

## FX8 Firmware Release Notes

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### **FIRMWARE 3.02 - Apr 19, 2016**

This is small maintenance to correct a couple of issues discovered on the heels of releasing V3.01.

#### **ADDITIONS**

- None

#### **FIXES**

- Preset Number now displays correctly on the Large Preset Display Screen.
- EMPHASIS on the Pedal Compressors now works the same as the AxeFX.

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### **FIRMWARE 3.01 - Apr 15, 2016**

FX8 Firmware 3.01 is primarily a maintenance release that also includes a couple of new features that folks have been requesting.

#### **ADDITIONS**

- Added Configurable Large Preset Name Display. This feature, when enable displays as much of the preset name as will fit in two lines in large font. This is easily seen on stage. This feature is enabled through the global menu:  
SETUP->GLOBAL->SETTINGS

The Feature is called "DISPLAY LARGE PRESET", the configurable choices are:

NO

1 SEC

2 SEC

3 SEC

4 SEC

- Modified the PRESET RECALL screen to display all 8 preset names in the currently selected bank. The current preset is highlighted. This new screen is available in both SINGLE and STICKY PRESET/BANK.
- User is no longer restricted by CPU load when adding blocks.  
PLEASE NOTE: The unit still automatically disables blocks until the CPU drops below the maximum threshold. This change allows users to add blocks, then make adjustments without having to remove blocks in an effort to add others.
- Modified the Footswitch Graphic states to better notify the user of the effect state in a live setting. The previous graphical states were:  
    RAISED: Engaged  
    NORMAL VIDEO (not raised): Bypassed  
    REVERSE VIDEO (not raised): Selected for Editing

The new graphical states are:

RAISED (normal or reverse video): Selected for Editing  
NORMAL VIDEO (not raised): Bypassed  
REVERSE VIDEO (not raised): Engaged

- Added Support for the "FOOTSWITCH" screen option in FX8-Edit. Please see the release notes for FX8-Edit.
- Optimized MIDI input from external MIDI Devices
- Force a scene reload if SCENE REVERT is enabled.

#### **FIXES**

- Fixed a small bug when selecting a scene, using SINGLE SCENE mode it is possible to leave the previously active "S x" Footswitch Block in the ACTIVE state (LED illuminated) erroneously.
- Fixed Gate block X/Y loading.
- Added access to the Balance Parameter in the Gate/EXP block.
- Fixed Bypass Toggling when using Y on the MultyDelay block.
- Fixed High CPU load when placing a modifier on REVERB TIME.
- Fixed Reverse Delay being modulated slightly for long delay times.
- Fixed a bug where attaching a controller to Volume Increment or Decrement could potentially corrupt a preset.

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#### **FIRMWARE 3.0 - Feb 1, 2016**

FX8 Firmware 3.0 contains major innovations, improvements and changes. We strongly suggest that you review the updated Owner's Manual, available from <http://www.fractalaudio.com/manuals-and-docs.php>

Chapter 6 may be especially helpful given that it details the change from a single "Stompbox Mode" screen to separate "Footswitch" and "Config" pages.

IMPORTANT: After installing Firmware 3.0, it is recommended that you perform RESET SYSTEM PARAMETERS in the Utility Menu under SETUP. If not, you will at least need to check all I/O:CONTROLLER and I/O:PEDAL settings. RESET SYSTEM PARAMETERS does NOT erase your presets; it merely reverts GLOBAL, I/O, and TUNER settings to their default values.

#### **ADDITIONS**

- Added latest DRIVE & DELAY types (as of Axe-Fx II Quantum 1.06.)
- Added the SYNTH block.
- Added MIDI CC support to SCENES. Each Scene can now transmit one MIDI CC message (any number, value, MIDI Channel.)

#### **MAJOR CHANGES**

1. "Stompbox Mode" is now the Footswitch page ("FS"). It may help to think of the Footswitch page as a separate MIDI controller for your preset. Functions assigned here determine *only* what the eight footswitches do. This no longer changes which effects are in your preset, or the order of effects. THEREFORE, you must first insert an effect before it can be assigned to a footswitch. This is done on the Config page (see below).

