



**AXE-EDIT RELEASE NOTES - PLEASE REVIEW BEFORE USING THE APPLICATION**

*In general after updating: If Axe-Edit does not connect to your Axe-Fx II, manually de-select and re-select the ports under **Settings: Preferences: General**. If Axe-Edit does not show new Axe-Fx parameters after a firmware update, do a Block Definitions refresh under **Settings: Preferences: Refresh***

**Release 3.14.5**

**April 1, 2019**

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*REQUIRES Axe-Fx II Firmware Quantum 5.00 or newer.*

**New Features**

1. Added "Dynamic Damping" to AMP block's "Power Amp" page.

**Bug Fixes**

1. Corrected preset export via Axe-Manage.

## RELEASE NOTES FOR OLDER VERSIONS

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Release 3.14.4 March 27, 2019  
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REQUIRES Axe-Fx II Firmware Quantum 5.00 or newer.

New Features

1. Added support for firmware Ares 1.02

- a. Added "Speaker Compliance" to the AMP block's "Speaker Drv" page.
- b. Updated "Dynamics" page in the AMP block to reflect changes to Cathode Follower parameters.
- c. Updated version string to include the new "Ares" firmware name.

Bug Fixes

1. Corrected "Export Preset to CSV" such that it prints the Controller's type as part of the parameter name (for example: "ADSR1 Threshold", "ADSR2 Threshold", and "Envelope Threshold").

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Release 3.14.3 October 24, 2017  
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REQUIRES Axe-Fx II Firmware Quantum 3.00 or newer.

New Features

1. Added support for firmware Quantum 9.00

- a. Added "Speaker Comp" to the AMP block's "Spkr Drv" page.
2. Added a "Test" button to the "Available Devices" dialog (accessed from Tools menu item "Show available devices...").
  - a. Clicking the "Test" button pings the selected device which in turn causes the device's MIDI IN signal to flash on its front panel (on the Axe-Fx II and AX8 the MIDI IN is an LED, on the FX8 the MIDI IN is a flashing icon on the LCD).
  - b. For situations in which the PORT names in the "Available Devices" dialog do not differentiate between devices, this action provides visual confirmation for the currently selected device.

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Release 3.14.2 May 25, 2017  
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REQUIRES Axe-Fx II Firmware Quantum 3.00 or newer.

New Features

1. Added support for firmware Quantum 8.02.

- a. Added modifier support to the AMP block parameter "Out Comp Amount" as found on the Dynamics page.

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Release 3.14.1 May 2, 2017  
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REQUIRES Axe-Fx II Firmware Quantum 3.00 or newer.

New Features

1. Added support for firmware Quantum 8.01. All types in the Compressor block now support both Filter and Emphasis parameters.

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Release 3.14.0 March 23, 2017  
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REQUIRES Axe-Fx II Firmware Quantum 3.00 or newer.

New Features

1. Added support for firmware Quantum 7.02.

- a. Added the new page "Spkr Drive" to the AMP block. This page contains the "Speaker Drive" parameter (moved from the Speaker page) and the new parameters "Motor Drive" and "Motor Time Const".
- b. In the CAB block, renamed page "Preamp" to "Pre + Drv". Moved "Motor Drive" to "Pre + Drv" and also added the new parameter "Motor Time Const".
- c. Added parameters "Input Diffusion" and "Diffusion Time" to the "Master" page of the MULTI-DELAY block's "Band Delay", "Quad Series", "Plex Delay", "Plex Detune", and "Plex Shift" types.

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Release 3.13.2 March 16, 2017  
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REQUIRES Axe-Fx II Firmware Quantum 3.00 or newer.

Bug Fixes

1. Removed the "Modeling Version" parameter from the AMP block's Preamp tab for firmware Quantum 7.01 and greater.

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Release 3.13.1 March 15, 2017  
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REQUIRES Axe-Fx II Firmware Quantum 3.00 or newer.

New Features

1. Support for firmware Quantum 7.01

- a. Added two new "Optical" types to Compressor block.

b. Added "Input Level" parameter to Pedal and Optical types in Compressor block.

Bug Fixes

1. When a parameter value is changed, dependent parameters are queried only if the changing parameter does not have a Modifier attached.

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Release 3.13.0 March 6, 2017  
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REQUIRES Axe-Fx II Firmware Quantum 3.00 or newer.

