



Welcome to Axe-Edit 3.0, the official software editor for the Fractal Audio Systems Axe-Fx II. Re-written from the ground up, Version 3.0 is stable, reliable, and ready to keep pace with future updates. The aim of this **Getting Started** guide is to help you install the program and get started quickly, with tips and tricks on how to use Axe-Edit.

Minimum Requirements

Axe-Edit requires an Axe-Fx II¹ running firmware 11.0 or newer. Your Axe-Fx must be connected via USB at all times for the program to operate. Your computer must have the Axe-Fx II drivers installed. Find drivers at www.fractalaudio.com/support.



Mac Minimum Requirements

- OS X 10.5.7 or later.
- Intel Processor.
- 512MB minimum RAM.
- USB 2.0 Support.



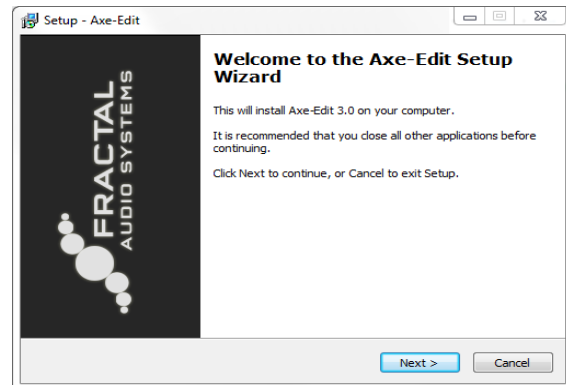
Windows 8

Windows Minimum Requirements

- XP SP3, Vista SP2, Win 7 SP1, Win 8 (x86 or x64 support for all)
- Intel Core 2 @1.6 GHz, or AMD equivalent.
- 1GB minimum RAM.
- USB 2.0 support.

Installation & Release Notes

Since you're reading this file typically packaged with installer, you've probably done this already... but you can always download the latest version of Axe-Edit from www.fractalaudio.com/axe-edit. The installer is packaged in a **zip archive** containing various documents in addition to the actual program. Double-click the installer and follow any on-screen instructions.

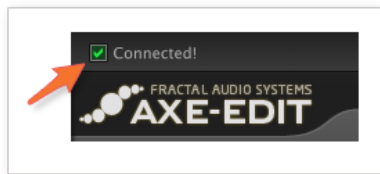


Please read the “Release Notes” included with the installer download. They include information about what's new, what's changed, and what you should be aware of before updating and using the new version.

¹ Find unsupported Legacy Versions” of Axe-Edit for the Axe-Fx II, Ultra and Standard at www.fractalaudio.com/axe-edit

Running Axe-Edit for the First Time

Once Axe-Edit is installed to your computer, you will find it in your Applications (OS X) or Start Menu (Windows). Launch the program. Axe-Edit connects automatically to your Axe-Fx II upon startup.



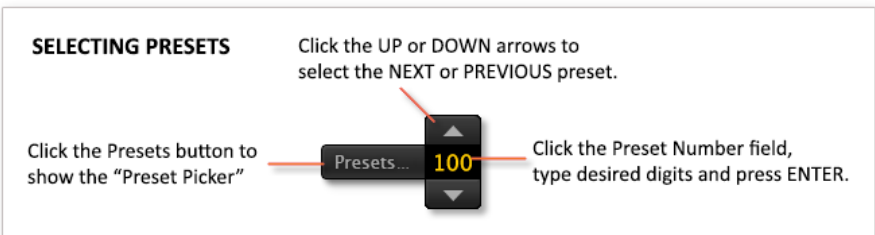
Connected!

To confirm that Axe-Edit is communicating with your Axe-Fx II, look for a green “checkbox” with the word “Connected” in the program’s topmost title bar. If the “Connected” message does not appear, don’t panic; consult the **Troubleshooting** section at the end of this guide.

Block Definitions

When you update Axe-Edit or your Axe-Fx II firmware, Axe-Edit may need to “**Read and Save Block Definitions**” before it can be used. A dialog will alert you when this needs to happen. The process will run for several minutes after you click OK. Once it completes, you may continue using Axe-Edit.

