gate	Mono, Stereo	Horizon Precision Drive - Gate Circuit
Autoswell	Mono, Stereo	Line 6 Original
Feedbacker†	Mono	Line 6 Original, Feedback Generator
Tube Comp	Legacy	Teletronix LA-2A
Red Comp	Legacy	MXR Dyna Comp
Blue Comp	Legacy	BOSS CS-1
Blue Comp Treb	Legacy	BOSS CS-1 (Treble switch on)
Vetta Comp	Legacy	Line 6 Original
Vetta Juice	Legacy	Line 6 Original
Boost Comp	Legacy	MXR Micro Amp

EQ Models

Model	Subcategories	Based On*
Simple EQ	Mono, Stereo	Line 6 Original
Low and High Cut	Mono, Stereo	Line 6 Original
Low/High Shelf	Mono, Stereo	Line 6 Original
Parametric	Mono, Stereo	Line 6 Original
Tilt	Mono, Stereo	Line 6 Original
10 Band Graphic	Mono, Stereo	MXR 10-Band Graphic EQ
Cali Q Graphic	Mono, Stereo	MESA/Boogie Mark IV Graphic EQ
Acoustic Sim	Mono, Stereo	Line 6 Original

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† The Feedbacker model utilizes polyphonic pitch shifting and, therefore, is extremely DSP-intensive—possibly utilizing up to half of all DSP available for Path 1 or Path 2!

Modulation Models

Model	Subcategories	Based On*
Optical Trem	Mono, Stereo	Fender® optical tremolo circuit
60s Bias Trem	Mono, Stereo	Vox AC-15 Tremolo
Tremolo/Autopan	Mono, Stereo	BOSS PN-2
Harmonic Tremolo	Mono, Stereo	Line 6 Original
Bleat Chop Trem	Mono, Stereo	Lightfoot Labs Goatkeeper
Script Mod Phase	Mono, Stereo	MXR Phase 90
Pebble Phaser	Mono, Stereo	Electro-Harmonix Small Stone
Ubiquitous Vibe	Mono, Stereo	Shin-ei Uni-Vibe®
FlexoVibe	Mono, Stereo	Line 6 Original
Deluxe Phaser	Mono, Stereo	Line 6 Original
Gray Flanger	Mono, Stereo	MXR 117 Flanger
Harmonic Flanger	Mono, Stereo	A/DA Flanger
Courtesan Flange	Mono, Stereo	Electro-Harmonix Deluxe EM
Dynamix Flanger	Mono, Stereo	Line 6 Original
Chorus	Mono, Stereo	Line 6 Original
70s Chorus	Mono, Stereo	BOSS CE-1
PlastiChorus	Mono, Stereo	Modded Arion SCH-Z chorus
Ampeg Liquifier Chorus	Mono, Stereo	Ampeg Liquifier Chorus
Trinity Chorus	Stereo	Dytronics® Tri-Stereo Chorus
4-Voice Chorus	Mono, Stereo	Line 6 Original
Bubble Vibrato	Mono, Stereo	BOSS VB-2 Vibrato
Vibe Rotary	Stereo	Fender Vibratone
122 Rotary	Stereo	Leslie® 122
145 Rotary	Stereo	Leslie 145
Triple Rotary	Mono, Stereo	Yamaha® RA-200
Retro Reel	Mono, Stereo	Line 6 Original
Double Take	Mono, Stereo	Line 6 Original
Poly Detune†	Mono	Line 6 Original
AM Ring Mod	Mono, Stereo	Line 6 Original
Pitch Ring Mod	Stereo	Line 6 Original
Pattern Tremolo	Legacy	Line 6 Original
Panner	Legacy	Line 6 Original
Bias Tremolo	Legacy	1960 Vox AC-15 Tremolo
Opto Tremolo	Legacy	1964 Fender Deluxe Reverb®
Script Phase	Legacy	MXR Phase 90 (script logo version)
Panned Phaser	Legacy	Ibanez Flying Pan
Barberpole	Legacy	Line 6 Original
Dual Phaser	Legacy	Mu-Tron® Bi-Phase
U-Vibe	Legacy	Shin-ei Uni-Vibe
Phaser	Legacy	MXR Phase 90
Pitch Vibrato	Legacy	BOSS VB-2
Dimension	Legacy	Roland Dimension D
Analog Chorus	Legacy	BOSS CE-1
Tri Chorus	Legacy	Dytronics Tri-Stereo Chorus
Analog Flanger	Legacy	MXR Flanger
Jet Flanger	Legacy	A/DA Flanger
AC Flanger	Legacy	MXR Flanger
80A Flanger	Legacy	A/DA Flanger
Frequency Shift	Legacy	Line 6 Original
Ring Modulator	Legacy	Line 6 Original
Rotary Drum	Legacy	Fender Vibratone
Rotary Drum/Horn	Legacy	Leslie 145
Tape Eater	Legacy	Line 6 Original
Warble-Matic	Legacy	Line 6 Original
Random S&H	Legacy	Line 6 Original
Sweeper	Legacy	Line 6 Original

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† The Poly Detune model utilizes polyphonic pitch shifting and, therefore, is extremely DSP-intensive—possibly utilizing up to half of all DSP available for Path 1 or Path 2!

Delay Models

Model	Subcategories	Based On*
Simple Delay	Mono, Stereo	Line 6 Original
Mod/Chorus Echo	Mono, Stereo	Line 6 Original
Dual Delay	Stereo	Line 6 Original
Multitap 4	Stereo	Line 6 Original
Multitap 6	Stereo	Line 6 Original
Ping Pong	Stereo	Line 6 Original
Sweep Echo	Mono, Stereo	Line 6 Original
Ducked Delay	Mono, Stereo	TC Electronic® 2290
Reverse Delay	Mono, Stereo	Line 6 Original
Vintage Digital	Mono, Stereo	Line 6 Original
Vintage Swell	Mono, Stereo	Line 6 Original
Pitch Echo	Mono, Stereo	Line 6 Original
Transistor Tape	Mono, Stereo	Maestro Echoplex EP-3
Cosmos Echo	Mono, Stereo	Roland RE-201 Space Echo
Harmony Delay	Stereo	Line 6 Original
Bucket Brigade	Mono, Stereo	BOSS DM-2
Adriatic Delay	Mono, Stereo	BOSS DM-2 w/ Adrian Mod
Adriatic Swell	Mono, Stereo	Line 6 Original
Elephant Man	Mono, Stereo	Electro-Harmonix Deluxe Memory Man
Multi Pass	Mono, Stereo	Line 6 Original
Heliosphere	Mono, Stereo	Line 6 Original
Poly Sustain†	Mono	Line 6 Original
Glitch Delay	Mono, Stereo	Line 6 Original
Euclidean Delay	Mono, Stereo	Line 6 Original
ADT	Mono, Stereo	Line 6 Original
Crisscross	Mono, Stereo	Line 6 Original
Tesselator	Mono, Stereo	Line 6 Original
Ratchet	Mono, Stereo	Line 6 Original
Ping Pong	Legacy	TC Electronic 2290
Dynamic	Legacy	TC Electronic 2290
Stereo	Legacy	Line 6 Original
Digital	Legacy	Line 6 Original
Dig w/Mod	Legacy	Line 6 Original
Reverse	Legacy	Line 6 Original
Lo Res	Legacy	Line 6 Original
Tube Echo	Legacy	Maestro Echoplex EP-1
Tape Echo	Legacy	Maestro Echoplex EP-3
Sweep Echo	Legacy	Line 6 Original
Echo Platter	Legacy	Binson® EchoRec®
Analog Echo	Legacy	BOSS DM-2
Analog w/Mod	Legacy	Electro-Harmonix Deluxe Memory Man
Auto-Volume Echo	Legacy	Line 6 Original
Multi-Head	Legacy	Roland RE-101 Space Echo
Bubble Echo	Legacy	Line 6 Original
Phaze Eko	Legacy	Line 6 Original

Reverb Models

Model	Subcategory	Based On*
Dynamic Hall	Mono, Stereo	Line 6 Original
Dynamic Plate	Mono, Stereo	Line 6 Original
Dynamic Room	Mono, Stereo	Line 6 Original
Dynamic Ambience	Mono, Stereo	Line 6 Original
Dynamic Bloom	Mono, Stereo	Line 6 Original
Shimmer	Mono, Stereo	Line 6 Original
Hot Springs	Mono, Stereo	Line 6 Original
Nonlinear	Mono, Stereo	Line 6 Original
Glitz	Mono, Stereo	Line 6 Original
Ganymede	Mono, Stereo	Line 6 Original
Searchlights	Mono, Stereo	Line 6 Original
Plateaux	Mono, Stereo	Line 6 Original
Double Tank	Mono, Stereo	Line 6 Original

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† The Poly Sustain model utilizes polyphonic pitch shifting and, therefore, is extremely DSP-intensive—possibly utilizing up to half of all DSP available for Path 1 or Path 2!

Model	Subcategory	Based On*
Plate	Legacy	Line 6 Original
Room	Legacy	Line 6 Original
Chamber	Legacy	Line 6 Original
Hall	Legacy	Line 6 Original
Echo	Legacy	Line 6 Original
Tile	Legacy	Line 6 Original
Cave	Legacy	Line 6 Original
Ducking	Legacy	Line 6 Original
Octo	Legacy	Line 6 Original
'63 Spring	Legacy	Line 6 Original
Spring	Legacy	Line 6 Original
Particle Verb	Legacy	Line 6 Original

Pitch/Synth Models

Model	Subcategories	Based On*
Pitch Wham	Mono, Stereo	Digitech Whammy®
Twin Harmony	Mono, Stereo	Eventide® H3000
Simple Pitch	Mono, Stereo	Line 6 Original
Dual Pitch	Mono, Stereo	Line 6 Original
Boctaver	Mono/Stereo	Boss OC-2 Octaver
3 OSC Synth	Stereo	Line 6 Original
Poly Pitch†	Mono	Line 6 Original
Poly Wham†	Mono	Line 6 Original
Poly Capo†	Mono	Line 6 Original
12 String†	Mono	Line 6 Original
3 Note Generator‡	Mono, Stereo	Line 6 Original
4 OSC Generator‡	Mono, Stereo	Line 6 Original
Bass Octaver	Legacy	EBS® OctaBass
Smart Harmony	Legacy	Eventide H3000
Octi Synth	Legacy	Line 6 Original
Synth O Matic	Legacy	Line 6 Original
Attack Synth	Legacy	Korg® X911 Guitar Synth
Synth String	Legacy	Roland GR700 Guitar Synth
Growler	Legacy	Line 6 Original
Buzz Wave	Legacy	Line 6 Original
Rez Synth	Legacy	Line 6 Original
Seismik Synth	Legacy	Line 6 Original
Analog Synth	Legacy	Line 6 Original
Synth Lead	Legacy	Line 6 Original
String Theory	Legacy	Line 6 Original
Synth FX	Legacy	Line 6 Original
Saturn 5 Ring Mod	Legacy	Line 6 Original
Synth Harmony	Legacy	Line 6 Original
Double Bass	Legacy	Line 6 Original

Filter Models

Model	Subcategories	Based On*
Mutant Filter	Mono, Stereo	Musitronics Mu-Tron III
Mystery Filter	Mono, Stereo	Korg A3
Autofilter	Mono, Stereo	Line 6 Original
Asheville Pattrn	Mono, Stereo	Moog® Moogerfooger® MF-105M MuRF Filter
Voice Box	Legacy	Line 6 Original
V Tron	Legacy	Musitronics® Mu-Tron III
Q Filter	Legacy	Line 6 Original
Seeker	Legacy	Z Vex Seek Wah
Obi Wah	Legacy	Oberheim® voltage-controlled S&H filter
Tron Up	Legacy	Musitronics Mu-Tron III (up position)
Tron Down	Legacy	Musitronics Mu-Tron III (down position)
Throbber	Legacy	Electrix® Filter Factory
Slow Filter	Legacy	Line 6 Original
Spin Cycle	Legacy	Craig Anderton's Wah/Anti-Wah
Comet Trails	Legacy	Line 6 Original

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† These indicated Pitch/Synth models utilize polyphonic pitch shifting and, therefore, are extremely DSP-intensive. Any one might take up half of all DSP available for Path 1 or Path 2!