New Features

1. Increased the size of the Auto-Update dialog to allow more space for the current release notes.
2. Added the Learn parameter to the PITCH block's "Cust. Shift" type for firmware Quantum 6.03 or greater.
3. Modified the AMP block's "Power Amp" tab.
  - a. Added "PI Bias Shift" for connected devices running Quantum 7.00 or greater.
  - b. Moved "Pwr Tube Grid Bias" from the "Power Sply" page to the "Power Amp" page.
  - c. Moved "MV Cap" next to the "MV Location" parameter.
  - d. Added the "Presence Shift" button for the USA PRE LD2 models.
4. The bank number is now prefixed to preset numbers in AxeManage:Presets.
5. Added a small arrowhead symbol next to the "Scene Select" label. Clicking this arrow displays the scene context menu. The context menu is still displayed by right-clicking any of the scene buttons.
6. Grid Navigation Mode allows the keyboard up/down/left/right keys to move freely throughout the grid. When Grid Navigation Mode is enabled, the grid will be highlighted with a dashed yellow rectangle.
  - a. In Grid Navigation Mode selected blocks will not query and display their associated parameters. However, keyboard shortcuts such as SPACE and X will allow block states to be toggled.
  - b. Grid Navigation Mode will remain enabled while blocks are inserted, connected, or scenes are changed (either by keyboard shortcuts or buttons) for quick preset building.
  - c. Grid Navigation Mode also remains enabled during preset changing, saving, and other operations until explicitly turned off.
  - d. To enter Grid Navigation Mode:
    - i. SHIFT+CTRL+G (Windows)
    - ii. SHIFT+CMD+G (OSX)
  - e. To exit Grid Navigation Mode:
    - i. ESC will exit without selecting anything.
    - ii. ENTER will exit causing the currently selected block to query and display its parameters.
    - iii. Selecting the CONTROLLERS button will exit and display the CONTROLLERS parameters.
7. Added the ability to enumerate and connect to different Axe-Fx II devices concurrently connected to the computer.
  - a. Choose "Show available devices..." from the Tools menu, or hot-key CTRL+K (Windows) / CMD+K (MAC), to launch the AVAILABLE DEVICES dialog.
  - b. Click the SCAN button to allow the editor to scan the applicable MIDI ports for connected devices.
  - c. When SCAN is complete, click on a device in the list box and select CONNECT to change the connection.
  - d. Click CANCEL to close the dialog box and reinstate the last connection.
  - e. Please note: The editor will display "Disconnected!" in the upper-left hand corner of the application when the AVAILABLE DEVICES dialog is launch. The current connection is closed in order to scan all the applicable MIDI ports.
8. Removed the confirmation dialog that is displayed before Block Definitions are read in favor of displaying a bubble message at the top of the editor screen. The message will show for 10 seconds before automatically disappearing.

Bug Fixes

1. Upon launching Axe-Edit, the Refresh Block Definitions dialog and Software Update dialog no longer overlap on the screen preventing user input.

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Release 3.12.3 January 9, 2017  
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REQUIRES Axe-Fx II Firmware Quantum 3.00 or newer.

Axe-Edit 3.12.3 is Axe-Edit 3.12.0 with a new version number.  
\* All changes made in 3.12.1 and 3.12.2 have been removed.  
\* This version change is to allow customers who downloaded 3.12.1 or 3.12.2 a clean downgrade path to 3.12.0 functionality.

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Release 3.12.2 January 6, 2017  
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REQUIRES Axe-Fx II Firmware Quantum 3.00 or newer.

Bug Fixes:

1. Reverted the preset loading back to 3.12.0 functionality.

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Release 3.12.1 January 5, 2017

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REQUIRES Axe-Fx II Firmware Quantum 3.00 or newer.

Bug Fixes:

1. Modified the way in which AMP names are queried upon preset loading to support changes in Quantum 6.03. This modification is backwards compatible with Quantum 3.00 and greater firmware revisions.
2. Upon launching Axe-Edit, the Refresh Block Definitions dialog and Software Update dialog no longer overlap on the screen preventing user input.

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Release 3.12.0 December 16, 2016

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REQUIRES Axe-Fx II Firmware Quantum 3.00 or newer.

New Features:

1. AxeManage::CABS now supports the importing of .wav IR files. WAV files must be imported using the Browser window. Importing a stereo WAV file will produce two entries in the Browser, one entry for the left and one entry for the right channel.