2. The effects present in a preset--and their order in the signal flow--is now determined using the redesigned Config page ("CFG"). Here, the eight entries once used only to set SERIES/PARALLEL are now actually SLOTS where effects must be placed in order. To change the effect for a given slot, select that slot, press ENTER, turn the VALUE wheel until the desired effect is shown, then press ENTER again to confirm the change. Select a slot and turn VALUE to select Series/Parallel. Select a slot and double-tap EDIT to toggle X/Y without using the footswitches. Select a slot and double-tap ENTER to BYPASS/ENGAGE without using the footswitches.
3. The FX8 no longer limits footswitch assignments to effects: you can now build custom layouts of Effects, Presets, Scenes, and more. Footswitches are still assigned as they always were--by navigating to one of the eight Footswitch page slots and turning the VALUE knob--but the list of available functions now also includes useful Footswitch Blocks. These include Preset and Scene Selectors, plus the MIDI blocks, Relay blocks and Bank Up/Bank Down. A fringe benefit to this is that MIDI and RELAY blocks no longer need to present on the Config Page to be available on the footswitch page.

Note: If you load an older preset which had a MIDI or RELAY block in the signal path, those footswitch will still work but you'll find available empty spaces where the block(s) were previously located in the config.

4. Footswitches can now be designated as GLOBAL, making their assigned function the same across all presets. Footswitches are designated as "Global" or "Per-Preset" using the Global Footswitch ("GBL FS") page of the GLOBAL Menu under SETUP. Once a footswitch has been designated as GLOBAL, you need to check and set its function on the Footswitch page as you would any other footswitch. IMPORTANT NOTE: Understand that in order for a Global Footswitch to do anything in a given preset, the effect it controls must be present in that preset. If an effect is not present, its Global Footswitch will be disabled and shown as "grayed" in the display.
5. Added MODE and AUTO TRIGGER to the Relays. The existing functionality where a relay is toggled on or off with a footswitch is the LATCHING mode (and the default). A new mode "AUTO OFF" is used to momentarily flip a relay on and then off, as required by certain amps (e.g. 5150 III, some Bogners, etc.). Relays set to AUTO-OFF quickly make/break contact. The LED will flash ON and OFF when you stomp the switch. Setting AUTO TRIGGER to "ON" causes the relay to fire automatically when a scene is selected. By using X and Y both set to Auto-Trigger, you can use scenes to control the channels of a connected amp.

#### **ENHANCEMENTS AND FIXES**

- Improved the switch/button/knob performance at high CPU loads.
- Bank Up and Bank Down switches now fire repeatedly when you press and hold the up/down footswitches in Preset/Bank Select Mode.
- On the main footswitch page, Footswitch MOVE is now Footswitch SWAP.

- All effect BALANCE controls now display a range of +/- 100. (Note that fully right is actually shown as 99.9)
- When in "Single Preset/Bank" mode, the LED that corresponds to the current preset no longer blinks.
- PEDAL 1 and PEDAL 2 can now be assigned to ANY function in the I/O:CTRL menu. (Previously they were only working correctly for limited items).
- SysEx messages used for FX8-Edit no longer appear at the MIDI OUT port as this was overloading certain MIDI-operated amps.
- Preset names now correctly display out to 23 characters.
- Removed Bank "DUMP" Utilities. Use Fractal-Bot instead of manual dumps for all backups.
- Moved "ERASE ALL PRESETS" to the RESET page,
- Fixed incorrect knob labels in the Tempo menu.
- Fixed a bug that prevented Scene 2 Relay 1 from saving its state when the signal chain was configured for "8 pre / 0 post".
- Fixed a bug in the Filter block that prevented BYPASS from working correctly when changing scenes.
- Fixed "Learn Mode" not working correctly for Pedal 2.
- Fixed "Auto Engage" bogging down FX8-Edit.
- Fixed modifier on Reverb Input Gain not working correctly.
- Fixed a bug where setting Tap Tempo to the "SCENE" function switch disabled the "LOOPER" and "TEMPO" LEDs or setting Tap Tempo to the "LOOPER" function switch disabled the "TEMPO" LED.

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## 2.00

Please see V2.00 (Public Beta) notes below.

Fixed a couple of small screen navigation bugs discovered during the public beta.

Added Function Switch LED support for True Bypass and the Looper

Fixed a small bug that provides LED selection support during STICKY PRESET.

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## 2.00 (Public Beta)

Dramatically improved preset loading times by orders of magnitude.

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Fixed TAP TEMPO. User should now be able to capture correct tempo in as few as two taps (depending on your timing capabilities).

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Separated per-SCENE MIDI PC (PROGRAM CHANGE) from the MIDI Block. The PC numbers configured for SCENE changes are no longer disabled by the presence of a MIDI block.

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Fixed a bug that would cause screen navigation issues during a "Sticky" preset load.

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Reduced the input gain on the FACE FUZZ drive block.

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Added a new global setting "PRESS/HOLD FOR X/Y" to the SETTINGS tab. This setting defaults to ENABLED. The options are as follows:

ENABLED - Pressing and holding footswitches 1 - 8 will toggle the X/Y setting of the corresponding block. In this mode, effects are engaged or bypassed when you release the footswitch.