‡ The 3 Note Generator and 4 OSC Generator models make sound without any instrument connected, therefore, their blocks are turned off by default. Be sure to first set your Helix volume to low, and press BYPASS to turn them on.

Wah Models

Model	Subcategories	Based On*
UK Wah 846	Mono, Stereo	Vox V846
Teardrop 310	Mono, Stereo	Dunlop® Cry Baby® Fasel model 310
Fassel	Mono, Stereo	Dunlop Cry Baby Super
Weeper	Mono, Stereo	Arbiter Cry Baby
Chrome	Mono, Stereo	Vox V847
Chrome Custom	Mono, Stereo	Modded Vox V847
Throaty	Mono, Stereo	RMC® Real McCoy 1
Vetta Wah	Mono, Stereo	Line 6 Original
Colorful	Mono, Stereo	Colorsound Wah-fuzz
Conductor	Mono, Stereo	Maestro Boomerang

Volume/Pan Models

Model	Subcategories	Based On*
Volume Pedal	Mono, Stereo	Line 6 Original
Gain	Mono, Stereo	Line 6 Original
Pan	Stereo	Line 6 Original
Stereo Width	Stereo	Line 6 Original
Stereo Imager	Stereo	Line 6 Original

Common FX Settings

Parameter	Description
Drive	Adjusts the amount of overdrive, distortion, or fuzz.
Bass	Adjusts the bass level.
Mid	Adjusts the midrange level.
Treble	Adjusts the treble level.
Speed	Adjusts the speed of the effect, with higher settings providing faster rates. **Activate the model's Note Sync parameter to toggle between Hz and note values.** Choosing a Hz value provides a specific modulation speed in cycles per second; choosing a note value provides a time based on the current tempo. Not all Speed parameters can be synced to note values, as they may be non-linear and highly interactive.
Rate	Adjusts the rate of the effect, with higher settings providing faster rates. **Activate the model's Note Sync parameter to toggle between Hz and note values.** Not all Rate parameters can be synced to note values, as they may be non-linear and highly interactive.
Time	Adjusts the delay/repeat time, with higher settings providing longer delays. **Activate the model's Note Sync parameter to toggle between Hz and note values.** Choosing a ms value provides a specific time in milliseconds; choosing a note division value provides a time based on the current tempo. With a note division value, this parameter's value is retained when changing models.
Depth	Adjusts the intensity of the modulation. Higher settings result in more extreme pitch bending, wobble, or throb, depending on the effect.
Feedback	Adjusts the amount of delayed signal fed back into the effect. Higher settings can provide more dramatic textures.
Decay	Sets the length of time the reverb effect sustains.
Predelay	Determines the time before the reverb effect is heard.
Scale	On stereo delays, the Scale offers control over the left & right channel repeats proportionately. The left channel repeats following the Time value and the right channel will repeat at a time that is the percentage of the left time. For example, if a delay's Time is set for 1 second and the Scale set to 75%, the left channel will repeat at 1 second and the right at 750 milliseconds (ms).
Spread	Spread differs slightly among stereo delay effects. For most delays, it adjusts how widely the repeats bounce left and right. With the Ping Pong Delay, for example, 0 is in the middle (mono), and 10 is full left to right panning for the repeats. For modulated stereo delays, Spread affects the LFOs' (low frequency oscillators) stereo modulation behavior. At 0 the LFOs are in sync. At 10, the two LFOs are 180 degrees out of sync, so that when one side is modulating up, the other side is modulating down.

Parameter	Description
Headroom	Some mod and delay pedals' internal signal paths exhibit a bit of grit, especially when placed after a high-gain amp block. Negative values increase the perceived amount of grit; positive values clean things up a bit. At 0dB, the model behaves like the original pedal.
Low Cut	Filters a portion of the block's bass and/or treble frequencies, which can help remove rumble and/or high-end harshness.
High Cut	
Mix	Blends the effected "wet" signal vs. the "dry" signal passed through the block. When set to 0%, the path bypasses the effect completely. When set to 100%, the entire path is fed through the effect, and no dry thru signal is heard.
Level	Adjusts the overall output level of the effects block. Be careful not to boost this parameter too high on multiple blocks, as digital clipping could occur. You should typically leave this at 0.0dB for most blocks. Where the original pedal's level or volume knob behavior doesn't really apply to dB values, 0.0-10 may be used.
Trails	*Trails Off:* Any delay repeats or reverb decays are instantly muted when the block is bypassed. *Trails On:* Any delay repeats or reverb decays continue to decay naturally when the block is bypassed or a different snapshot is selected.*

***TIP:** Note that your Helix/HX device also offers a **Trails** On/Off option within its Tuner screen—when set to "On," the decays of your delays and reverbs, as well as the playback of an active Looper block, will continue to be heard when the Tuner is engaged.
(On Helix devices, in some configurations where path 1's output is routed to path 2, the Tuner's Trails On setting may not be able to pass audio since the signal may be fed only to the output blocks.)

Amp Models

The following guitar & bass amp models are found within the HX Edit **Amp+Cab**, **Amp**, and **Preamp** block category menus for all Helix devices, HX Stomp XL, and HX Stomp devices (firmware v3.50 and later). Note that you'll see **Guitar**, **Bass**, and **Legacy** subcategories for the Amp+Cab & Amp categories and **Guitar**, **Bass**, and **Mic** subcategories for the Preamp category.

HX Effects Owners: Amp, Preamp, Speaker Cab, and Mic models are not supported by HX Effects devices, therefore, you will not see these categories or models within the HX Edit Model Browser when the HX Effects is in use.

- **Amp+Cab** blocks include an Amp plus a matched Cab model. You can change out the Cab for sonic variation. Note that, as of Helix Native v3.50, there are now Guitar, Bass, Legacy Guitar, and Legacy Bass Cab types to choose from—see "Legacy Cab Models" on page 69).
- **Amp** blocks are identical to Amp+Cab blocks, except they contain no matched Cab model. Using an Amp block is the best choice if you want to use separate, Single or Dual Cab or IR blocks, which can offer more flexibility in combining different speaker types and creating stereo routings.
- **Preamp** versions of each amp model are also included, which provide the tone of just the preamp stage of the amp. Preamp blocks require less computer processing than a full Amp block.

Amp and Preamp Models

Model	Subcategory	Based On*
WhoWatt 100	Guitar	Hiwatt® DR-103 Brill
Soup Pro	Guitar	Supro® S6616
Stone Age 185	Guitar	Gibson® EH-185
Voltage Queen	Guitar	Victoria Vintage Queen
Tweed Blues Nrm	Guitar	Fender Bassman® (normal channel)
Tweed Blues Brt	Guitar	Fender Bassman (bright channel)
Fullerton Nrm	Guitar	Fender 5C3 Tweed Deluxe (normal channel)
Fullerton Brt	Guitar	Fender 5C3 Tweed Deluxe (bright channel)
Fullerton Jump	Guitar	Fender 5C3 Tweed Deluxe (jumped channels)
GrammaticoLG Nrm	Guitar	Grammatico LaGrange (normal channel)
GrammaticoLG Brt	Guitar	Grammatico LaGrange (bright channel)
GrammaticoLG Jmp	Guitar	Grammatico LaGrange (jumped channels)
US Small Tweed	Guitar	Fender Champ®
US Princess	Guitar	Fender Princeton Reverb®

Model	Subcategory	Based On*
US Deluxe Nrm	Guitar	Fender Deluxe Reverb (normal channel)
US Deluxe Vib	Guitar	Fender Deluxe Reverb (vibrato channel)
US Double Nrm	Guitar	Fender Twin Reverb® (normal channel)
US Double Vib	Guitar	Fender Twin Reverb (vibrato channel)
Mail Order Twin	Guitar	Silvertone® 1484
Divided Duo	Guitar	÷13 JRT 9/15
Interstate Zed	Guitar	Dr Z® Route 66
Derailed Ingrid	Guitar	Trainwreck® Circuits Express
Grammatico GSG	Guitar	Grammatico GSG100
Jazz Rivet 120	Guitar	Roland JC-120 Jazz Chorus
Essex A15	Guitar	Vox AC-15
Essex A30	Guitar	Vox AC-30 with top boost
A30 Fawn Nrm	Guitar	Vox AC-30 Fawn (normal channel)
A30 Fawn Brt	Guitar	Vox AC-30 Fawn (bright channel)
Matchstick Ch1	Guitar	Matchless® DC30 (channel 1)
Matchstick Ch2	Guitar	Matchless DC30 (channel 2)
Matchstick Jump	Guitar	Matchless DC30 (jumped)
Mandarin 80	Guitar	Orange® OR80
Mandarin Rocker	Guitar	Orange Rockerverb 100 MkIII (dirty channel)
MOO)))N T Nrm	Guitar	Sunn® Model T (normal channel)
MOO)))N T Brt	Guitar	Sunn Model T (brite channel)
MOO)))N T Jump	Guitar	Sunn Model T (jumped channels)
Brit J45 Nrm	Guitar	Marshall® JTM-45 (normal channel)
Brit J45 Brt	Guitar	Marshall JTM-45 (bright channel)
Brit Trem Nrm	Guitar	Marshall JTM-50 (normal channel)
Brit Trem Brt	Guitar	Marshall JTM-50 (bright channel)
Brit Trem Jump	Guitar	Marshall JTM-50 (jumped)
Brit Plexi Nrm	Guitar	Marshall Super Lead 100 (normal channel)
Brit Plexi Brt	Guitar	Marshall Super Lead 100 (bright channel)
Brit Plexi Jump	Guitar	Marshall Super Lead 100 (jumped)
Brit P75 Nrm	Guitar	Park® 75 (normal channel)
Brit P75 Brt	Guitar	Park 75 (bright channel)