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Release 3.11.0 December 8, 2016

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REQUIRES Axe-Fx II Firmware Quantum 3.00 or newer.

New Features:

1. Updated the layout of the AMP block's Dynamics page.
  - a. Parameters are now clearly grouped together with additional information in their labels.
  - b. Moved the "Comp Type" and "CF Comp" from the Preamp page to the Dynamics page.
2. On the AMP block's "Power Sply" page, changed "Pwr Amp Grid Bias" to "Pwr Tube Grid Bias".
3. Added new page "Scenes" to the OUTPUT and FX LOOP blocks. This page displays the MAIN level for each of the scenes. The original page "Output" and "FX Loop" only showed the MAIN level for the selected scene.

Bug Fixes:

1. Corrected the "Export preset to CSV..." to replace any newline characters in the parameter name with a space.
2. Corrected a bug in which swapping a shunt with another occupied location created extra shunts in the first unoccupied grid space.

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Release 3.10.0 November 16, 2016

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REQUIRES Axe-Fx II Firmware Quantum 3.00 or newer.

New Features:

1. Added support for new Quantum 6.00 firmware. The WAH block now includes a "Coil Bias" and "Low Cut Frequency" control when connected to Quantum 6.00 or greater devices.
2. When Axe-Edit is connected to an Axe-Fx II mark I/II, the AMP block's "Modeling Version" parameter is removed from the PREAMP page. Please see the Quantum 6.00 firmware release notes for more information.

Bug Fixes:

1. Corrected the displaying of tooltips for Windows 10 builds.

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Release 3.9.0 October 24, 2016

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REQUIRES Axe-Fx II Firmware Quantum 3.00 or newer.

New Features:

1. Added support for new Quantum 5.0 firmware. The AMP block Dynamics page now includes a "Preamp CF Hardness" control when connected to Quantum 5.0 or greater devices.

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Release 3.8.3 October 17, 2016

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REQUIRES Axe-Fx II Firmware Quantum 3.00 or newer.

Bug Fixes:

1. Corrected a bug in Save To New Location in which the Preset picker showed the name of the newly saved preset in the wrong location. This bug only affected the editor's display and not the Axe-Fx.

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Release 3.8.2 September 26, 2016

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REQUIRES Axe-Fx II Firmware Quantum 3.00 or newer.

Bug Fixes:

1. Fixed a bug in which the SAVE PRESET-CAB BUNDLE dialog was not shown after importing a Preset-Cab bundle file and clicking the SAVE button.
2. Fixed a bug in the Block menu "All Scenes" in which any of the actions (Bypass, Engage, Set to X, Set to Y) would return the device to scene 1 upon completion but leave the editor at the last selected scene. Now both

the device and the editor are returned to the last selected scene upon the completion of an "All Scenes" action.

3. Added missing Drive parameter to Multi-Delay's "Plex Delay" type.
4. Modified the Phaser's "Bulb Bias" parameter to show or hide based on the selection of the Phaser's Mode parameter (it was incorrectly showing/hiding based on the Phaser's Type).
5. In the AMP block, changing the "Modeling Version" now refreshes the "Preamp Tube Type" parameter.
6. In the AMP block, the "Saturation Switch" parameter now responds to the Modifier shortcut key 'M'.
7. Corrected "Export Preset to CSV" such that only the blocks that are currently in the preset are exported (including the Input/Output Gates, and Controllers). The previous version would incorrectly export blocks that were deleted from the preset during an editing session.
8. Removed the "LFO1 Master" parameter from the Multi-Delay type "Quad Tape Dly". This parameter appeared in the editor but not on the device.

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Release 3.8.1 July 15, 2016  
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Bug Fixes:

1. Fixed a timing bug in Axe-Manage:Presets in which each preset save operation would take multiple seconds.

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Release 3.8.0 July 13, 2016  
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REQUIRES Axe-Fx II Firmware Quantum 3.00 or newer.