Selecting a Preset to Edit



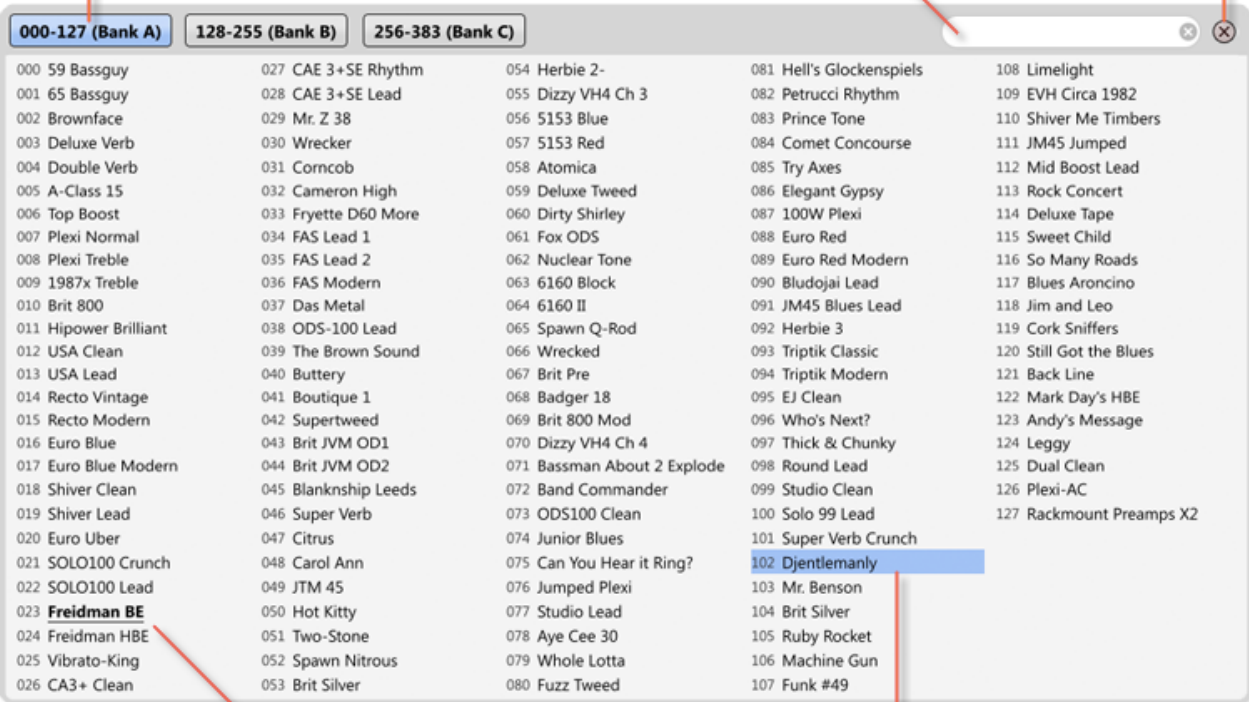
Three easy sets of controls allow you to select a preset in your Axe-Fx II for editing in Axe-Edit.

The Preset Picker

Buttons select Axe-Fx II Banks.

Use SEARCH to “filter” the list.

Click or press ESC to cancel.



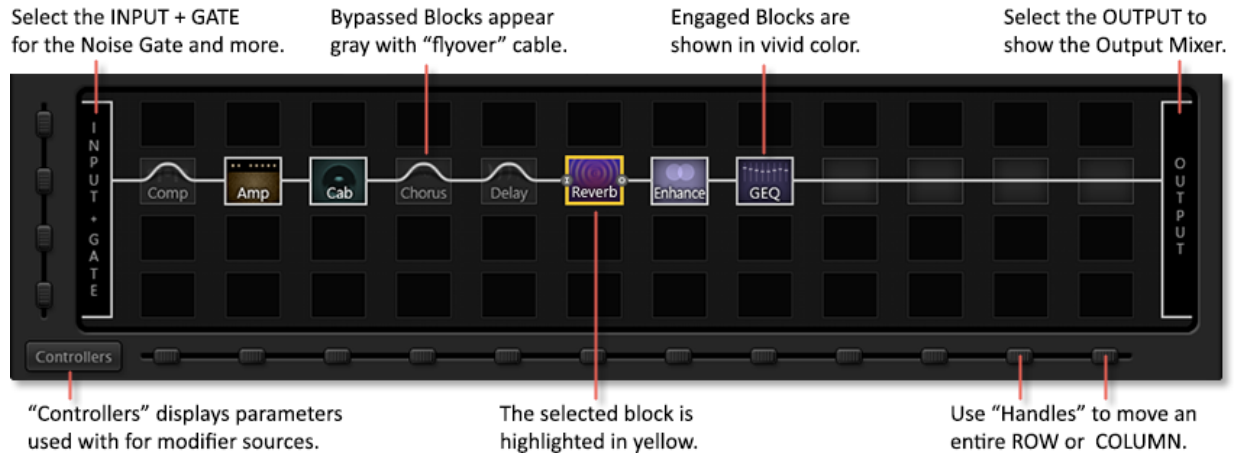
The currently selected preset is shown **bold + underlined**.