Model	Subcategory	Based On*
Brit 2203	Guitar	Marshall JCM-800, 100W, 2203
Brit 2204	Guitar	Marshall JCM-800, 50W, 2204
Placater Clean	Guitar	Friedman BE-100 (clean channel)
Placater Dirty	Guitar	Friedman BE-100 (BE/HBE channel)
Cartographer	Guitar	Ben Adrian Cartographer
German Mahadeva	Guitar	Bogner® Shiva
German Ubersonic	Guitar	Bogner Überschall®
Cali Texas Ch1	Guitar	MESA/Boogie Lone Star® (clean channel)
Cali Texas Ch2	Guitar	MESA/Boogie Lone Star (drive channel)
Cali IV Rhythm 1	Guitar	MESA/Boogie Mark IV (channel I)
Cali IV Rhythm 2	Guitar	MESA/Boogie Mark IV (channel II)
Cali IV Lead	Guitar	MESA/Boogie Mark IV (lead channel)
Cali Rectifire	Guitar	MESA/Boogie Dual Rectifier®
Archetype Clean	Guitar	Paul Reed Smith® Archon® (clean channel)
Archetype Lead	Guitar	Paul Reed Smith Archon (lead channel)
ANGL Meteor	Guitar	ENGL® Fireball 100
Solo Lead Clean	Guitar	Soldano SLO-100 (clean channel)
Solo Lead Crunch	Guitar	Soldano SLO-100 (crunch channel)
Solo Lead OD	Guitar	Soldano SLO-100 (overdrive channel)
PV Panama	Guitar	Peavey® 5150®
PV Vitriol Clean	Guitar	Peavey Invective (clean channel)
PV Vitriol Crunch	Guitar	Peavey Invective (crunch channel)
PV Vitriol Lead	Guitar	Peavey Invective (lead channel)
Revv Gen Purple	Guitar	Revv® Generator 120 (purple/gain ch. 3)
Revv Gen Red	Guitar	Revv Generator 120 (red/high gain ch. 4)
Das Benzin Mega	Guitar	Diezel VH4 (mega channel)
Das Benzin Lead	Guitar	Diezel VH4 (lead channel)
Line 6 Clarity	Guitar	Line 6 Original
Line 6 Aristocrat	Guitar	Line 6 Original
Line 6 Carillon	Guitar	Line 6 Original
Line 6 Voltage	Guitar	Line 6 Original
Line 6 Kinetic	Guitar	Line 6 Original

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Model	Subcategory	Based On*
Line 6 Oblivion	Guitar	Line 6 Original
Line 6 Ventoux	Guitar	Line 6 Original
Line 6 Elmsley	Guitar	Line 6 Original
Line 6 Elektrik	Guitar	Line 6 Original
Line 6 Doom	Guitar	Line 6 Original
Line 6 Epic	Guitar	Line 6 Original
Line 6 2204 Mod	Guitar	Line 6 Original
Line 6 Fatality	Guitar	Line 6 Original
Line 6 Litigator	Guitar	Line 6 Original
Line 6 Badonk	Guitar	Line 6 Original
Ampeg B-15NF	Bass	Ampeg B-15NF Portaflex®
Ampeg SVT Nrm	Bass	Ampeg SVT® (normal channel)
Ampeg SVT Brt	Bass	Ampeg SVT (bright channel)
Ampeg SVT-4 PRO	Bass	Ampeg SVT-4 PRO
US Dripman Nrm	Bass	Fender Bassman (Silverface)
Woody Blue	Bass	Acoustic® 360
Agua Sledge	Bass	Aguilar® Tone Hammer
Agua 51	Bass	Aguilar DB51
Mandarin Bass 200	Bass	Orange AD200 MkIII
Cali Bass	Bass	MESA/Boogie M9 Carbine
Cali 400 Ch1	Bass	MESA/Boogie Bass 400+ (channel 1)
Cali 400 Ch2	Bass	MESA/Boogie Bass 400+ (channel 2)
G Cougar 800	Bass	Gallien-Krueger® GK 800RB
Del Sol 300	Bass	Sunn® Coliseum 300
Busy One Ch1	Bass	Pearce BC-1 preamp (channel 1)
Busy One Ch2	Bass	Pearce BC-1 preamp (channel 2)
Busy One Jump	Bass	Pearce BC-1 preamp (jumped)
Studio Tube Pre	Preamp > Mic	Requisite Y7 mic preamp

Common Amp Settings

Parameter	Description
Master	Adjusts the amount of power amp distortion. This parameter is highly interactive with all other power amp parameters—the lower the Master is set, the less effect the other controls will have.
Sag	Lower Sag values offer “tighter” responsiveness for metal and djent playing; higher values provide more touch dynamics & sustain for blues and classic rock riffs.
Hum	Controls how much heater hum and AC ripple interacts with your tone. At higher settings, things get freaky.
Ripple	
Bias	Changes the Bias of the power tubes. Lower values achieve a “colder” Class AB biasing. At maximum, the amp is operating in Class A.
Bias X	Determines how the power amp tubes’ voicing reacts when pushed hard. Set low for a tighter feel. Set high for more tube compression. This parameter is highly reactive with the Drive and Master settings.

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Speaker Cabinet Models

The following Speaker Cabinet models are available within the **Amp+Cab** and **Cab** block category menus. All Cab models also include your choice of Mic model type used on the Cab and several Mic parameters, as listed within the tables in this section.

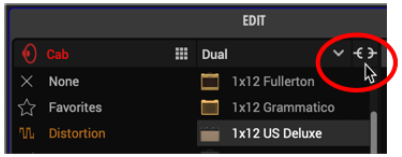
NOTE: Amp, Preamp, Cab, and Mic models are not supported in HX Effects devices. Therefore, you will not see these categories or models within the HX Edit Model Browser menus when HX Effects is connected.

Adding an Amp+Cab block to your signal path conveniently allows you to choose one Guitar or Bass Amp model plus one Guitar or Bass Cab model, with the advantage of using only one block. Alternatively, you can choose an Amp block for your Guitar or Bass amp model, and then a separate Cab block for more flexibility. As of HX Edit v3.50, there are now **Cab** and **Legacy** types to choose from (more on these below). You can also choose between two subcategories of Cab blocks—**Single** and **Dual**. When you select a Dual Cab within the Model Browser menu, you'll see two model tabs, allowing you to select the specific cab and settings for each. Dual Cab blocks are stereo, with each of the two cabs able to be independently panned hard left and right.

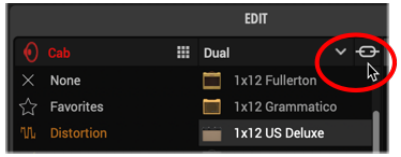
Link Dual Cabs Option

This option allows you to choose your preferred behavior when selecting the primary Cab model within a Dual Cab or Legacy Dual Cab block.

NOTE: The Link Dual Cabs option is a ***global*** "Preference" option, but we've added a handy button for it here within the Edit tab to make it easy to access and view its current On/Off state. Your setting is applied globally for all presets and remains until you change it again. (No current Cab model selections are affected.)



The Link Dual Cabs button - Off



The Link Dual Cabs button - On

- **Off:** Selecting a new model for Cab A within a Dual Cab or Dual Legacy Cab block does not affect the currently-loaded Cab B model (the initial default).
- **On:** Selecting a new model for Cab A within a Dual block results in the same Cab model loaded for Cab B, with the Cab's default settings.

Cab Model Types

As of HX Edit (and Helix/HX devices) version 3.50, the "Cab" model category now consists of new Single and Dual Impulse Response-based Cabs.* These IR-based Cabs were custom captured using the latest digital technology, resulting in even greater detail, with added mic positioning options, and even utilize as little as one-tenth the DSP of the pre-v3.50 Cab models! The new Dual Cabs additionally include stereo panning.

Don't worry—all the pre-v3.50 factory Cab models are all still included, now renamed as **Legacy Cabs** and in their own menu category, as covered in "Legacy Cab Models" on page 69. Your pre-v3.50 presets will automatically load and utilize the Legacy Cabs, but you can certainly try out the new cabs in all your new and old presets!

Cab Models

The following table lists the new IR-Based Cab models available within the Model Browser's **Cab** - **Single** and **Dual**, and **Amp+Cab** - **Guitar** and **Bass** categories.

Model	Subcategories	Captured From*
Soup Pro Ellipse	Single, Dual	1x6x9" Supro, S6616
1x8 Small Tweed	Single, Dual	1×8" Fender Champ
1x10 US Princess	Single, Dual	1x10" Fender Princeton Reverb
1x12 Fullerton	Single, Dual	1×12" Fender 5C3 Tweed Deluxe
1x12 Grammatico	Single, Dual	1x12" Grammatico LaGrange
1x12 US Deluxe	Single, Dual	1x12" Fender Deluxe, Oxford
1x12 Open Cast	Single, Dual	1x12" Custom open-back, EVM12L
1x12 Open Cream	Single, Dual	1x12" Custom open-back, G12M-65
1x12 Cali EXT	Single, Dual	1x12" MESA/Boogie Extension, EVM12L
1x12 Cali IV	Single, Dual	1x12" MESA/Boogie MkIV Combo
1x12 Blue Bell	Single, Dual	1x12" Vox AC-15, Blue Alnico
2x12 Blue Bell	Single, Dual	2x12" Vox AC-30 Fawn, Blue Alnico
2x12 Silver Bell	Single, Dual	2x12" Vox AC-30TB, Silver Alnico
2x12 Match H30	Single, Dual	2x12" Matchless DC30, Custom G12H-30
2x12 Match G25	Single, Dual	2x12" Matchless DC30, Custom G12M-35
2x12 Double C12N	Single, Dual	2x12" Fender Twin, C12N
2x12 Interstate	Single, Dual	2x12" Dr. Z Z Best, V30
2x12 Jazz Rivet	Single, Dual	2x12" Roland JC-120
2x12 Mail C12Q	Single, Dual	2x12" Silvertone 1484, Jensen C12Q

Model	Subcategories	Captured From*
2x12 Mandarin30	Single, Dual	2x12" Orange, V30
4x10 Tweed P10R	Single, Dual	4x10" Fender Bassman, P10R
4x12 WhoWatt	Single, Dual	4x12" Hiwatt AP Fane®
4x12 Greenback20	Single, Dual	4x12" Marshall Basketweave G12M-20
4x12 Greenback25	Single, Dual	4x12" Marshall Basketweave G12M-25
4x12 Greenback30	Single, Dual	4x12" Marshall Basketweave G12H-30
4x12 1960A T75	Single, Dual	4x12" Marshall 1960A, G12T-75
4x12 Blackback30	Single, Dual	4x12" Park 75, G12H-30
4x12 Brit V30	Single, Dual	4x12" Marshall 1960AV, V30
4x12 Cali V30	Single, Dual	4x12" MESA/Boogie 4FB, V30
4x12 Mandarin EM	Single, Dual	4x12" Orange, Eminence®
4x12 MOO)))N T75	Single, Dual	4x12" Sunn, G12T-75
4x12 Uber T75	Single, Dual	4x12" Bogner Uberkab, G12T-75
4x12 Uber V30	Single, Dual	4x12" Bogner Uberkab, V30
4x12 XXL V30	Single, Dual	4x12" ENGL XXL, V30
1x12 Epicenter	Single, Dual	1x12" Epifani® Ultralight
1x15 Ampeg B-15	Single, Dual	1x15" Ampeg B-15
2x15 Brute	Single, Dual	2x15" MESA/Boogie, EV
2x15 US Dripman	Single, Dual	2x15” Fender Bassman, JBL® D130
4x10 Garden	Single, Dual	4x10" Eden D410XLT
4x10 Ampeg Pro	Single, Dual	4x10" Ampeg PR-410HLF
6x10 Cali Power	Single, Dual	6x10” MESA/Boogie PowerHouse®
8x10 SVT AV	Single, Dual	8x10" Ampeg SVT-810AV

