

## Axe-Fx III Firmware Release Notes

### 1.13

Added “SSB Upper” and “SSB Lower” types to Ring Modulator block. These select the upper and lower sidebands of the modulation, respectively.

Added single-sideband ring modulators to Multidelay block. These can be used to create strange and interesting echo sounds. To defeat the modulators turn Master Ring Mod Mix to 0.

Added chorusing to individual delay lines in Multidelay block. There are four LFOs, one for each delay line. The rate and depth of each LFO is individually adjustable. These add to the main LFOs which modulate each delay line at the same frequency but different phases. By using short delay times the Multidelay block can now act as four parallel choruses, each with independent rate and depth.

Added Quad-Tap Band Delay type to Multidelay block. This type has the same configuration as the Quad-Tap delay except the filters are outside the feedback paths.

Added band highlighting to RTA block. Turn Value knob to select desired band. The frequency of the selected band is displayed in the upper left corner.

Changed preset recall behavior if Ignore Redundant PC is on. If Ignore Redundant PC is on and the desired scene (set via PC mapping) is different than the current scene the preset is not loaded but the scene IS changed.

Added MIDI support for 3rd-party devices to set and/or get scene, channel, bypass, scene names and preset name via System Exclusive messages. See the Axe-Fx III MIDI for Third-Party Devices document for implementation details.

Fixed Barberpole type in Phaser block broken.

Fixed no preset loading on startup if Ignore Redundant PC is on.

Various changes and fixes for FC controllers.

### 1.12

Added Global Block support for Input 1 block.

Added Scene Volumes to Output block.

Improved Multidelay block. The Band Delay type has been replaced by a more flexible Quad Parallel Delay. The Quad Parallel Delay and the Quad Series Delay now feature four delay lines in a parallel or series configuration, respectively, as before, with the output of each delay line feeding a series combination of a bandpass filter and a resonator. Added drive, low-cut and hi-cut filters allow further tone sculpting. To defeat the bandpass filters set Master Q to minimum. To defeat the resonators set Master Resonator Feedback to 0.

Improved Spring Reverb algorithm. New algorithm features improved dispersion modeling and adjustable low and high frequency decay time ratios.

Improved knob response for fine adjustments.

Fixed Reverb GUI so that only valid parameters show on All page for selected type.

Fixed system backup hanging if on preset containing certain types of foot controller data.

Fixed engaging Tuner causes reset of External Controller values.

Fixed Ignore Redundant PC not working.

Fixed Tremolo block not updating rate when entering tempo.

## 1.11

Fixed Multiband Compressor and Output GUI.

Fixed Looper block Dry Level not working.

## 1.10

Improved Scene/Channel switching.

Added “Stereoizer” type to Enhancer block. While the Classic and Modern types rely on micro-delays and inversions to create artificial stereo, the new Stereoizer uses multiple high-order filters to create a realistic stereo image.

Fixed Phaser block level dropping 3 dB when effect is engaged.

## 1.09

Added “Effect Bypass Mode” to MIDI menu. When set to “Value” the bypass state of an effect assigned to a CC is controlled by the CC value. When set to “Toggle” the bypass state toggles whenever the CC message is received, regardless of the value.

Added “Default Scene” parameter to Global menu. When set to “As Saved” the scene selected when recalling a preset is the scene that was active when the preset was saved. When set to a particular scene value that scene will always be selected when a preset is recalled.

Added Channel parameter to modifiers. This allows applying the modifier to all channels or only a selected channel of an effect block.

Added Tilt EQ to Amp block Input EQ types.

Added Boost Type and Boost Level to Amp block. There are seven boost types: Neutral, T808, T808 Mod, Super OD, Full OD, AC Boost and Shimmer. All boosts act as “clean boosts” replicating the oft-used “Drive on 0, adjust Level as desired” boost technique. The boost allows boosting the amp block without requiring a separate Drive block. The Boost Level parameter controls the amount of boost.

Added Modifier ability to Formant block Resonance parameter.

Added “Prompt on Edited Preset Change” parameter to Global Settings. When set to ON the unit will prompt before changing presets if the current preset has been edited (and prevent you from losing your edits). NOTE: Be sure to change this value to OFF before performing!