POINT + CLICK or use **ARROW KEYS + ENTER** to load a new preset in Axe-Edit.

You can also navigate the preset picker using Keyboard shortcuts. See the table at the end of this guide.

The Grid

Once a Preset is loaded in Axe-Edit, its contents will be displayed on the grid. As you likely know from working with the Axe-Fx II front panel, the grid is a 4×12 structure where blocks are placed and interconnected to create presets.



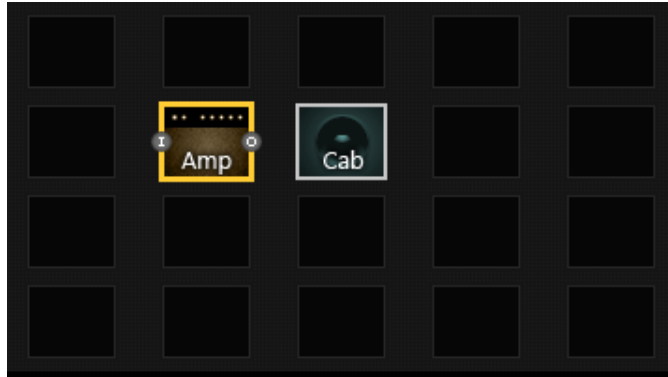
Working with Blocks

Action	How To	Notes												
Insert a Block	Right click (or control-click) any grid slot to bring up the Grid context Menu. Choose Insert , select the block type you want, and it will appear on the grid. Blocks already on the grid will be disabled in the menu.	The Insert fly-out also appears in the Block menu at the top of Axe-Edit. Tip: A keyboard shortcut may be used to place shunts. (Mac ⌘+U, Win Ctrl+U) Tip: Use the insert menu to replace any block with one of a different type.												
Delete a Block	Select a block and press the Delete key on your keyboard.	Delete is also offered in the Grid Edit and Block menus.												
Bypass or Engage a Block	Double-click any block to toggle its bypass state, or select it and press SPACEBAR.	Engage/Bypass is also offered in the Grid and Block menus.												
Swap two Blocks	Drag and drop one block onto another to swap their grid positions.	All connections to and from each block will be preserved when you perform a swap.												
Move a Block	Drag a block to an empty grid space to move it.	Hold Command (Mac) or Control (Win) while dropping on any existing block to force a move instead of a swap.												
Cut/Copy/Paste a Block	Select a block and press the appropriate keyboard shortcut: <table> <tr> <td></td><td>Mac</td><td>Win</td></tr> <tr> <td>Copy</td><td>⌘+C</td><td>Ctrl+C</td></tr> <tr> <td>Paste</td><td>⌘+V</td><td>Ctrl+V</td></tr> <tr> <td>Cut</td><td>⌘+X</td><td>Ctrl+X</td></tr> </table>		Mac	Win	Copy	⌘+C	Ctrl+C	Paste	⌘+V	Ctrl+V	Cut	⌘+X	Ctrl+X	Cut/Copy/Paste options also appear in the Grid Edit and Block Edit menus. Tip: You can copy/paste blocks from one preset to another. Tip: Copy a block, then select another block of the same type before choosing paste. All settings of the first block will be transferred to the second (Ex: Amp1 and Amp2)
	Mac	Win												
Copy	⌘+C	Ctrl+C												
Paste	⌘+V	Ctrl+V												
Cut	⌘+X	Ctrl+X												
Initialize a Block	Select the block and press ⌘+I (Mac) or Ctrl+I (Win) or choose Initialize from the Grid Edit or Block menu.	Like double-tapping BYPASS on the Axe-Fx, initializing returns all of a block's parameters to a set of default values.												
Disconnect all	Select a block and press ⌘+D (Mac) or Ctrl+D (Win) to remove all connector cables from its input and output.	You can also drag a block to any empty grid slot in another column with the same effect.												