Microphone Models

Model	Captured From*
- GUITAR -	
57 Dynamic	Shure® SM57
421 Dynamic	Sennheiser MD 421-U
7 Dynamic	Shure SM7B
906 Dynamic	Sennheiser e906
30 Dynamic	Heil Sound® PR 30
121 Ribbon	Royer® R-121
160 Ribbon	Beyerdynamic® M 160
4038 Ribbon	Coles 4038
84 Ribbon	AEA R84
414 Cond	AKG® C414XLS
47 Cond FET	Neumann® U47 FET
67 Cond	Neumann U67
- BASS -	
57 Dynamic	Shure SM57
421 Dynamic	Sennheiser MD 421-U
7 Dynamic	Shure SM7
88 Dynamic	Beyerdynamic M88TG
52 Dynamic	Shure Beta 52A
112 Dynamic	AKG® D112
D6 Dynamic	Audix® D6
40 Dynamic	Heil Sound PR 40
4038 Ribbon	Coles 4038
414 Cond	AKG C414XLS
47 Cond FET	Neumann U47 FET
67 Cond	Neumann U67

Editing Cab Options

When a Single or Dual Cab block is selected from within the Model Browser, a graphical speaker/mic editor is displayed in the right pane of the Edit tab.* (This speaker/mic editor also appears within the Cab tab for an Amp+Cab block.) Here you can access the microphone positioning options, as well as adjust all available parameter sliders. If a Dual Cab block is in use, you'll see two editable speaker/mic graphics, with individual Cab A and Cab B tabs to access their parameter sliders.

***NOTE:** Legacy Cab and Legacy Amp+Cab type blocks include slightly different parameters and do not offer the graphical speaker/mic display—see "Editing Legacy Cab & Mic Settings" on page 70.

TIP: You can alternatively click and drag the microphone image itself left/right to adjust its Position, and up/down to adjust its Distance! For a Dual Cab, you can drag the mic for either cab to edit its Position & Distance, without having to select the opposite edit tab.

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The Edit View - Cab options for a Single Cab block

The Edit View - Cab options for a Dual Cab block

To follow are the parameters you'll see available when a **Cab - Single** or **Cab - Dual** model is selected from the Model Browser. You'll also see these parameters when editing the Cab on an **Amp+Cab - Guitar** or **Bass** block. When using a Dual Cab you'll see this same set parameters within both the Cab A and Cab B Edit panels, allowing you to adjust the Cabs individually.

TIP: You can alternatively click and drag the microphone image itself left/right to adjust its Position, and up/down to adjust its Distance! For a Dual Cab, you can drag the mic for either cab to edit its Position & Distance, without having to select the opposite edit tab.

Single & Dual Cab Parameters

Parameter	Description
Single & Dual Cab Parameters: The following are available for both Single & Dual Cabs	
Mic†	Selects one of the available Guitar or Bass cab mic models.
Distance†	Sets the distance (1 inch to 12 inches) between the mic and the speaker.
Position†	Sets the left/right position of the mic, from the center to the edge of the speaker cone.
Angle†	Selects the angle of the mic in relation to the speaker: 0 degrees (on-axis) or 45 degrees (off-axis).
Low Cut	Filters a portion of the cab's bass (from Off up to 500 Hz) and/or treble (from Off down to 500 Hz) frequencies, which can help remove rumble and/or high-end harshness.
High Cut	
Level	Adjusts the overall output level of the Cab.
Dual Cab Parameters: The following are available for Dual Cabs only	
Pan	Adjusts the selected Cab's left/right stereo output balance. **TIP:** With a Dual Cab block, try using two different Cab models and panning each oppositely for a larger stereo effect.
Delay	Delays the selected Cab up to 50 ms. Use to delay the output of one Cab model to simulate a "double tracking" effect—most effective when the two Cab models are also panned opposite. The "Auto" option automatically applies a delay amount to approximate the selected cab's "Distance" parameter value. This results in a more accurate representation of the two cabs' mics blending together.

†**NOTE:** These parameters are not available for Expression Pedal, Variax Knob, or MIDI CC Controller assignment.

Legacy Cab Models

In addition to the preceding IR-based Cab Models, the following Legacy Cab Models are available within the **Cab - Single Legacy** and **Dual Legacy**, and **Amp+Cab - Guitar+Legacy** and **Bass+Legacy** categories for all Helix, HX Stomp XL, and HX Stomp devices (firmware v3.50). All Cab models also include your choice of Legacy Mic model type used on the Cab, as well as several Mic settings (see the list of "Legacy Microphone Models" on page 69).

When selecting a Dual Cab within the Model Browser, there are two model tabs, allowing selection of the specific cab and settings for each. Dual Cab blocks are stereo, with each of its two Cab models panned hard left and right.

Legacy Cab Models

Model	Subcategories	Based On*
Soup Pro Ellipse	Single, Dual Legacy	1 x 6x9" Supro S6616
1x8 Small Tweed	Single, Dual Legacy	1x8" Fender Champ
1x10 US Princess	Single, Dual Legacy	1x10" Fender Princeton Reverb
1x12 Field Coil	Single, Dual Legacy	1x12" Gibson EH185
1x12 Fullerton	Single, Dual Legacy	1x12" Fender 5C3 Tweed Deluxe
1x12 Grammatico	Single, Dual Legacy	1x12" Grammatico LaGrange
1x12 US Deluxe	Single, Dual Legacy	1x12" Fender Deluxe Oxford
1x12 US Princess	Single, Dual Legacy	1x12" Fender Princeton Reverb
1x12 Celest 12H	Single, Dual Legacy	1x12" ÷13 JRT 9/15 G12 H30
1x12 Blue Bell	Single, Dual Legacy	1x12" Vox AC-15 Blue
1x12 Lead 80	Single, Dual Legacy	1x12" Bogner Shiva CL80
1x12 Cali IV	Single, Dual Legacy	1x12" MESA/Boogie Mk IV
1x12 Cali Ext	Single, Dual Legacy	1x12" MESA/Boogie EVM12L
2x12 Double C12N	Single, Dual Legacy	2x12" Fender Twin C12N
2x12 Mail C12Q	Single, Dual Legacy	2x12" Silvertone 1484
2x12 Interstate	Single, Dual Legacy	2x12" Dr Z Z Best V30
2x12 Jazz Rivet	Single, Dual Legacy	2x12" Roland JC-120
2x12 Silver Bell	Single, Dual Legacy	2x12" Vox AC-30TB Silver
2x12 Blue Bell	Single, Dual Legacy	2x12" Vox AC-30 Fawn Blue
2x12 Match H30	Single, Dual Legacy	1x12" Matchless DC-30 G12H30
2x12 Match G25	Single, Dual Legacy	1x12" Matchless DC-30 Greenback 25
4x10 Tweed P10R	Single, Dual Legacy	4x10" Fender Bassman P10R
4x12 WhoWatt 100	Single, Dual Legacy	4x12" Hiwatt AP Fane®
4x12 Mandarin EM	Single, Dual Legacy	4x12" Orange Eminence
4x12 Greenback25	Single, Dual Legacy	4x12" Marshall Basketweave G12 M25
4x12 Greenback20	Single, Dual Legacy	4x12" Marshall Basketweave G12 M20
4x12 Blackback30	Single, Dual Legacy	4x12" Park 75 G12 H30
4x12 1960 T75	Single, Dual Legacy	4x12" Marshall 1960 AT75
4x12 Uber V30	Single, Dual Legacy	4x12" Bogner Uberkab V30
4x12 Uber T75	Single, Dual Legacy	4x12" Bogner Uberkab T75
4x12 Cali V30	Single, Dual Legacy	4x12" MESA/Boogie 4FB V30
4x12 XXL V30	Single, Dual Legacy	4x12" ENGL XXL V30
4x12 SoloLead EM	Single, Dual Legacy	4x12" Soldano
1x12 Del Sol	Single, Dual Legacy	1x12" Sunn Coliseum
1x15 Ampeg B-15	Single, Dual Legacy	1x15" Ampeg B-15
1x18 Del Sol	Single, Dual Legacy	1x18" Sunn Coliseum
1x18 Woody Blue	Single, Dual Legacy	1x18" Acoustic® 360
2x15 Brute	Single, Dual Legacy	2x15" MESA/Boogie 2x15 EV
4x10 Ampeg HLF	Single, Dual Legacy	4x10" Ampeg SVT 410HLF
6x10 Cali Power	Single, Dual Legacy	6x10" MESA/Boogie Power House
8x10 Ampeg SVT E	Single, Dual Legacy	8x10" Ampeg SVT

Legacy Microphone Models

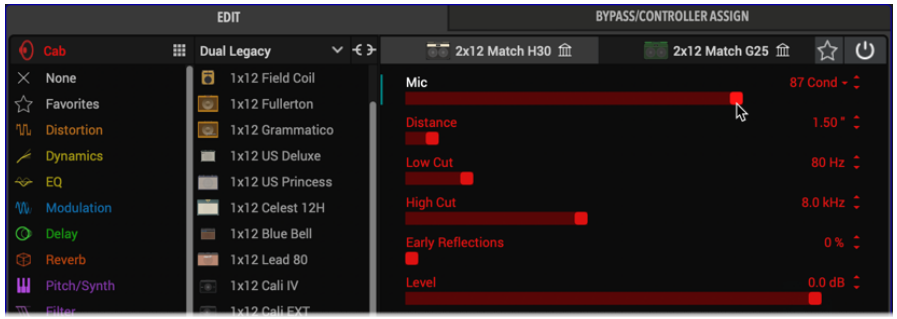
To follow is the list of Mic Models offered for all Legacy Cabs.

Model	Based On*
57 Dynamic	Shure SM57
409 Dynamic	Sennheiser MD 409
421 Dynamic	Sennheiser MD 421-U
30 Dynamic	Heil Sound PR 30
20 Dynamic	Electro-Voice® RE20
121 Ribbon	Royer R-121
160 Ribbon	Beyerdynamic M 160
4038 Ribbon	Coles 4038

Model	Based On*
414 Cond	AKG C414 TLII
84 Cond	Neumann KM84
67 Cond	Neumann U67
87 Cond	Neumann U87
47 Cond	Neumann U47
112 Dynamic	AKG D112
12 Dynamic	AKG D12
7 Dynamic	Shure SM7

Editing Legacy Cab & Mic Settings

To follow are the parameters you'll see available in the Edit tab when a **Cab** - **Single Legacy** or **Dual Legacy**, or **Amp+Cab** - **Guitar+Legacy** or **Bass+Legacy** block is selected. When using a Dual Cab, you'll see two sets of these parameters, allowing you to adjust Cabs A and B individually. (Note that the Legacy Cab models do not display the graphical speaker/mic interface within the Edit tab as the IR-based Cab Models do—each parameter appears as a slider).



