

SCENES OVERVIEW

In addition to the amp and cab modeling, an Axe-Fx II preset can contain a number of pre- or post-effects—an entire virtual guitar rig with tremendous flexibility and control.

For flexibility and control from “old-school” rigs, a device called a *switcher* is used to switch effects into or out of the signal path. Switchers also have presets, reducing tap-dancing with one-stomp access to different sets of pedals.

Until now, this capability has been simulated on the Axe-Fx by using multiple presets¹. This approach, however, was not without certain drawbacks. Set up and maintenance could be challenging, changes were not always gapless, and it took care to get levels and spillover right.

Now there’s an easier way. As of firmware version 9, every Axe-Fx II preset² contains eight scenes. Each scene stores the BYPASS setting for every block in the preset, the X/Y selection for those blocks that support it, and the preset’s MAIN output level. Scene changes are seamless and instantaneous, with perfect spillover requiring almost no effort. Scenes can easily be selected from the front panel or with a MIDI foot controller such as the MFC-101.

A VISUAL EXAMPLE

In this example, three scenes of an Axe-Fx II preset are represented. AMP and CAB remain ON in all three scenes. In Scene 1 (“S1”) DELAY and REVERB are engaged. In Scene 2, DELAY is switched off, while COMPRESSOR and PHASER are simultaneously switched ON. In Scene 3, COMPRESSOR, DRIVE, CHORUS, MULTITAP DELAY and REVERB are on. X-Y states and preset MAIN level can also be set differently in each scene.

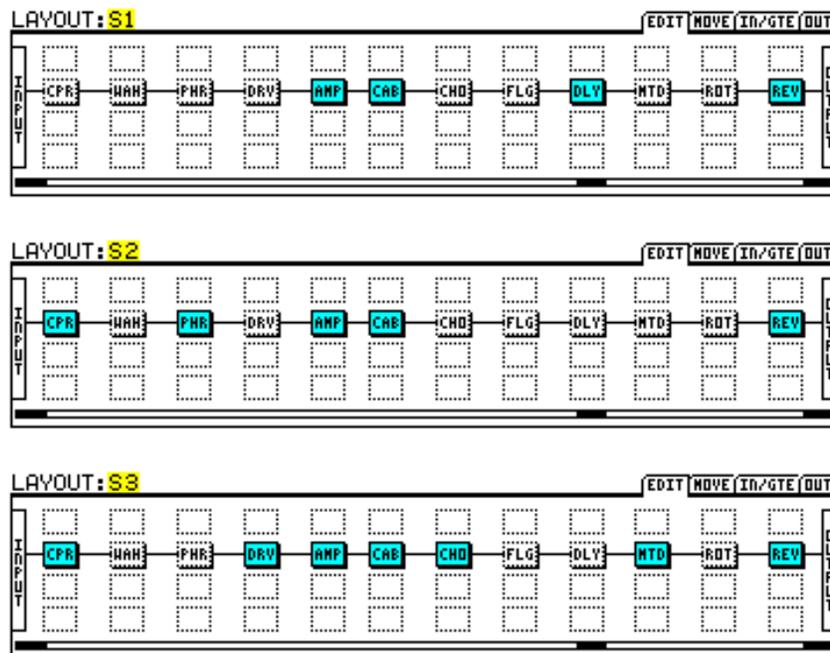


Fig 1: An example showing different effect blocks engaged and disengaged across three scenes.

¹ Switcher-like capabilities could also be simulated via fancy foot-controller programming. Trust us, you’d rather be playing.

² Even presets created under firmware versions earlier than 9.0 will load with eight scenes.

USING SCENES

The current scene is shown on RECALL:PRESET screen, and on all pages of the LAYOUT menu.

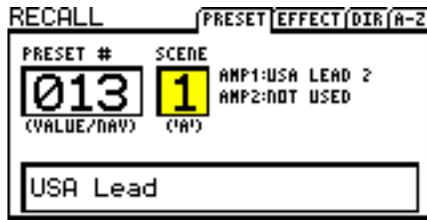


Fig 2: "Scene 1", as shown on the RECALL:PRESET screen.

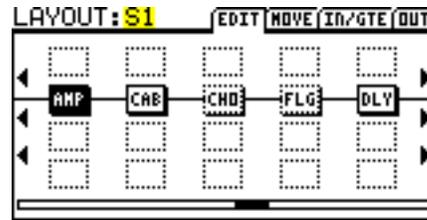


Fig 3: "Scene 1" as shown on the LAYOUT:EDIT screen.

To select a scene, turn the "A" QUICK CONTROL knob on the front panel of the Axe-Fx. Scenes can also be selected via MIDI. See **SCENES AND MIDI** on p. 3

SETTING UP SCENES

To set the BYPASS STATES within a scene:

- Press LAYOUT to display the EDIT (grid) page.
- Select the desired scene by turning the 'A' QUICK CONTROL knob.
- Use the NAV and FX BYP buttons to set up the scene as desired.

 *Note: Blocks will be **engaged** in new scenes by default.*

To set the X/Y STATES for a given block in a given scene:

- Select the scene as described above.
- Navigate to the desired block and enter its EDIT menu.
- Press X or Y to set the desired state.

 *Note: X/Y is supported for Amp, Cab, Chorus, Delay, Drive, Flanger, Pitch, Phaser, Reverb & Wah.*

To set the MAIN OUT level for a scene:

- Press LAYOUT.
- Page to the OUT screen.
- Set the level using the MAIN fader.

 *Note: MAIN OUT controls overall output, including the level of effect "tails."*

THE IMPORTANCE OF BYPASS MODE

BYPASS MODE (on the MIX page of most block edit menus) determines how effects sound when bypassed by a scene change. Familiarize yourself with each of the options by reviewing section 5.37 of the Axe-Fx II manual. MUTE FX IN, for example, ensures spillover when a delay or reverb is bypassed.