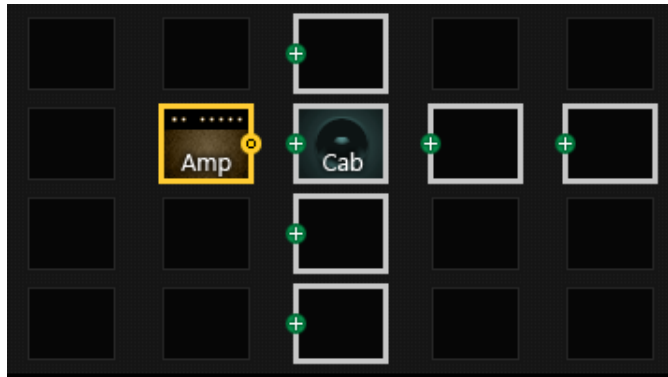
Connecting and Disconnecting Blocks

Using Axe-Edit to make or remove block connections is easy, but it is a bit different than doing so on the Axe-Fx II. If you worked with previous versions of Axe-Edit, you may find yourself trying to “drag” cables for a while, but in time, we think you’ll appreciate the precision and intuitiveness of the new “jacks-based” method of Axe-Edit 3.0.

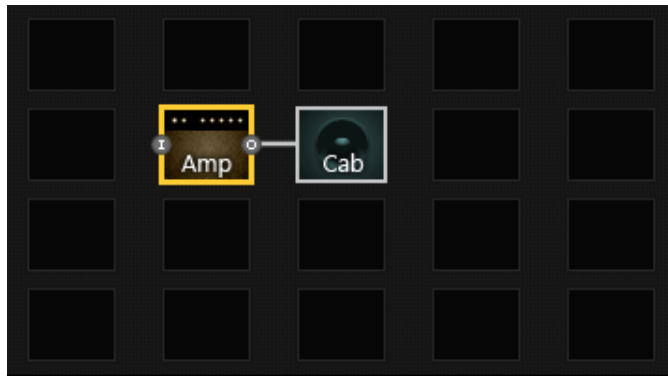
- 1 When you select a block, notice that it displays Input and Output “Jacks” — small circular objects labeled “I” and “O”. These are used to create or remove connections to or from the selected block.



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

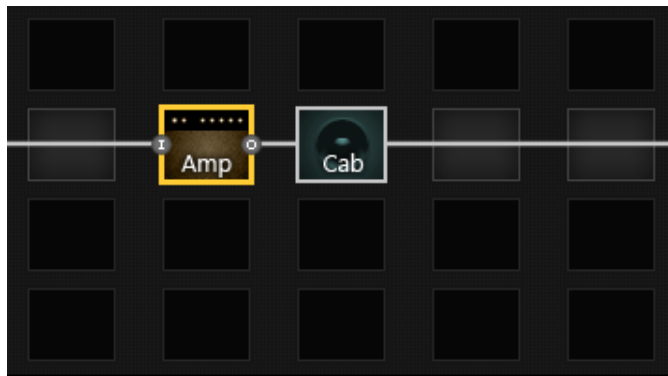


- 3 Click the desired jack, and the connection appears!

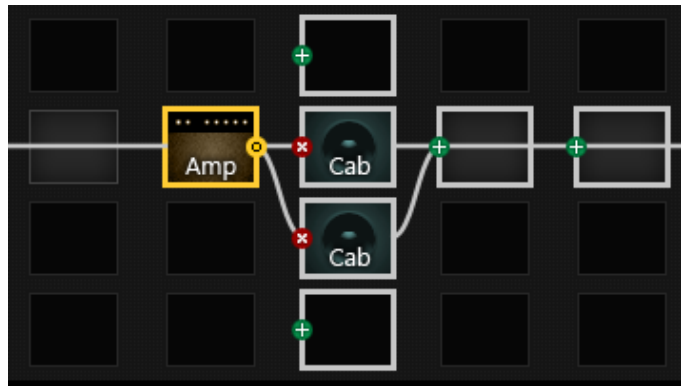


- 4 Naturally, you can make connections in either direction, even spanning multiple columns as desired in a single click.

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

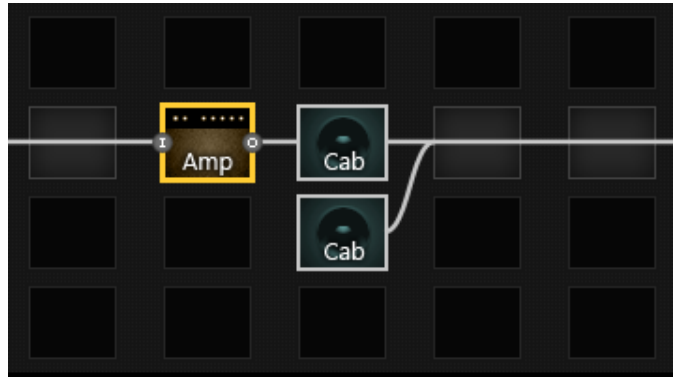


- 5 If the jack you select already has connections to or from it, the destination jacks will be shown with a red X indicating connections that can be **removed**.