New Features:

1. Added new Preferences option "Automatically pause the communications when an Axe-Fx front-panel change is detected." These front panel changes include: scenes, presets, block enable states, and parameter changes from the VALUE and ABCD quick controls.
2. Added new Block menu command "Reset Current Effect Type". This command is an expansion of the existing Block Reset command.
  - a. "Reset Current Effect Type" saves the block's current effect type (if applicable), resets the block to its defaults, and then changes the block's effect type back to the saved value.
  - b. The hot-key CTRL+I (Windows) CMD+I (MAC) was removed from the existing Block Reset and moved to the new "Reset Current Effect Type". The existing Block Reset no longer has a hot-key associated with it but is still accessible from the Block menu.
3. Modified the formatting of the "Save to new Preset Number" confirmation dialog with name of the new preset. Example: Are you sure you want to replace preset (305) "Morgan AC20 Dlx Trbl 12AX7" with "Marshall JMP-1 Preamp"?
4. Modified the TONE MATCH block by adding a "Start Both" button which starts the capture of both the Reference and Local signals. Also moved the "Mode" button to the main "Match" page.
5. The Pause Communications dialog overlay has now been made semi-transparent allowing the grid to be partially visible.
6. The currently selected scene's values for Scene Controller 1 and Scene Controller 2 are now included in "Copy Current Scene", "Paste to Current Scene", "Paste to All Scenes", and the Scene Swap functions.
7. Axe-Change is now accessible from Axe-Edit. Choose Axe-Change from the Tools menu. This will open an Axe-Change browser in a separate window to allow quick modifications to a newly downloaded Axe-Change Preset or Cab. (NOTE: Download functionality is only supported at this time.)
8. Cab IR files can now be imported via Axe-Manage:Cabs. IR files ship with the Fractal Audio Cab Packs and have a .ir extension. The Axe-Manage:Cabs Browser menu has two new sub-menus whose selection is saved in the global settings:
  - a. IR Processing Mode: Choose between None, Auto Trim, and Min Phase. Default is set to None.
  - b. IR Output Mode: Choose between Normal and UltraRes. Default is Normal.

Bug Fixes:

1. In the AMP block, changing the "Preamp Tube Type" now refreshes the "Preamp Hardness" parameter.
2. In the AMP block, changing the "Power Tube Type" now refreshes the "Pwr Amp Hardness" parameter.
3. The "Save Preset-Cab Bundle" dialog was incorrectly ignoring the user cabinets in an imported preset whose CAB blocks were set to the Y-state. The editor was not refreshing the XY state of the imported preset before fetching the cabinet names.
4. In the PHASER block, changed the "Vibe Mode" toggle switch to "Phaser Mode" dropdown.
5. Fixed a bug in the Copy/Swap XY functionality in which the "Preamp Tube Type" was being reset to its default value for the selected Amp and was not the user's changed value.

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Release 3.7.2 May 2, 2016  
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New Features:

1. The AMP and CAB picker now default to single selection like pre-3.7.0 releases.
2. Augmented the "Filter by Color" feature in the AMP and CAB picker with a new button, labeled 'M', for enabling multiple-selection. This button is found to the right of the pushpin control.
  - To assign a color to an item in the AMP or CAB picker, right-click the item to show the "Assign Color" menu. Selecting a color from this menu will mark the item's number field with the chosen color. Select "None" from the "Assign Color" menu to clear the assigned color.
  - To assign a color to more than one item at a time, select the 'M' button to enable multiple-selection. Use the keyboard keys SHIFT or CMD to select groupings of items and then right-click the selection to show the "Assign Color" menu. By default, the list always opens in single-selection mode.
  - Please note: When 'M' is enabled, the AMP or CAB picker requires a double-click to make the selection. In addition, toggling 'M' will also toggle the Pushpin in the top-right of the picker window. The pushpin can be toggled independently of 'M'.

Bug Fixes:

1. Swapping scenes now queries the state of the EDITED flag.
2. Fixed a bug in the OSX build that prevented the context menu from being displayed on occupied blocks.

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Release 3.7.1 April 27, 2016  
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Bug Fixes:

1. Fixed a bug in Axe-Manage:Amps and Axe-Manage:Cabs that prevented drag-and-drop operations of two or more selected items.
2. Corrected the Preset Name control's tooltip.

Please note: As of version 3.7.0, the AMP / CAB picker now requires a double-click to make a selection. This is similar functionality to how a Windows Explorer or an OSX Finder window operates. This change was required in order to add multiple-selection to the picker window for assigning colors.

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Release 3.7.0 April 25, 2016  
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REQUIRES Axe-Fx II Firmware Quantum 3.00 or newer.