Added Global Blocks. There are 8 Global Blocks per effect instance. Not all effects support Global Blocks (i.e. Mixer, RTA, etc.). There are four operations associated with a Global Block:

1. Link To Global Block: This operation links the selected effect with a Global Block. The Global Block data is NOT loaded. Upon saving the preset the Global Block is saved. Any other presets linked to this Global Block will load the Global Block data upon recall.
2. Load From Global Block: This operation loads data from a selected Global Block but does NOT link the block.
3. Link To and Load From Global Block: This operation links an effect to a Global Block AND loads data from the Global Block. Upon saving the preset the Global Block is saved. Any other presets linked to this Global Block will load the Global Block data upon recall.
4. Unlink From Global Block. This operation disassociates the effect from any Global Blocks.

Global Block operations are accessible from the Tools page in the Layout menu.

Improved scene switching algorithm resulting in much faster, smoother scene changes.

Improved Reverb algorithms.

Changed Looper behavior:

1. Pressing Undo while recording undoes the last recorded layer, as before. Pressing Undo when the loop is stopped now erases the loop data. Pressing Undo during playback undoes the last recorded layer. Pressing Undo again (during playback) restores the undone layer. Subsequent presses toggle the layer on and off.
2. Pressing Record now always starts a new layer (previously pressing Record during the first layer stopped recording and entered playback).
3. Pressing Once while recording stops the loop.

Added Dry Level parameter to Looper Block.

Improved Input block noise gate. When the Type is set to Intelligent (default) the noise gate now provides smart EMI filtering which reduces hum and buzz. NOTE: For best results the AC Line Frequency parameter in the Global Settings menu should be set to match the power line frequency of your country (i.e. 60 Hz for North America, 50 Hz for EU, etc.).

Improved Amp block output transformer modeling.

Various changes to support Axe-Edit.

Various changes to support FC-6/12 controllers.

Changed default value for Setup -> MIDI -> Program Change to ON.

Fixed Scene MIDI block not sending correct data on preset change.

Fixed cabinet names not showing up in cab picker until background tasks are finished.

Fixed wrong Preamp Bias value in Plexi 2204 model.

Fixed Pitch block LFO Tempo not being updated on tempo changes.

Fixed RTA block not updating on preset change.

Fixed noise in Looper block when pressing Undo.

Fixed Modifier Auto-Engage working erratically if Update Rate set to Slow or Medium.

Fixed MIDI PC Offset not being applied.

Fixed crash if flooding unit with MIDI data during boot.

Fixed hang if MIDI Send PC is set to OMNI.

1.08

Various changes to support Axe-Edit.

Fixed Channels not copying correctly when using Scene copy utility function.

Fixed Global data not being saved after import (restore).

Fixed Reverb hold not working for Spring types.

## 1.07

Fixed Pitch block not setting number of voices correctly, i.e. Whammy modes should have one voice but two voices were audible.

Fixed Input 1 Level Meters not scaled properly when input source is USB.

Fixed minor bug in Rotary GUI.

Fixed wrong default Output Level value in Return block.

Fixed garbage data in SPDIF output buffer if no Output 1 block in layout.

Added “Update Rate” parameter to Modifiers. Values are Slow | Medium | Fast. The Update Rate selects the rate at which the modifier updates the target parameter. For most applications a slow rate is sufficient. Under some circumstances a slow rate may cause “zipper noise”. Increasing the rate will reduce the noise at the expense of increased CPU usage.

## 1.06

Added “Solo” ability to Cab block.

Added “Plexi 2204” Amp model based on a 1981 JMP 50W Master Volume head.

Added modifier capability to Resonator block Chord and Frequency parameters.

Fixed Output block buffer stuck when bypassed causing high pitched tone.

Fixed Pitch block not initializing correctly on patch change.

Fixed Pitch block sometimes getting “stuck” on negative harmony shifts.

Fixed distortion on Crystal Echoes pitch type if Direction is set to Reverse and Shift is set to +4.

Fixed MIDI message(s) immediately following a PC message being ignored, i.e. Scene Select CC.

Fixed some minor GUI bugs.

## 1.05

Added ability to route block when Layout is zoomed out.

Added Input Source select to ADSR and Envelope in Control block.

Fixed MIDI bank select.

Fixed Scene Copy function not copying Amp block bypass states.

Fixed can't select Amp type when creating a new preset if the previous preset had the Amp block channel as anything other than 'A'.

Fixed External Controller initial values not being applied and garbage values in any of these controllers that are not assigned.

## 1.04

Fixed low-cut and high-cut filters not working in Multitap Delay block.

Fixed Amp blocks bypass states not being preserved across preset changes.

Fixed Tone Match block Smoothing parameter not working.

Fixed Quad Tape Delay missing modifier for Motor Speed (formerly labeled Tape Speed).

Fixed MIDI CC Channel changes not responding above values of 3.

Various GUI enhancements and improvements.

## 1.03

First public firmware release.