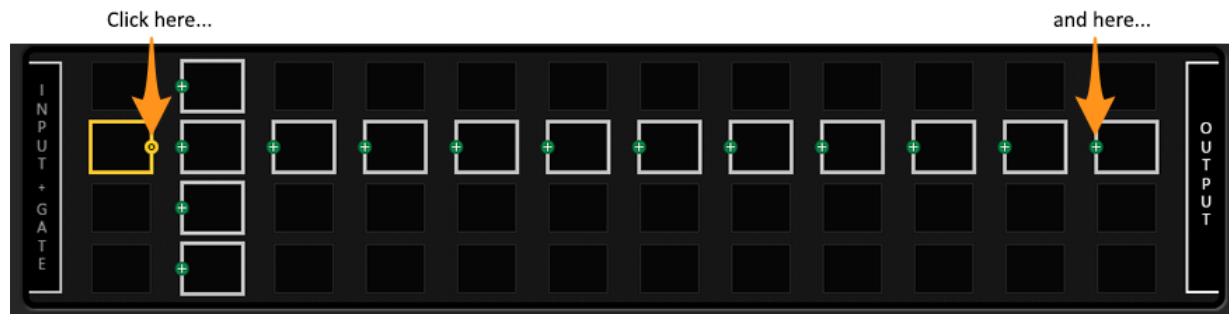
- 6 Click the red “X” and the connection will be removed.

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

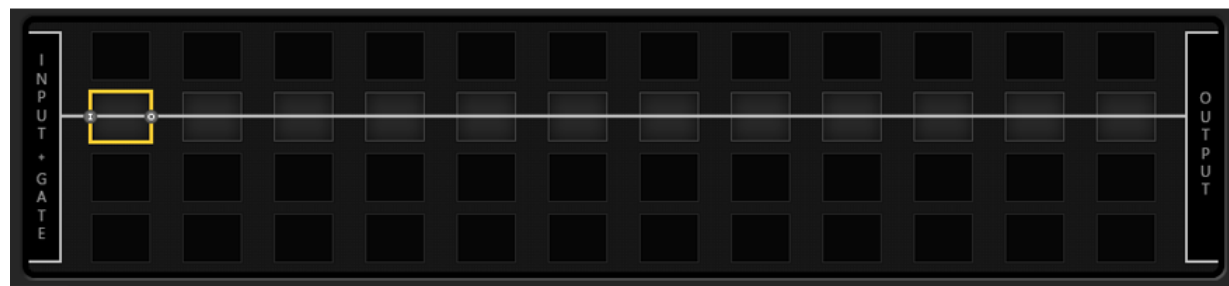


A final note: as on the Axe-Fx, the INPUT and OUTPUT grid objects are not involved in block connection. Whenever a block is inserted in the first or last column, it will automatically be connected to the input or the output.

Tip: To connect the input to the output, just connect a block in the first column to a block in the last column and the complete bridge will be made.



to bridge the entire grid in just two clicks:



Editing Block Parameters

When an editable grid block is selected, its parameters are shown below the grid in the **Editor**. In the example below, the AMP1 block is selected, so the parameters shown below the grid are those for AMP1. The editor section will have a different number of “pages,” each represented by a button, highlighted in green in the illustration below:



Parameter Operations

The knobs, sliders, dropdowns, and switches in the editor are used to control sound parameters in the Axe-Fx II. Changes are heard in real-time while you work. Please consider the following notes, tips and tricks.

Notes, Tips and Tricks	
Knobs	Click on the knob and drag upward/right to increase, or downward/left to decrease. Maximum response is obtained with 45° Northeast/Southwest motion. Hold SHIFT at any time for finer resolution. Double-click the knob or its label to set a <i>generic</i> default value (Generic knob values will not necessarily be the same as those obtained when you Initialize an entire block, change its type, etc). Use the Mousewheel/Scroll with the pointer over a knob to increment² or decrement parameter values. Hold CMD (Mac) or CTRL (Win) for faster action. The UP and DOWN arrow keys can also be used to increment/decrement parameter values. The default knob mode is LINEAR, as described at left. You can invoke CIRCULAR knob mode momentarily by holding CMD (Mac) or CTRL (Win). You can change the default knob mode in Axe-Edit's PREFERENCES. Click the field above any knob or fader to enter the desired value directly with your keyboard.
Fader	Click and drag the fader handle. Double-click, wheel and arrow keys as per knob.
Switches	Click the switch. Double-click the label to set it to a generic default value. Some switches may disengage automatically (e.g. Tone Match “Match”)
Dropdowns	Click the text area of the dropdown to display a list of all options. Double-click the label to set a generic default. Click the UP/DOWN arrows to select the previous or next value.