Editing a Dual Legacy Cab's parameters

Legacy Cab Parameters

Parameter	Description
Mic	Selects one of the 16 available mic models.
Distance	Sets the distance (1 inch to 12 inches) between the mic and the speaker grille.
Low Cut	Filters a portion of the cab's bass and/or treble frequencies, which can help remove rumble and/or high-end harshness.
High Cut	
EarlyReflc	Sets the amount of "early reflections." Higher values add more reflective room sound to your Amp tone.
Level	Adjusts the overall output level of the Cab.

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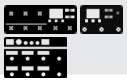
Keyboard Shortcuts

The following keyboard shortcuts are available to speed up tasks when working in the HX Edit application. Where indicated, some shortcuts require that "focus" be placed on a window, panel, or specific control to be able to trigger its function. To place focus within the desired window, press your **Tab** key to cycle focus between the **Librarian**, **Editor**, and **Inspector** windows—the window is outlined in blue to indicate it has focus. Whenever the **Command Center**, **Global EQ**, or **Preferences** modal windows are opened from the app's **Window** menu, they will automatically have focus. To place focus on a tabbed panel, click directly within the desired **Presets**, **IRs**, **Favorites**, **Edit**, or **Controller Assign** panel. To place focus on any block or on any parameter slider, button, or menu list, simply click directly on it to select it or use the Up/Down and Left/Right arrow keys to navigate through blocks, presets, IRs, or menu items.



HX Device Owners: Shortcuts listed in the following tables are the same for use with Helix and HX devices, except where noted.

Global Shortcuts

These shortcuts perform the following functions, regardless of focus.

Command	Mac	PC	Function
Window Focus (forward)	Tab		Toggles focus between the Librarian, Signal Flow, and Inspector (as indicated by blue outline of selected window)
Window Focus (reverse)	Shift + Tab		Performs same focus action as above, but rotates through Librarian, Signal Flow and Inspector in reverse order
Enter Tap Tempo	T		"Tap" the key rhythmically to enter the system Tap Tempo value
Tap Tempo Mode Selection	Shift + T		Changes the Tap Tempo Mode menu selection (Per Snapshot, Per Preset or Global)
HX Edit Pilot's Guide	N/A	F1	Launches this PDF document you are now reading
About Box Window	N/A	Alt + ? /	Displays the About HX Edit window, containing application version information
Maximize Window	N/A	⊞ + ▲ ▼	On Windows, use the Windows + the Up Arrow key to maximize the HX Edit window, and Windows + Down Arrow key to return the window to its previous size (or minimize it). On macOS, you can hold the Option key and click on the HX Edit window's green button at the top left to maximize the window. (Note this differs from the macOS Full Screen mode—see next item.)
Full Screen Mode	control + ⌘ command + F	N/A	Enters and exits the HX Edit application window into Full Screen mode. (In Full Screen, mode the HX Edit application window is maximized and the window frame and menu bar are hidden.)

HX Edit Menu Commands - Shortcuts (Mac Only)

These shortcuts perform the following functions, regardless of focus.

Command	Mac	PC	Function
Preferences	⌘ command + < ,	*	Opens the Preferences window
Quit HX Edit	⌘ command + Q	*	Quits the HX Edit application

*See the **File Menu Commands** table for PC equivalent shortcuts.)

File Menu Commands - Shortcuts

Command	Mac	PC	Presets/IRs/Favorites Tab Focus	Signal Flow Panel Focus	Inspector Tab Focus
Save Preset	⌘ command + S	Ctrl + S	Saves the currently loaded preset		
Save Preset As	shift + ⌘ command + S	Ctrl + Shift + S	Displays the Save As window, where you can choose the destination setlist and preset		
Import Preset/IR/ Favorite	⌘ command + I	Ctrl + I	Imports a preset or IR into the currently-selected librarian list slot, or imports a Favorite into the list, with prompt to add as new or to replace selected Favorite	These shortcuts are functional and act upon the Presets, IRs, or Favorites tab, whichever is currently displayed within the Library window	
Export Preset/IR/ Favorite	⌘ command + E	Ctrl + E	Exports the currently-selected preset/IR/ Favorite		
Import Setlist	⌥ option + ⌘ command + I	Ctrl + Alt + I	Imports a setlist, replacing the current setlist and its presets No function for IRs or Favorites tabs	These shortcuts are functional whenever the Presets tab is currently displayed within the Library window	
Export Setlist	⌥ option + ⌘ command + E	Ctrl + Alt + E	Exports the current setlist and its presets as a setlist file to your computer No function for IRs or Favorites tabs		
Import Bundle (Helix devices)	shift + ⌘ command + I	Ctrl + Shift + I	Imports a bundle, replacing all setlists and presets No function for IRs or Favorites tabs	These shortcuts are functional whenever the Presets tab is currently displayed within the Library window	
Export Bundle (Helix devices)	shift + ⌘ command + E	Ctrl + Shift + E	Exports all setlists and their presets as a bundle file to your computer No function for IRs or Favorites tabs		
Preferences	*	Alt + Enter Return	Opens Preferences window (use ESC to close the window)		
Quit	*	Ctrl + Q	Quits HX Edit application		

*See the **HX Edit Menu Commands** table for Mac equivalent shortcuts.

Edit Menu Commands - Shortcuts

Command	Mac	PC	Presets/IRs/Favorites Tab Focus	Signal Flow Panel Focus	Inspector Tab Focus
Undo	⌘ command + Z	Ctrl + Z	No function	Reverses the last supported block or signal flow action	Reverses the last supported Edit tab action
Redo	shift + ⌘ command + Z	Ctrl + Shift + Z	No function	Reverses the last Undo action within the signal flow	Reverses the last Undo action within the Edit tab
Cut	⌘ command + X	Ctrl + X	No function	Copies the selected block & its settings to the clipboard and deletes the block from the signal flow	No function

Command	Mac	PC	Presets/IRs/Favorites Tab Focus	Signal Flow Panel Focus	Inspector Tab Focus
Copy	⌘ command + C	Ctrl + C	Copies the currently-selected preset/ IR/Favorite (in its last-saved state) to the clipboard	Copies the selected block (with its current settings) to the clipboard	No function
Paste	⌘ command + V	Ctrl + V	Pastes the last-copied preset/IR/ Favorite from the clipboard into the selected preset location	Pastes the last-copied block from the clipboard into the selected block location	No function
Clear	⌘ command + delete	Delete	Clears the selected IRs or Favorites No function for Presets tab	Deletes the block from the signal flow	No function
Select All	⌘ command + A	Ctrl + A	Selects all 128 preset/IRs/Favorites locations within the current setlist	No function	
Rename	⌘ command + R	Ctrl + R	Allows the selected preset/IR/Favorite to be renamed	Allows the currently loaded preset to be renamed	

Snapshots Menu Commands - Shortcuts

Command	Mac	PC	Presets/IRs/Favorites Tab Focus	Signal Flow Panel Focus	Inspector Tab Focus
Copy	shift + ⌘ command + C	Ctrl + Shift + C	Copies the currently loaded snapshot to the clipboard		
Paste	shift + ⌘ command + V	Ctrl + Shift + V	Pastes the last-copied snapshot contents from the clipboard into the current snapshot		
Rename	shift + ⌘ command + R	Ctrl + Shift + R	Allows you to enter in a new title to rename the current snapshot		
Snapshot 1 **(All Helix & HX devices)**	⌘ command + 1	Ctrl + 1	Loads Snapshot 1		
Snapshot 2 **(All Helix & HX devices)**	⌘ command + 2	Ctrl + 2	Loads Snapshot 2		
Snapshot 3 **(All Helix & HX devices)**	⌘ command + 3	Ctrl + 3	Loads Snapshot 3		
Snapshot 4 **(Helix, HX Stomp XL, and HX Effects devices)**	⌘ command + 4	Ctrl + 4	Loads Snapshot 4		
Snapshot 5 **(Helix devices)**	⌘ command + 5	Ctrl + 5	Loads Snapshot 5		
Snapshot 6 **(Helix devices)**	⌘ command + 6	Ctrl + 6	Loads Snapshot 6		
Snapshot 7 **(Helix devices)**	⌘ command + 7	Ctrl + 7	Loads Snapshot 7		
Snapshot 8 **(Helix devices)**	⌘ command + 8	Ctrl + 8	Loads Snapshot 8		

Window Menu Commands - Shortcuts

Command	Mac	PC	Presets/IRs/Favorites Tab Focus	Signal Flow Panel Focus	Inspector Window Focus
Show/Hide Librarian Panel	option + command + E	Ctrl + Shift + L	Shows or hides the Presets/IRs/Favorites Librarian panel		
Command Center	shift + command + M	Ctrl + Shift + M	Opens (and places focus in) and closes the Command Center window		
Global EQ (Helix, HX Stomp XL, and HX Stomp devices)	shift + command + G	Ctrl + Shift + G	Opens (and places focus in) and closes the Global EQ window		

Devices Menu Commands - Shortcuts

These shortcuts perform the following functions, regardless of focus.

Command	Mac	PC	Function
Select Device's HX Edit Window	option + command + 0 ...	Alt + 0 ...	Displays and makes the chosen Helix or HX device's application window the selected, foreground window. Devices are enumerated starting with "0," and are selected using the respective device number in the shortcut

Librarian Window - Shortcuts

Command	Mac	PC	Presets Tab Focus	IRs Tab Focus	Favorites Tab Focus
Presets Tab	P		Displays and changes focus to the Presets tab	No function	No function
IRs Tab	I		No function	Displays and changes focus to the IRs tab	No function
Favorites Tab	F		No function	No function	Displays and changes focus to the Favorites tab
Display Context Menu	control + mouse or mouse or shift + return	mouse or Shift + Enter Return	Displays the context menu for selected preset location (Navigate an open menu using **Up/Down Arrow** keys and **ENTER** key to make selection. Use **ESC** key to dismiss menu)		
Change Tab Focus	◄ ►		Changes focus between the Presets, IRs, and Favorites tabs		
Navigate Selection	▲ ▼		Navigates the preset/IR/Favorite selection within the currently displayed panel		

Command	Mac	PC	Presets Tab Focus	IRs Tab Focus	Favorites Tab Focus
Extend Selection	Shift + ▲▼		Extends the preset/IR/Favorite selection within the currently displayed panel		
Contiguous Multi-select	Shift +		Selects contiguous, multiple presets/IRs/Favorites within the currently displayed panel		
Non-contiguous Multi-select	⌘ command +	Control +	Selects non-contiguous, multiple presets/IRs/Favorites within the currently displayed panel		
Rename Preset/IR	Delay click		Renames the clicked preset/IR/Favorite (click once and then a 2nd time 1/3 of a second or later)		
Rename Setlist (Helix devices)	R		Renames the current setlist	No function	
Setlist 1 (Helix devices)	1		Displays Setlist 1	No function	
Setlist 2 (Helix devices)	2		Displays Setlist 2	No function	
Setlist 3 (Helix devices)	3		Displays Setlist 3	No function	
Setlist 4 (Helix devices)	4		Displays Setlist 4	No function	
Setlist 5 (Helix devices)	5		Displays Setlist 5	No function	
Setlist 6 (Helix devices)	6		Displays Setlist 6	No function	
Setlist 7 (Helix devices)	7		Displays Setlist 7	No function	
Setlist 8 (Helix devices)	8		Displays Setlist 8	No function	

Signal Flow Window - Shortcuts

These shortcuts perform the following functions, regardless of focus.