New Features:

1. Added support for Axe-Fx II firmware Quantum 3.00. The new AMP block parameter "Xformer Grind" can be found on the AMP block Speaker page.
2. Added new feature to the AMP and CAB picker called "Filter by Color".
  - From the Amp and Cab picker window, select multiple items (hold down SHIFT or CMD as you would in any list) and right-click the selection to bring up the "Assign Color" menu. Selecting a color from this menu will mark the item's number field with the chosen color. Select "None" from the "Assign Color" menu to clear the assigned color.
  - Use the "Filter by Color" dropdown control at the top of the Amp or Cab picker to display only those items marked with a given color. "Filter by Color" supersedes the textual search filter box.
  - All assigned colors are saved to a file located in the same directory as the global settings (Mac: <user>/Application Support/Fractal Audio/Axe-Edit/color-assignments.dat ; Windows: C:\Users\<user>\AppData\Roaming\Fractal Audio\Axe-Edit\color-assignments.dat)
3. Added an "All Scenes" sub-menu to the top-level Blocks menu. These "All Scene" operations allow for setting the bypass state or XY state of the selected block in all scenes.
4. Added a "Bypass All Blocks" option to the Scene widget's context menu. Selecting the operation will bypass all the blocks in the current scene.
5. Snapshot entries are now numbered in the "Load Snapshot" menu.
6. Updated tooltips to show their hotkey sequences.
7. Added hot keys for preset navigation:
  - a. Next Preset: CTRL/CMD + PageUp
  - b. Previous Preset: CTRL/CMD + PageDown
  - c. Go To Preset: CTRL/CMD + G

Bug Fixes:

1. Fixed in a bug in the AMP block's XY cut/paste/swap functionality. As of Quantum 2.03, the "Modeling Version" parameter is used to reset the "Preamp Bias", "Preamp Hardness", and "Harmonics" parameters. When pasting or swapping the "Modeling Version" parameter the above mentioned parameters were being reset to their defaults and not the values set per the user.
2. Modified the Browser pane in AxeManage:CABS such that it displays EMPTY cabs when Cab Bank files are opened from the Browser menu or dragged and dropped. Previously EMPTY Cabs were ignored which could cause confusion when opening a bank containing all EMPTY Cabs as the Browser displayed "0 User Cabs Found".
3. In the block parameter view, SPACEBAR support was removed from the SWITCH controls. This reserves the SPACEBAR for toggling the selected block's enable state. The SWITCH can still be toggled from the keyboard using ENTER/RETURN or UP/DOWN keys.
4. Modified the editor to query all the tempo controlled parameters within the preset when a new tempo is set in the TEMPO widget.

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Release 3.6.1 March 22, 2016  
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New Features:

1. Added full support for Axe-Fx II firmware Quantum 2.03.

Bug Fixes

1. Moved the "Filter Slope" parameter in the CAB block such that it tracks with the "High Cut" and "Low Cut" parameters.

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Release 3.6.0 March 7, 2016  
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New Features:

1. Added full support for Axe-Fx II firmware Quantum 2.01.
2. Added "Export Preset to CSV..." to the Preset menu. This will export both the X and Y parameter set for each block in the preset to a CSV formatted text file.
3. Added "View Release Notes..." to the Help menu.

Bug Fixes

1. Pressing the Match button in the TONE MATCH block resets the Reference and Local switches.
2. Turning the SYNTH block's "Shift" parameter knob (one for each voice) sends the correct value for each interval.
3. Corrected the COMPRESSOR block to show the "Filter" parameter when the type is set to "Dynamics".

Release 3.5.1 February 9, 2016

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New Features:

1. Axe-Fx II XL and Axe-Fx II XL+ blocks can now be imported into Axe-Fx II Original/Mark II.

Please note: The Axe-Fx II Original/Mark II does not have X/Y switching for the Compressor, Gate/Expander, Graphic EQ, Mixer, Parametric EQ, or Tremolo/Panner blocks. Importing the aforementioned blocks into an Axe-Fx II Original/Mark II will only import the X settings.

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Release 3.5.0 February 5, 2016

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New Features:

1. Added full support for Axe-Fx II Firmware Quantum 2.00.

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Release 3.4.0 December 18, 2015

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Axe-Edit 3.4.0 REQUIRES Axe-Fx II Firmware Quantum 1.00 or newer.