² increment/decrement changes a parameter with the same precise resolution of a single “tick” of the main front panel encoder of the Axe-Fx II.



Working with XY

The Axe-Fx II “XY” feature equips certain block types³ with two fully independent sets of parameter values that can be selected at will—like channels on an amp or a two-way drive pedal. Click the X or Y button in the Editor to select the desired state. Remember that the X/Y switch can be set differently for each SCENE within a preset. Right-click (or Control+click) the X or Y button for Copy, Paste, and Swap options. You can copy/paste X/Y states between blocks of the same type (even across presets).

Effect Type

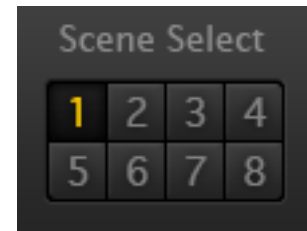
Amp, Cab, and many other blocks have a “TYPE” dropdown (on the left side of the editor panel). As on the Axe-Fx, this acts as a kind of “super parameter,” and changing the TYPE can cause other parameters to appear, disappear or change their values.

Blocks Library and **Global Blocks** will be added to a future version of Axe-Edit.

Working with Scenes

The Scenes feature gives every Axe-Fx II preset eight sets of saved settings for the **Bypass State** of every block, the **XY states** of those blocks which support XY, **FX LOOP block Main Level**, and the overall **Preset Main Level** (in the OUTPUT block). Remember that every other preset setting NOT mentioned above is shared across all scenes, including parameter values, preset name, modifiers, etc.

To select a Scene in Axe-Edit, simply press one of the eight scene buttons to the right of the preset name display. You can also hold Option (Mac) or Alt (Win) and press any scene’s number on your keyboard for direct selection.



A hidden menu, displayed when you right-click (or control-click) the scene control, provides handy copy and paste options for scenes. Note: The SCENES clipboard is cleared when you change presets (or REVERT the current preset).

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

Saving Changes



To save the preset you are currently editing, press the red “Save” button in Axe-Edit. The menu option **Preset | Save Preset** (Mac ⌘+S, Win Ctrl+S) performs the same function.

Presets are stored **in the Axe-Fx** at the same preset number they were loaded from.

As on the Axe-Fx II, you will be notified of any unsaved changes by the “Edited” LED located above the Save button.

Snapshots

Snapshots provide one-click export to disk. When you press the Snapshot button, a copy of your current preset (including unsaved changes) is saved as a file to the snapshots folder on your computer:

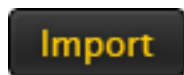


~/Documents/Fractal Audio/Axe-Edit/Presets/Snapshots

An on-screen indicator confirms that the snapshot has been saved. Previous snapshots can be brought in to Axe-Edit using the **File | Import** feature.

³ Amp, Cab, Chorus, Delay, Drive, Flanger, Phaser, Pitch, Reverb, Wah

Import Preset



In addition to loading presets from the onboard memory of the Axe-Fx II, you can also **IMPORT** individual preset **files** from your computer. This allows you to load files you've backed up, downloaded, or saved as Snapshots.

Press the "Import" button (or choose the **File | Import Preset** menu option) to display the "**Import Preset**" file browser dialog. Navigate to and select any valid Axe-Fx II preset SysEx (.syx) file and choose "Open." The preset is instantly imported to both the Axe-Fx II and Axe-Edit, so you can audition and edit as desired. Imported presets are not stored to the Axe-Fx until you manually press the Save button.

New to Axe-Edit 3.0 is the ability to import individual presets from within a saved Bank file. When you select a bank file in the Import Preset file browser dialog, a "Preset Picker" will be displayed automatically. Simply click the desired individual preset and it will be imported.

Export Preset

To Export the current Axe-Edit preset as a SysEx (.syx) file on your computer, choose **File | Export Preset**. When the **Export Preset** browser dialog is shown, simply navigate to the desired location and press "Save." Exporting presets allows you to post them on [Axe-Change](#), our preset sharing site.