Command	Mac	PC	Function
Navigate Selection	◄ ▲ ▼ ►		Selects and cycles through blocks within the Signal Flow
Edit Tab	Enter Return		Activates the Edit tab, displays the edit options for the selected block, and gives focus to the Model Category of the selected block's model
Display Block Context Menu	shift + return or control + or	Shift + Enter Return or	Displays the block's context menu*
Block Bypass Toggle	Spacebar		Toggles the bypass state of the selected block

Command	Mac	PC	Function
Amp Block Select (Helix, HX Stomp XL, and HX Stomp devices)	A		Selects and cycles through selecting the Amp, Amp+Cab and Preamp blocks within the current preset
Block Select	Single-click		Selects a block or empty block location
Display Edit tab - Model Browser	Double-click		Double click on any block or empty block location to display the Model Browser to choose a model

*Open context menus can be navigated by arrow keys, where **ENTER** makes a selection, and **ESC** dismisses the open menu.

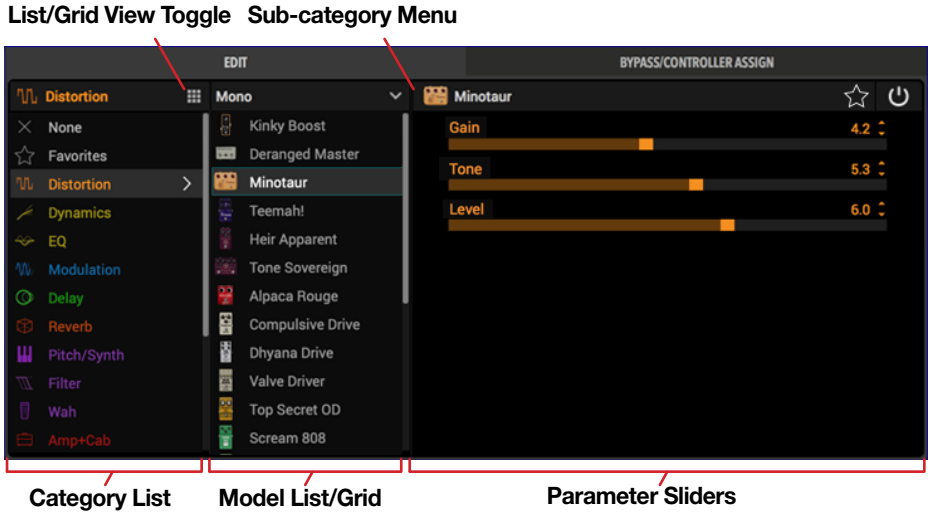
Inspector Window - Shortcuts

Command	Mac	PC	Edit Tab Focus*	Bypass/Controller Assign Tab Focus
Edit Tab	E or H		No function	Displays and places focus on the Edit tabbed panel
Bypass/Controller Assign Tab	B or C		Displays and places focus on the **Bypass/Controller Assign** tabbed panel	No function
Select Previous/Next Parameter or List	◄ ►		Advances the focus to the previous or next parameter slider or list (If Model Grid view is visible, Shift must be used to advance focus out of Model Grid—see next shortcut)	No function
Select Previous/Next Tabbed List	Shift + ◄ ►		Advances the focus to the first parameter on the previous or next tabbed list (if Amp+Cab or Dual Cab, or if Variax input parameters are present)	No function
Snapshot Assign	option +	Alt +	Click directly on any parameter slider to quickly assign/unassign its value to/from a Snapshots controller (or, when a parameter slider has focus, press **S**).	No function
Display Context Menu	shift + return or control + or	Shift + Enter Return or	Display the context menu for the selected parameter slider	Display the context menu for the selected Bypass or Controller Assignment within the Assignments list (Note that the Shift+Enter shortcut does not work within this tab, but right click actions do)
Reset to Default	command +	Control +	Click on any block's parameter slider to reset it to its default value (or, when a parameter slider has focus, press **D**).	Click on any assignment's parameter slider to reset it to its default value (or, when a parameter slider has focus, press **D**)
Toggle Model List and Grid Views	G		Toggles between displaying the **Category/Model List View** and **Model Grid View**	No function

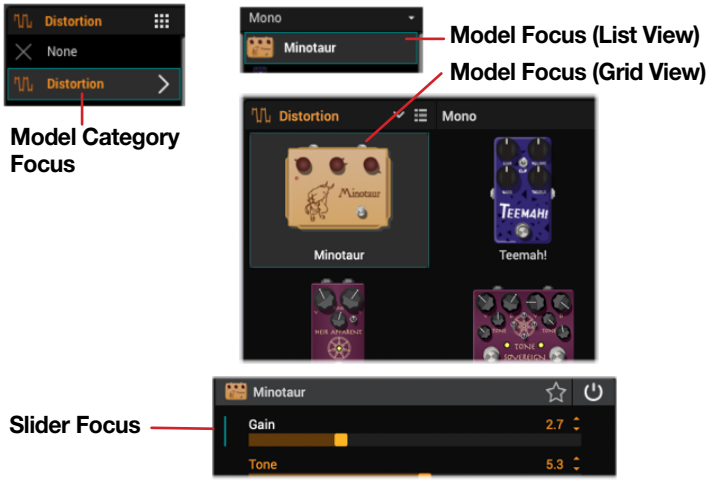
*Focus within the Edit tab is indicated by turquoise colored outline surrounding a Model Browser item, or vertical line at left of parameter sliders. See next section for more details.

Edit Tab - Model Browser Shortcuts

There are numerous keyboard shortcuts available for working within the multi-level Model Browser of the Inspector's Edit tab. The functionality of these shortcuts is dependent upon the element within the Edit tab that currently has focus, as described below.



Within the Model Browser, the element that currently has focus is indicated by a turquoise colored outline. You can set the focus by either clicking to select an item within the list or use your Up/Down/Left/Right arrow keys.



Edit Tab: Category List or Model/Grid Focus Shortcuts

Mac or PC	Function
▲ ▼	Changes category or model selection
◄ ►	Moves focus between Category List, Model List, and Parameter Sliders (If Model Grid view is visible, **Shift** must be used to advance focus out of Model Grid)
Shift + ►	For navigation when the Model Grid View is in use—Moves focus to the first parameter slider
Shift + ◄	For navigation when the Model Grid View is in use—Displays the Model Category Menu (Use **Up/Down Arrow** keys and **ENTER** keys to navigate and select Category within menu)
G	Toggles between displaying the **Category/Model List View** and **Model Grid View**
Shift + D	Selects Distortion category
Shift + Y	Selects Dynamics category
Shift + Q	Selects EQ category
Shift + M	Selects Modulation category
Shift + L	Selects Delay category
Shift + R	Selects Reverb category
Shift + S	Selects Pitch/Synth category
Shift + F	Selects Filter category
Shift + W	Selects Wah category
Alt Option + Shift + A	Selects Amp+Cab category (Helix, HX Stomp XL, and HX Stomp devices)
Shift + A	Selects Amp category (Helix, HX Stomp XL, and HX Stomp devices)
Shift + P	Selects Preamp category (Helix, HX Stomp XL, and HX Stomp devices)
Shift + C	Selects Cab category (Helix, HX Stomp XL, and HX Stomp)

Mac or PC	Function
Shift + I	Selects IR category
Shift + V	Selects Volume/Pan category
Shift + N	Selects Send/Return category
Shift + O	Selects Looper category

Edit Tab: Parameter Slider Focus Shortcuts

Mac or PC	Function
▲ ▼ or + = — -	Increments/decrements parameter value - fine adjustment
Shift + ▲ ▼ or Shift + + = — -	Increments/decrements parameter value - coarse adjustment
Enter Return	Edits numerical parameter value or shows drop-down menu for discrete parameter choices. (Navigate an open menu using **Up/ Down Arrow** keys and **ENTER** key to make selection. Use **ESC** key to dismiss menu.)
Shift + Enter Return	Opens the selected slider's context menu for controller assignment options
N	For "Note Sync" capable parameters (indicated by the button to the right of the slider), this toggles the functionality between Note Sync and ms/Hz
D	Sets the selected parameter to its default value
S	For block parameters, assigns parameter to a Snapshot controller
Double-click	Enters edit mode for numerical parameter value (tap Enter/Return key to accept edited value)

TIP: The above Parameter Slider Focus Shortcuts are also functional for parameter sliders within the Inspector - Bypass/Controller Assign tab.

Command Center, Global EQ & Preferences Window Shortcuts

Focus within these windows is indicated by the turquoise-colored outline surrounding a control, or by the vertical line at the left of any parameter slider.

Command Center Window - Shortcuts

Command	Mac	PC	Function
Any Control Has Focus			
Open Command Center Window	shift + ⌘ command + M	Shift + Ctrl + M	Opens and moves the Command Center window to the foreground When the open Command Center window has focus, you can close it using Cmd+W (Mac) or Alt+F4 (Windows)
Focus Next	Tab		Move focus to next command parameter
Focus Previous	Shift + Tab		Move focus to previous command parameter
Parameter Slider Focus			
Adjust Parameter Value - Fine	▲ ▼ or + = — -		Adjusts the selected parameter slider's value up or down using small increments
Adjust Parameter Value - Coarse	Shift + ▲ ▼ or Shift + + = — -		Adjusts the selected parameter slider's value up or down using large increments
Edit Numerical Parameter Value	Enter Return		Edits the selected parameter's numerical value, or displays a parameter's drop-down menu for parameter options
Customize Label Control Focus			
Edit Custom Label	Enter Return		Edits the text within the Customize label field to create a custom name for any Footswitch label
Remove Custom Label	Delete		Deletes the text within an edited Customize label field and returns it to its default label
Controller Grid Focus			
Select Controller Within Grid	◄ ▲ ▼ ►		When any Controller (Instant, Footswitch, Variax Knob or EXP Pedal) has focus within the Grid pane—Moves the selection to the next or previous Controller (Use **TAB** to place focus on Command menu and then use **Arrow** keys to choose Command option)
Command Menu Focus (as indicated)			
Command Menu Option Selection	◄ ▲ ▼ ► or + = — -		When the Command Menu has focus, but the menu is ***not open***—chooses the next or previous option within the Command menu. Once the desired command within the menu list is highlighted, press the **ENTER** key to choose the command

Command	Mac	PC	Function
Open Command Menu	Enter Return		When the Command Menu has focus, but the menu is ***not open***—use the **ENTER** key to open the menu, and then use the following shortcut keys to choose a command from the open menu list.
Dismiss Command Menu	Esc		When the Command Menu has focus and is ***open***—use the **ESC** key to close the menu without making a selection
Change Command Menu Selection	▲ ▼		When the Command Menu has focus and is ***open***—use the **Up/Down Arrow** keys to highlight the desired command in the menu list, then use the **ENTER** key to select the highlighted command