New Features:

1. Added the FX8 and AX8 to the Block Library compatibility.
2. Added a "Refresh Cab Names" button to both Axe-Manage:Cabs and the Cab block editor's "Cabinet" page. Pressing this button will read the latest User and Scratchpad cabinets from the Axe-Fx and update the editor's current view.
3. "Save All to Block Library": This feature is found under the PRESETS menu and will automatically save each of the blocks within the grid (as well as INPUT, OUTPUT, and CONTROLLER) as block files to a folder named for the selected preset. This folder will be created under the Block Library Workspace as specified in the editor's Preferences.
4. Block Library files can now be drag-and-dropped directly into the grid or onto the Block Library widget to quickly build presets from saved Block Library files. Most blocks can be shared across Axe-Edit (Axe-Fx version 18.4 and up), FX8-Edit, and AX8-Edit.

Bug Fixes:

1. Improved the performance and responsiveness of the rotary knob and slider controls.

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Release 3.3.1 September 18, 2015

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Axe-Edit 3.3.1 REQUIRES Axe-Fx II Firmware Quantum 1.00 or newer.

Bug Fix:

1. Fixed a bug in Axe-Manage Cabs and Axe-Manage Presets that prevented a renamed cab or preset from being marked in RED as having a pending change.

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Release 3.3.0 September 16, 2015

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NEW FEATURES:

1. Added full support for Axe-Fx II Firmware Quantum 1.00.  
Axe-Edit 3.3.0 REQUIRES Axe-Fx II Firmware Quantum 1.00 or newer!
2. Modified the keyboard shortcuts on the Knob control: ALT key changes the knob mode between Circular and Linear, and the CMD/CTRL key changes the granularity in both mouse drag and keyboard up/down.
3. Redesignated the Amp and Cab block parameter layout.
4. The preset or cab number is now prepended to the exported filename in Axe-Manage.

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Release 3.2.0 June 19, 2015

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NEW FEATURES:

1. Added full support for Axe-Fx II Firmware 19.00.
  - a. In the Drive block, the "Basic" page now has the new parameter "Clip Shape" which is only visible when "Clip Type" is set to "Variable".
  - b. In the Amp block, added new parameters "Comp Type" and "Comp Clarity" to the "Dynamics" page. "Preamp Bias" and "Preamp Hardness" were moved to the "Other" page. "Bias Excursion", "Excursion Time", "Recovery Time", and "Pwr Amp Bias" were moved to the "Power" page.
2. Added "Get Sysex File Information..." to the Tools menu. This will display the product (Axe-Fx II, XL, XL+, etc.) and file information (Preset, Cab, System, Preset-Cab) for a Sysex file.
3. Added a simple Snapshot Manager to the right-click/CTRL-click menu of the Snapshot button. Recent snapshots appear in a "Load Snapshot" menu for easy access. The list is cleared when you re-start Axe-Edit, or when you manually select "Clear Snapshot List". Files cleared from the list are NOT deleted from your computer, and can still be accessed using the usual "Import" methods. "Show Folder" also now works when the Axe-Fx is not connected.
4. Added support for the new Preset-Cab Bundle feature of Axe-Fx II (aka Dump Preset+Cabs). A "Bundle" combines both the preset and up to four user cabs in a single file. When you load a bundle, Axe-Edit asks where you want to save any attached cabs and then automatically updates the preset to refer to their new locations before saving.
  - To EXPORT a Bundle choose "Export Preset-Cab Bundle..." from the Preset menu.

Important: If your preset's Cab Block uses X and Y states in different scenes, only those cabs for the CURRENT SCENE will be part of the bundle.

- To IMPORT a Bundle, press the IMPORT button and browse to your file, or drag-and-drop it on to the large yellow text of the main preset name area in Axe-Edit. At the moment of import, the preset and cabs are stored in temporary memory so you can audition before saving, as explained in an on-screen popup. (The popups can be disabled in Preferences, but you'll still see a "bubble message" reminder.) If you like what you hear, store the preset and cabs by choosing SAVE or SAVE TO NEW LOCATION. If you manually change cab selections before saving, you won't be able to save the bundled cabs (just re-import and try again).
- Axe-Manage: PRESETS ignores bundled cab data.
- Axe-Manage: CABS ignores bundled preset data.

BUG FIXES:

1. Fixed a bug in which the editor showed the parameter pages for the block's X state and not the currently selected state.
2. Fixed a bug in the Block Library that prevented the importing of blocks into an Axe-Fx II XL+ that were made from an Axe-Fx II mark II or Axe-Fx II XL.
3. Changed the Mixer background of the Comp, X-Over, Wah, TremPan, MultiCp, FXLoop, and GateExp blocks to a two-column background. Swapped the Filter's "Balance" and "Level" Mixer parameters so that they are now in the same order as all the other blocks with similar Mixer controls.