Other Preset and Block Options

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

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

Preferences

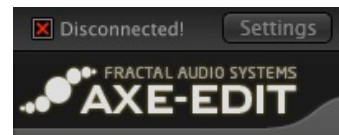
Axe-Edit's preferences page is currently in a preliminary state. Once fully developed, it will be covered in this manual.

Keyboard Shortcuts Summary

SECTION	ACTION	MAC	WINDOWS
FILE			
	Save Snapshot	⌘ + ⌥ + ⌘ + S	CTRL + SHIFT + ALT + S
	Import Preset	⌘ + ⌥ + ⌘ + I	CTRL + SHIFT + ALT + I
	Export Preset	⌘ + ⌥ + ⌘ + X	CTRL + SHIFT + ALT + X
PRESET			
	Clear Preset	⌘ + ⌘ + DEL	CTRL + SHIFT + DEL
	Initialize Preset	⌘ + ⌘ + I	CTRL + SHIFT + I
	Copy Preset	⌘ + ⌘ + C	CTRL + SHIFT + C
	Paste Preset	⌘ + ⌘ + V	CTRL + SHIFT + V
	Refresh	⌘ + ⌘ + F5	CTRL + SHIFT + F5
	Revert	⌘ + ⌘ + F12	CTRL + SHIFT + F12
	Save	⌘ + S	CTRL + S
	Save to New Location	⌘ + ⌘ + S	CTRL + SHIFT + S
BLOCK			
	Cut Selected Block	⌘ + X	CTRL + X
	Copy Selected Block	⌘ + C	CTRL + C
	Paste Selected Block	⌘ + V	CTRL + V
	Delete Selected Block	delete	DEL
	Initialize	⌘ + I	CTRL + I
	Disconnect All	⌘ + D	CTRL + D
	Bypass/Engage	SPACE	SPACE
SCENE			
	Select Scene	OPTION + 1,2,3... etc.	ALT + 1,2,3... etc.
MISC			
	Tuner	⌘ + T	CTRL + T
	Axe-Manage	⌘ + M	CTRL + M
	Preferences	⌘ + P	CTRL + P
GRID			
	Insert Shunt	⌘ + U	CTRL + U
	Navigation	Arrow Keys	Arrow Keys
EDITOR			
	Fine Increment Knob/Fader	UP	UP
	Fine Decrement Knob/Fader	DOWN	DOWN
	Coarse Increment Knob/Fader	⌘ + UP	CTRL + UP
	Coarse Decrement Knob/Fader	⌘ + DOWN	CTRL + DOWN
	Adjust Knob/Fader	Mouse Wheel	Mouse Wheel
	Coarse Adjust Knob/Fader	⌘ + Mouse Wheel	CTRL + Mouse Wheel
	Default Param Value	Double-Click the Knob/Slider	Double Click-the Knob/Slider
	Show modifier dialog of selected parameter	M	M
PICKER			
	Display Preset Picker	P	P
	Navigate Banks	⌘ + LEFT/RIGHT	CTRL + LEFT/RIGHT
	Navigate Preset Picker	Arrow Keys	Arrow Keys
	Load current selection	Return/Enter	Return/Enter

Troubleshooting Connectivity

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



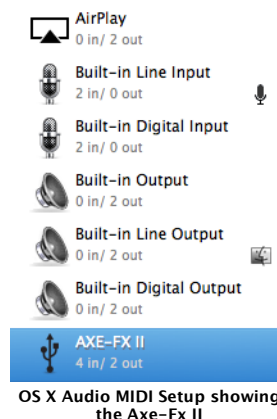
- ✓ Ensure that your Axe-Fx II is connected via USB, and that you've installed the latest **drivers** from <http://support.fractalaudio.com>. To confirm driver installations and versions:
 - **Under Windows**, find **Add Remove Programs** or **Uninstall a Program** in the Control Panel for the following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

Fractal-Bot 1.2	Fractal Audio	6/4/2013
Axe-Edit 2.0	Fractal Audio	3/29/2013
Axe-Fx II Driver v1.67.0	Fractal Audio	8/13/2013
Windows Driver Package - Fractal Audio Systems (axefx2load) USB (05/15/2011 1.0.0.9)	Fractal Audio Systems	6/17/2013
Axe-Fx II USB Driver 1.68	Fractal Audio Systems	8/13/2013

Windows Add Remove Programs Entries

- **Under OS X**, check **Audio MIDI Setup|Audio Devices** (find it using Spotlight) for a device called "Axe-Fx II". You can also check the Audio MIDI Setup|MIDI Studio window for the Axe-Fx II device. It should not be dimmed/disabled.