Global EQ Window - Shortcuts (Helix, HX Stomp XL, and HX Stomp Devices)

Command	Mac	PC	Function
Any Control Has Focus			
Open Global EQ Window	shift + ⌘ command + G	Shift + Ctrl + G	Opens and moves the Global EQ window to the foreground When the open Global EQ window has focus, you can close it using Cmd+W (Mac) or Alt+F4 (Windows)
Focus Next	Tab		Move focus to next control
Focus Previous	Shift + Tab		Move focus to previous control
Reset	R		Invoke the Reset button to set all parameters “flat”
Apply EQ **(Helix devices)**	A		Cycle through the Apply EQ menu’s output modes
Bypass	B		Toggle Bypass on/off
EQ Graph Pane Focus			
Low Cut	1		Selects the Low Cut node
Low Peak	2		Selects the Low Peak node
Mid Peak	3		Selects the Mid Peak node
High Peak	4		Selects the High Peak node
High Cut	5		Selects the High Cut node
Adjust Edit Node - Fine	◄ ▲ ▼ ►		Adjusts the selected edit node in small increments Use the numbered keys above to select the desired node, then use **Up/Down** keys to edit Gain and **Left/Right** arrow keys to edit Frequency
Adjust Edit Node - Coarse	Shift + ◄ ▲ ▼ ►		Adjusts the selected edit node in large increments Use the numbered keys above to select the desired node, then use **Up/Down** keys to edit **Gain** and **Left/Right** arrow keys to edit Frequency

Command	Mac	PC	Function
Increment Q Value - Fine	Q		Increments the selected node's Q parameter value by 0.1
Increment Q Value - Coarse	Shift + Q		Increments the selected node's Q parameter value by 1.0
Decrement Q Value - Fine	Ctrl + Q		Decrements the selected node's Q parameter value by 0.1
Decrement Q Value - Coarse	Ctrl + Shift + Q		Decrements the selected node's Q parameter value by 1.0
Control-Specific Focus (as indicated)			
Reset	Enter Return		When the Reset button has focus—Resets all parameters to default "flat" values
Bypass	Spacebar		When the Bypass button has focus—Toggles Global EQ Bypass
Close Window	Enter Return		When the Done button has focus—Triggers the Done button to exit the Global EQ window. Optionally, you can use the **ESC** key to close the window
Apply To Output Options (Helix devices)	◄ ▲ ▼ ► or + = — -		When the Apply To output menu has focus—Selects the Apply To output menu's next or previous option. Optionally, you can use the **ENTER** key when the menu has focus to expand and view the menu list

Preferences Window - Shortcuts

Preferences Window - Shortcuts			
Command	**Mac**	**PC**	**Function**
Open Preferences Window	⌘ command + < ,	Alt + Enter Return	Opens the Preferences window You can use the **ESC** key to close the window

Additional Mouse Behaviors

But wait, there's more! To follow are additional time-saving gestures using your mouse wheel or mouse buttons.

- Use your mouse wheel while hovering over...
  - Any block within the Signal Flow to access the block's Bypass and Clear buttons
  - Any parameter slider and adjust its value
  - Any scroll bar to scroll the panel's contents, such as within the Presets, IRs, and Favorites panels, and Edit and Bypass/Controller Assign tabs
  - The Snapshots menu to load a different snapshot
  - The numerical Tap Tempo control to increment/decrement the tempo value
  - The Setlist menu (Helix devices) to load a different setlist
- Left-click and hold, or right-click on...
  - The Preset tab's Setlist menu (Helix devices) to rename the current setlist
  - The Snapshots menu to rename the current snapshot
  - The numerical Tap Tempo control to edit the numerical tempo value
- Within the Presets Librarian tabbed window, Alt/Option + Left-click (Mac) or Ctrl + Left-click (PC) and drag and drop any preset (or multiple selected presets) to **copy** into new preset slot locations, overwriting the presets that currently exist there. (Dragging and dropping a preset without using a modifier key ***moves*** the preset and reorders your preset list.)
- Just try Right-clicking (or Ctrl+Left-clicking on Mac) on different items within the application, and you may just discover a handy menu of commands you didn't know about!

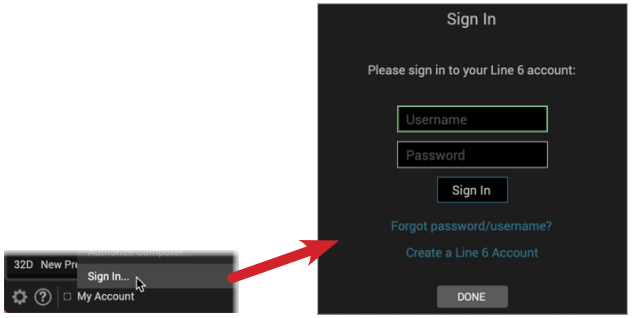
Updater & Additional Resources

HX Edit and Device Firmware Updater

Upon launch of the HX Edit application, it will automatically check to see if you're using the latest available version of both the HX Edit application and the firmware of your connected Helix or HX device. An active Internet connection is required for updates. It is highly recommended always to use the latest versions of device firmware, HX Edit, and Helix Native software to benefit from the latest features and the smoothest product compatibility.

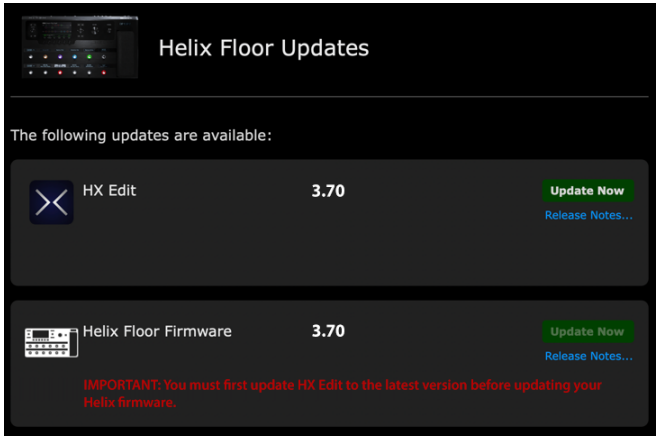
To Check For and Install Updates

1. **Connect your Helix or HX device, power it on, and launch HX Edit.**
2. **Sign In - If you have not already done so, click the My Account button at the lower left of the HX Edit window and choose Sign In, enter your Username and Password, and click Sign in. If you have not yet created one, click Create a Line 6 Account in the Sign In window to go to the line6.com website, create your free account, and then return to HX Edit and sign in.**



3. **If a newer HX Edit application and/or firmware version is available, you'll be prompted.**

4. **Click OK, and you'll be presented with the available updates and their version info. You'll also see the Updates available! notification at the bottom right of the HX Edit app window, which you can click at any time to display the updates.**

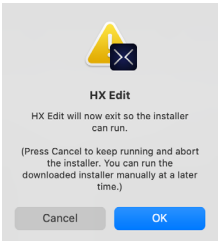


There are available updates for both HX Edit and the firmware for the connected Helix Floor device in our example above.*

> ***IMPORTANT!** **Please be sure to click and read the *Release Notes* available updates *first*. There may be specific instructions for the order and procedure to perform the update, depending on your device and computer system.**

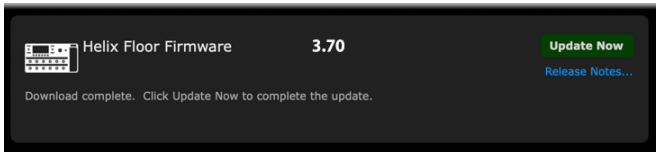
Note that only the **Update Now** button for the HX Edit update is selectable—**you must update the application first before updating your device firmware.**

5. **Click Update Now for HX Edit, and you will be prompted to download the application installer (this download allows you to have the installer on your computer in case you need to run it again in the future). Click OK and choose your download location to start the download.**
6. **Once the download completes, you'll be prompted to run the HX Edit application installer.**



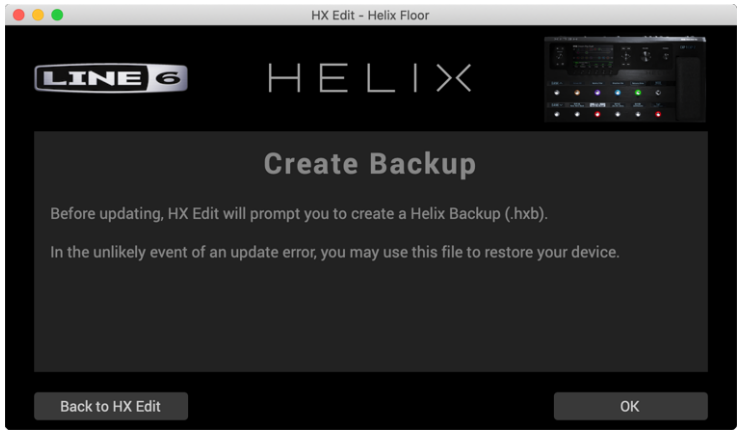
Click **OK** to proceed. Follow the instructions in the installer screens and complete the HX Edit installation.

7. **Launch the (now updated) HX Edit application. The HX Edit Updater will again prompt you that updates are available as in step 3. Click OK, and you'll be presented with the Firmware update, as in step 4, but with its Update Now button now selectable.**

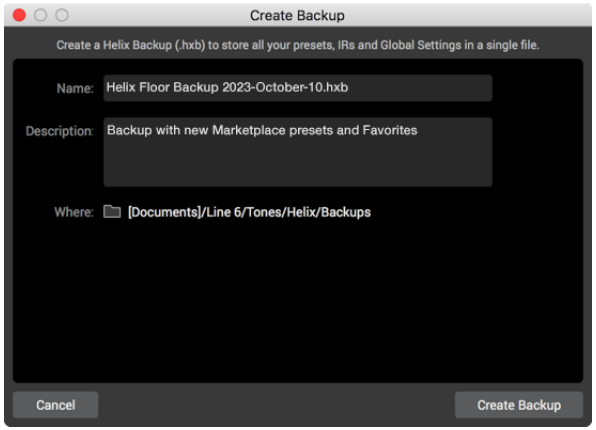


NOTE: If you wish to install an earlier firmware version and/or have no Internet connection on your computer, you must use the separate **Line 6 Central** application—please skip to "Using the Line 6 Central App" on page 87.

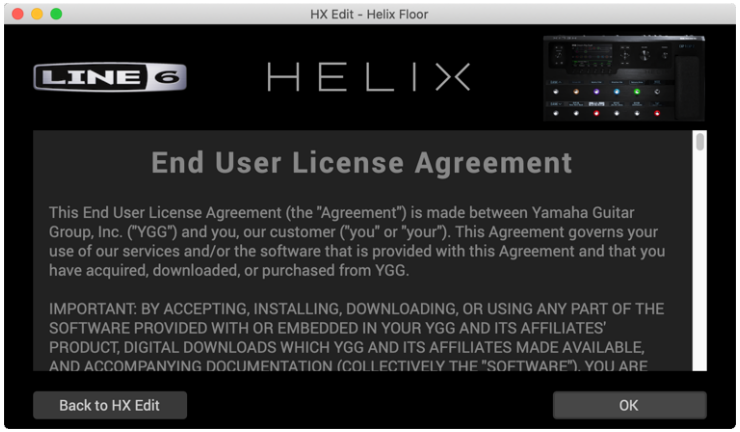
8. **Click the Update Now button and allow the Firmware updater to start and walk** you through the following steps.
   - **Create Backup** - You are prompted to create a backup, including all your device's Presets, Setlists, IRs, Favorites, User Model Defaults, and Global Settings. Click **OK** to continue.