DISABLED - Pressing and holding footswitches 1 - 8 performs no function. In this mode, effects are engaged or bypassed immediately when you press the footswitch.

NOTE: You can disable press/hold X/Y switching and still change X/Y using SCENES, or by using the new XY FUNCTION FOOTSWITCHES (see below.)

In fact, the setting for this parameter is IGNORED and treated as DISABLED if you assign any XY function to any FUNCTION FOOTSWITCHES.

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### Added FUNCTION FOOTSWITCH capabilities:

The three switches on the right side of the FX8 are labeled SCENE, LOOPER, and TEMPO.

It is now possible to change what these switches do using the "FUNCTIONS" page in the **GLOBAL** menu under **SETUP**. For each of these three switches, you can select what happens when you tap, and what happens when you press and hold:

- **SINGLE PRST/BANK** - activates PRESET/BANK mode (see Chapter 2 of the FX8 manual). This function can only be assigned to the SCENE switch because while SINGLE PRESET/BANK is active, the LOOPER and TEMPO switches ALWAYS operate as BANK UP or BANK DOWN.
- **STICKY PRST/BANK** - activates STICKY PRESET/BANK mode. Like SINGLE PRESET/BANK, this function can only be assigned to the SCENE switch. To exit Sticky Preset/Bank mode, tap the switch again.
- **STICKY PRST +/-** activates the **NEW** STICKY PRESET +/- mode. When activated the LOOPER switch becomes PRESET +1 (up), and the TEMPO switch becomes PRESET -1 (down). Like other PRESET/BANK functions, this function can only be assigned to the SCENE switch. To exit Sticky Preset +/- mode, tap this switch again.
- **SINGLE SCENE** - activates SCENE SELECT mode. When you choose a scene, the FX8 automatically returns to STOMPBOX MODE.
- **STICKY SCENE** - activates STICKY SCENE SELECT mode. To exit Sticky Scene mode, tap this switch again.  
(See Number 8 in Chapter 2 of the FX8 Owner's Manual for more on Sticky Scene Mode).
- **PRESET UP, PRESET DN** - Each of these functions can be assigned to a switch. (See *STICKY PRST +/-* above)
- **TEMPO TAP** - activates TEMPO TAP. *NOTE: This function can only assigned to the TAP of a footswitch (not HOLD)... Think about it.*
- **TUNER** - activates the TUNER.
- **SINGLE X/Y** - when this mode is activated, pressing the numbered footswitch associated with an effect block toggles the X/Y state of that block. See "Note 1" below.
- **STICKY X/Y** - same as *SINGLE X/Y* except it is persistent until you step on this switch again. See "Note 1" below.
- **LOOPER** - activates the LOOPER.
- **TRUE BYPASS** - activates TRUE BYPASS.
- **NONE** - The selected switch has no function.

## NOTES:

- 1) Assigning *SINGLE X/Y* or *STICKY X/Y* to ANY function switch will **DISABLE PRESS AND HOLD for X/Y ON FOOTSWITCHES 1 - 8**. Now, all effects will be **BYPASSED** or **ENGAGED** immediately on the down stroke of the footswitch (instead of the upstroke, as it worked previously.)
- 2) If you set any *FUNCTION SWITCH* to *NONE* on "HOLD" the *TAP* function switch will activate on down instead of up. This is useful for switches assigned to *PRESET UP* and *PRESET DN* as it causes them to execute immediately.
- 3) The default switch assignments match the screen printing on the *FX8*. Resetting your global defaults will return these switches to the default configuration. (Yes, we're talking to the people who make magnets!)

## \*\*\*\*\* 1.02

Added remaining "G3" drive blocks.

Enhanced the delay block to make the "drive" parameter more responsive.

Fixed two bugs in the multitap delay block that prevented the use of modifiers and to correctly processes filter frequencies 2 and 4.

Fixed a bug in scene changes to correctly update the noisegate, looper, and outputs.

## \*\*\*\*\* 1.02 (Public Beta "b")

Fixed a bug affecting XY and effect bypass switching on scene change.

Fixed presets loading wrong TIME or RATE into tempo synched effects.

Improved spring reverb for a more natural sound.

Added currently available "G3" drive blocks, recent compressor block changes from Axe-Fx II FW 19.

Re-designed how "STICKY PRESET MODE" LEDs work; the LED corresponding to the current preset now flashes as long as you remain in sticky preset mode.

## \*\*\*\*\* 1.01

Initial Public Release