- ✓ Check the UTILITY:FIRMWARE page of your Axe-Fx to ensure that it is running firmware 11.0 (Aug 27, 2013) or newer. Firmware updates can be downloaded from <http://support.fractalaudio.com> and installed using Fractal-Bot, our free Utility. <http://www.fractalaudio.com/>
- ✓ Reboot! Shut down Axe-Edit, shut down your Axe-Fx, and shut down your computer. Re-start your computer, power on your Axe-Fx, and re-start Axe-Edit.
- ✓ Please ensure that your Axe-Fx is connected directly to your computer, rather than through a USB hub. A REAR panel USB port is sometimes preferable as front panel ports may utilize an integrated hub. Also, try a different USB port or different USB cable.
- ✓ If using Win 7 or Win 8, try right-clicking the Axe-Edit shortcut icon and choosing "Run as Administrator."



- ✓ Try the following steps to reset your port selections:
 1. Power on your Axe-Fx II.
 2. Start Axe-Edit and go to **Settings|Preferences**.
 3. Set both ports to "<< none >>"
 4. Close the Preferences dialog and then quit Axe-Edit.
 5. Re-launch Axe-Edit.
 6. Open **Settings|Preferences** and select the Axe-Fx II in and out MIDI ports. You should see a green "check" next to each port selection.
 7. Close the preferences dialog. Axe-Edit should now be communicating with the Axe-Fx II.
- ✓ Try clearing USER CABS 1-50 from your Axe-Fx using a "Clean" System file.
 1. Download the Clean System file here:
<http://www.fractalaudio.com/downloads/firmware-presets/axe-fx-2/11.0/clean-system-v11.syx>
 2. Use Fractal-Bot to transmit the file to your Axe-Fx.
WARNING: The Clean System File will erase user cabs 1-50 and reset all system parameters to default values. Please consider backing up or making notes on your user Cab selections and system settings before proceeding (See your Axe-Fx II manual on using the internal backup ROM). The Clean System file will NOT affect your presets or cabs 51-100.
 3. Remember, you must cycle power on the Axe-Fx II immediately after it receives a SYSTEM file.

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

Frequently Asked Questions

Q: Sometimes, I have problems when disconnecting the USB cable before quitting Axe-Edit.	A: Please quit Axe-Edit before connecting or disconnecting the Axe-Fx II USB Cable. If the USB Cable becomes disconnected, please re-start Axe-Edit.
Q: I have problems when I try to edit my Axe-Fx front panel while Axe-Edit is running. The screen keeps changing!	A: Axe-Edit can cause the screen of the Axe-Fx to change menus or pages. This is normal. We recommend that you avoid using the Axe-Fx front panel for editing while Axe-Edit is running.
Q: Axe-Edit 3.0 won't work with my Standard/Ultra/Older Axe-Fx II firmware	A: Axe-Edit requires an Axe-Fx II with firmware 11.0 or newer.
Q: Axe-Edit won't change presets, or changes presets erratically.	A: Please check for the following settings on the I/O:MIDI page of your Axe-Fx II: • PROG CHANGE: ON • MAPPING MODE: NONE
Q: The tuner won't work.	A: Please check for the following settings on the I/O:MIDI page of your Axe-Fx II: • SEND REALTIME SYSEX: ALL
Q: Tap Tempo won't work.	A: Please ensure that TEMPO TAP is set to "14" on the I/O:CTRL page of your Axe-Fx II:
Q: My LOOPER controls don't work.	A: The Looper currently requires default CC# assignments in the I/O:MIDI page of your Axe-Fx II.
Q: How do I manage User Cabs?	A: At present, please use Fractal-Bot to manage User Cabs.
Q: How do I back up or restore my Banks?	A: At present, please use Fractal-Bot to work with bank files.
Q: How do I update my Axe-Fx firmware?	A: Please use Fractal-Bot to update Axe-Fx firmware.
Q: Typing values doesn't work for modifier MIN and MAX.	A: This is a limitation of how Axe-Edit works with the Axe-Fx. It only affects MIN and MAX on the modifier screen.
Q: Some changes in Axe-Edit are not shown on my MFC-101 (or vice versa)	A: This is normal. Some changes in one system will not be shown in real-time in the other.
Q: Where can I turn for additional help?	A: Our forum at http://forum.fractalaudio.com has two entire sections dedicated to Axe-Edit. You may also contact us via http://support.fractalaudio.com
Q: When will (insert feature name here) be added?	A: At present, we have not published any timelines, but development of Axe-Edit will be an ongoing effort. Axe-Manage WILL be back in due time.

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

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