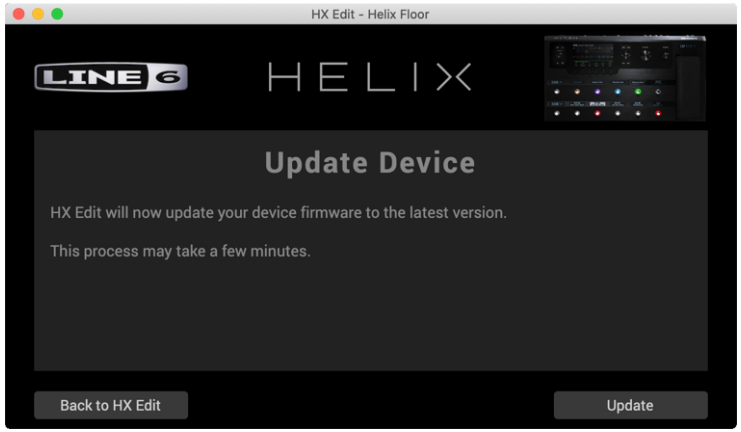
   - Optionally, you can customize the title, description, and save location for your Backup file within the Create Backup window (see "Creating & Restoring Complete Device Backups" on page 27 for details). Click the **Create Backup** button to proceed.



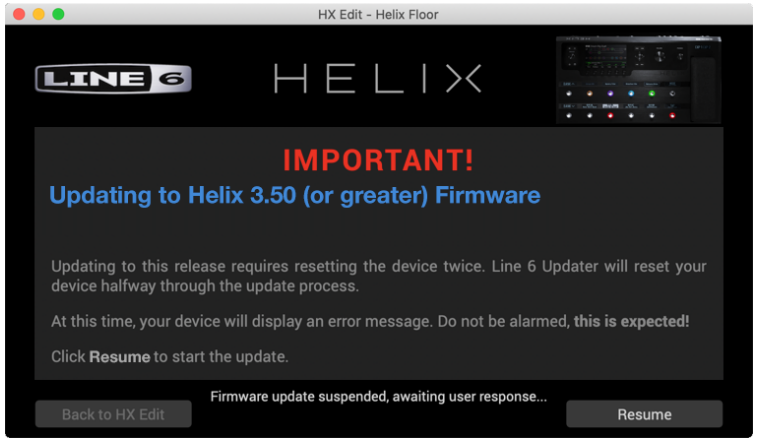
   - **End User License Agreement:** - You must agree to the terms of the License Agreement to perform the firmware installation - read and click **OK** to continue.



- **Update Device**: Click **Update** to proceed.

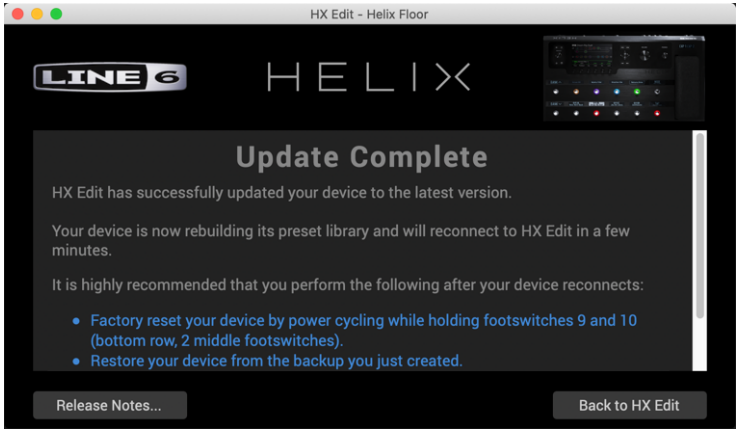


- **IMPORTANT!** An alert is displayed to inform you that, for updating to firmware version 3.50 (or later) from versions earlier than 3.50, the update process actually has to run twice. This requires that your Helix or HX device restart during the process to reset itself. When your device restarts, you'll see an error on your device's screen, and you'll see another **IMPORTANT!** app alert screen—this is expected! Simply click the **Resume** button in the Updater app to proceed.



- Allow the update to run. You can watch the status bar at the bottom of the Updater window to see its progress. ***It is especially important not to disturb the device's controls and cable connections until the update fully completes!***

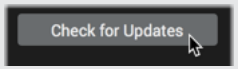
- **Update Complete**: Once finished, you'll see the Update Complete screen. Be sure to read and perform the Factory Reset on your device and any other specific steps that may be listed in the Updater app screen. Click **Back to HX Edit** to return to the HX Edit app and start using the new firmware!



While the presets on your device will not be altered, some minor sonic changes may still occur with some firmware updates, as noted within any firmware's *Release Notes*.

TIP: For some updates, firmware versions will include new Factory Presets. However, the firmware update process does ***not*** install these new Factory Presets automatically (since we figure you really would not want any of your existing presets overwritten!). You can install them by performing a Factory Restore—please see your Helix or HX *Owner's Manual* for details.

TIP: Alternatively, you can manually check for available HX Edit and device firmware updates anytime by clicking the **Check For Updates** button found within "The Preferences Window".



Using the Line 6 Central App

As mentioned in the previous section, it is recommended to use the HX Edit application's built-in Firmware Updater to update to the latest Helix or HX device firmware. If for any reason you wish to "roll back" to or install an older firmware version, you must use the separate **Line 6 Central** application, available free from line6.com/software/.

***IMPORTANT!* Please be sure to carefully read the *Release Notes* for all Line 6 application and device driver installations *first*, before performing updates or installations.**

TIP: It is always a good idea to create a backup of your device's contents ***before*** performing a firmware update! The best procedure is to perform the backup using your existing HX Edit version first—then update to the latest Helix/HX firmware versions. See "Creating & Restoring Complete Device Backups" on page 27.

Updating Helix or HX Device Firmware

Be sure to start by visiting line6.com/software/ and download and install the latest version of the Line 6 Central application on your computer. With your Helix/HX device connected and powered on, quit all other Line 6 and audio applications and launch the Line 6 Central application.

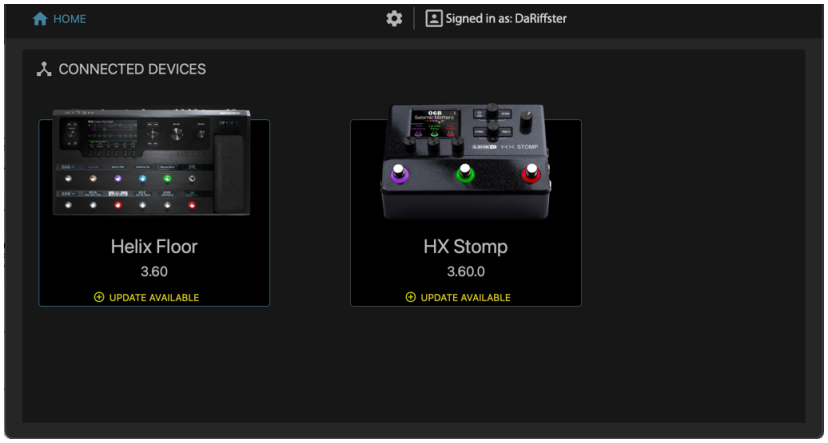
On Mac - Go to Applications > Line 6 > Line 6 Central

On Windows® - Go to the Start button menu > All Apps (or Programs) > Line 6 > Line 6 Central

- Once you've launched the Line 6 Central app, 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.

***NOTE:** If the computer you are using is not connected to the Internet, it is still possible to use Line 6 Central's **Update from File** option to update your device offline. Please see the steps at the end of this section for details.

- Once logged in, your USB-connected Helix/HX device and its current firmware version appears listed within the Home screen, as shown in the following screen. If you happen to have multiple Helix/HX devices connected (and we love to hear that you do!) you'll see them all appear in the app's Home screen.



- In the example above, both a connected Helix Floor and HX Stomp device appear, with status indicators showing that a firmware update is available for each.
- Click on a device to advance to the next screen. Depending on the selected device, you may see special instructions appear. Please be sure to read and follow any such steps. On the screen, you can select the desired firmware version to install—it is recommended to choose the latest firmware.

- The *Release Notes* are displayed for the selected firmware version. **Be sure to read the details since there could be special instructions.**
- Click the yellow **Download Update** button and wait for the firmware to download. Once you see the blue **Perform Update** button, click it to proceed.

- The *License Agreement* is displayed in the next screen. Read through the agreement and click **Accept** to agree to the terms and conditions and start the update process. Read and follow any additional instructions that may appear.
- Allow the application to complete the update process, which can take up to several minutes. ***It is especially important not to disturb the device's controls and connection until the update fully completes!***

Once the application lets you know the update process has completed, you can exit the Line 6 Central application and start using your updated device.

NOTE: While the presets on your Helix/HX device will not be altered, some minor sonic changes may still occur with firmware updates, as noted within any firmware's *Release Notes*.

Using Line 6 Central in Offline Mode

If the computer you are using to run the Line 6 Central app is not connected to the Internet, you can use the app's **Update from File** option to perform an offline update for your Helix/HX firmware, as follows.

- You'll need to first obtain the latest firmware for your specific Helix or HX device by downloading it from the line6.com/software/ web page, then manually copy the downloaded (.hxf) file to your computer where you'll be running Line 6 Central. Connect your Helix/HX device directly to the computer's USB port.
- Launch Line 6 Central and select your Helix/HX device which you want to update on the app's Home screen. Be sure to read and follow any special instructions that might appear in the app window.
- Click the **Update From File** button in the next screen to browse your computer and select the Helix/HX (.hxf) firmware file you obtained in the first step.

- The *License Agreement* is displayed in the next screen. Read through the agreement and click **Accept** to agree to the terms and conditions and start the update process. Read and follow any additional instructions that may appear.
- Allow the application to complete the update process, which can take up to several minutes. ***It is especially important not to disturb the device's controls and connection until the update fully completes!***

TIP: Whenever installing Helix/HX device firmware, you must be sure to also install the matching version number of the HX Edit application. Please visit line6.com/software/ to download the correct application installer.

Additional Resources

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

- Additional Help documentation covering Helix & HX hardware and Helix Native plugin is available on the Line 6 Support site at Line 6 Product Manuals.
- Visit the Line 6 CustomTone site where you can share your presets with the world, and download free presets created by Line 6 and other users just like you.
- Looking for some professionally crafted presets and IRs for your Helix device or Helix Native plugin? Check out the new Marketplace, and be sure to check back often for news and product announcements.
- Can't get enough Line 6 gear & accessories? Head on over to the Line 6 Online Shop.
- Check out the Line 6 Support page for access to helpful tips, videos, discussion forums, or to contact Line 6 Technical Support.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