SAVING SCENES

To save scene changes, simply save the preset. When using the 'A' knob to select scenes, you can make changes across multiple scenes before saving. If you're using a MIDI to select scenes, you may need to save changes to the current scene before selecting a new one, depending on the setting of SCENE REVERT. See **SCENES AND MIDI** on p. 3

SCENES AND MIDI

There are three ways to select scenes via MIDI: Direct Selection, Increment/Decrement, and Program Change mapping.

DIRECT SCENE SELECTION

Scenes can be selected directly using MIDI Control Change messages. SCENE SELECT in the I/O:CTRL menu determines which CC# is used. The default is CC#34. The *value* of the CC message determines which scene is selected. For the math-minded, the relationship between CC value and scene can be described as $[(\text{'cc value'} \bmod 8) + 1]$. For the rest of us, you can just use “scene number minus one,” consult the table at the end of this manual, or use the MFC-101, where none of this matters except knowing which scene you want to select (see below).

 *Note: CC values of 0 and 127—or a switch on the Axe-Fx “PEDAL” jack—will load scenes 1 and 8.*

SCENE INCREMENT/DECREMENT

MIDI CCs can also be used to step up or down through scenes. The entries SCENE INCR and SCENE DECR in the I/O:CTRL menu designate CCs for each action³. The defaults are CC#123:INCREMENT and CC#124:DECREMENT. Values from 64-127 trigger the action while values from 0-63 are ignored.

SCENE SELECTION VIA PROGRAM CHANGE

The Axe-Fx II MIDI Program Change Map (See the **Axe-Fx II Owner’s Manual**, Section 9.3) has been updated so that SCENE as well as PRESET can be mapped for each incoming program change message. To use program changes for scene selection:

- Set MAPPING MODE to CUSTOM
- Select an entry for MAP FROM PRESET
- Select the desired entries for MAP TO PRESET and MAP TO SCENE.

Program Change mapping does not need to be saved.

Note: Custom Program Change mapping is incompatible with MFC-101 “TotalSync,” and with Axe-Edit in general.

SCENE REVERT

A new item in the I/O:MIDI menu of the Axe-Fx II allows selecting between one of two general behaviors for scene recall via MIDI.

With **SCENE REVERT OFF** (default) modifications to the current scene are “sticky” without saving, even across scene changes. So if you tweak scene 1, switch to scene 2, then back to scene 1, your tweaks will remain intact—until you load an entirely new preset.

With **SCENE REVERT ON**, modifications are *lost* whenever you change the scene without saving first. So if you tweak scene 1, switch to scene 2, then back to scene 1, scene 1 will have reverted to its previously saved state. This makes scene changes feel more like traditional preset changes.

³ A switch connected to the PEDAL jack of the Axe-Fx II can also be used for SCENE INCR, SCENE DECR, or SCENE SELECT (toggling between scenes **one** and **eight**.)

MFC-101 SCENE FEATURES

MFC-101 owners will be pleased to find that as of MFC-101 firmware version 2.15, it is possible to directly assign any scene (SCENE 1, SCENE 2, etc.) or to select SCENE INCR or SCENE DECR functions for **Axe-Fx Mode IA Switches**. Changing scenes (whether on the Axe-Fx II front panel or remotely) also updates MFC-101 LEDs for all Axe-Fx mode IA Switches.

Table of Values for SCENE SELECT (CC#34 default)

| Value Scene |
|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|
| 0 1 | 17 1 | 16 1 | 32 1 | 48 1 | 64 1 | 80 1 | 96 1 | 112 1 | |
| 1 2 | 18 2 | 17 2 | 33 2 | 49 2 | 65 2 | 81 2 | 97 2 | 113 2 | |
| 2 3 | 19 3 | 18 3 | 34 3 | 50 3 | 66 3 | 82 3 | 98 3 | 114 3 | |
| 3 4 | 20 4 | 19 4 | 35 4 | 51 4 | 67 4 | 83 4 | 99 4 | 115 4 | |
| 4 5 | 21 5 | 20 5 | 36 5 | 52 5 | 68 5 | 84 5 | 100 5 | 116 5 | |
| 5 6 | 22 6 | 21 6 | 37 6 | 53 6 | 69 6 | 85 6 | 101 6 | 117 6 | |
| 6 7 | 23 7 | 22 7 | 38 7 | 54 7 | 70 7 | 86 7 | 102 7 | 118 7 | |
| 7 8 | 24 8 | 23 8 | 39 8 | 55 8 | 71 8 | 87 8 | 103 8 | 119 8 | |
| 8 1 | 25 1 | 24 1 | 40 1 | 56 1 | 72 1 | 88 1 | 104 1 | 120 1 | |
| 9 2 | 26 2 | 25 2 | 41 2 | 57 2 | 73 2 | 89 2 | 105 2 | 121 2 | |
| 10 3 | 27 3 | 26 3 | 42 3 | 58 3 | 74 3 | 90 3 | 106 3 | 122 3 | |
| 11 4 | 28 4 | 27 4 | 43 4 | 59 4 | 75 4 | 91 4 | 107 4 | 123 4 | |
| 12 5 | 29 5 | 28 5 | 44 5 | 60 5 | 76 5 | 92 5 | 108 5 | 124 5 | |
| 13 6 | 30 6 | 29 6 | 45 6 | 61 6 | 77 6 | 93 6 | 109 6 | 125 6 | |
| 14 7 | 31 7 | 30 7 | 46 7 | 62 7 | 78 7 | 94 7 | 110 7 | 126 7 | |
| 15 8 | 32 8 | 31 8 | 47 8 | 63 8 | 79 8 | 95 8 | 111 8 | 127 8 | |