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Release 3.1.10 April 21, 2015  
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NEW FEATURES:

1. Added support for Axe-Fx II Firmware 18.08.
2. Added a checkbox to the Properties dialog Options page to "Automatically check for a new version at startup". When unchecked, Axe-Edit will not check for a new version when it is launched. The user can manually check for updates from the Help | "Check for updates..." menu. This option is checked by default.

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Release 3.1.9 March 30, 2015  
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NEW FEATURES:

1. Added support for Axe-Fx II Firmware 18.04.

BUG FIXES:

1. Corrected an issue in Axe-Manage's Rename functionality that displayed the newly entered name but did not mark it in RED as a pending change when clicking away from the edit box.

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Release 3.1.8 March 23, 2015  
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BUG FIXES:

1. Fixed Axe-Manage showing an invisible edit box when a list item is renamed.
2. Corrected the height of the application's menu bar. When moused over, the top-level menu would extend over the header graphic.
3. Corrected an issue in Axe-Manage that prevented dragging and dropping files upon certain memory locations in OS X.

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Release 3.1.7 March 19, 2015  
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NEW FEATURES:

1. Added support for Axe-Fx II Firmware 18.03.  
Axe-Edit 3.1.7 REQUIRES Axe-Fx II Firmware 18.00 or newer!
2. New drawing algorithm which keeps the aspect ratio of images consistent as the editor's size is scaled.

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Release 3.1.6 March 16, 2015  
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NEW FEATURES:

1. Full support for Axe-Fx II Firmware 18.01  
Axe-Edit 3.1.6 REQUIRES Axe-Fx II Firmware 18.00 or newer!

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Release 3.1.5 March 3, 2015  
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NEW FEATURES:

1. Full support for Axe-Fx II Firmware 18.00  
Axe-Edit 3.1.5 REQUIRES Axe-Fx II Firmware 18.00 or newer!
2. Full support for Axe-Fx II XL+.
3. Cab Audition Easy Setup now sets the Cab block "Mic" to "None".

BUG FIXES:

1. Double-clicking a page button was incorrectly being interpreted as setting parameter ID 0 of the current effect to its default state.

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Release 3.1.4 December 10, 2014  
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NEW FEATURES:

1. Full support for Axe-Fx II Firmware 17.02  
Axe-Edit 3.1.4 REQUIRES Axe-Fx II Firmware 17.00 or newer!
2. Added "Refresh after new FW" menu item to the Settings menu. This will refresh the Block Definitions of the currently connected Axe-Fx II or Axe-Fx II XL.
3. Added "Show Folder" menu item to the Block Library widget's menu. The Block Library widget is shown in the lower left of Axe-Edit when a block is selected from the grid. The menu is accessed by selecting the '+' button.

BUG FIXES:

1. Fixed a bug in the Cab block where the Link parameter was not updating the Right Cab when Stereo UltraRes was selected from the Cab block's Effect Type.

Release 3.1.3 December 4, 2014

NEW FEATURES:

1. Full support for Axe-Fx II Firmware 17.00  
Axe-Edit 3.1.3 REQUIRES Axe-Fx II Firmware 17.00 or newer!
2. To always show a picker type window for any dropdown regardless of the item count, hold down the SHIFT key and select the dropdown field. Hold down both SHIFT+CMD (Mac)/ SHIFT+CTRL (Win) to open any picker window with its push-pin already depressed.

BUG FIXES:

1. Added the Reverb block's Pre-Delay parameter to the modifiers table.
2. Fixed a bug in the Block Library's Add functionality. The bug prevented a block from being added and instead would display the message: "Error: Unable to set effectId for block paste operation".

Release 3.1.2 November 14, 2014

NEW FEATURES:

1. Full support for Axe-Fx II Firmware 16.03.  
Axe-Edit 3.1.2 REQUIRES Axe-Fx II Firmware 16.03 or newer!
2. Added new "Swap" option for Scenes.  
Right-click on the number of the current scene in Scene Select to access this feature.
3. Added a dropdown arrow next to the XY buttons to act as a visual clue that a menu of options is available. Click the arrow or right-click either button to view the menu.
4. Axe-Edit now prevents you from dragging the title bar and window resizing tools out of reach.

BUG FIXES:

5. In the "CUSTOM" PITCH SHIFTER, added missing modifier controls to VOICE 1 SCALE and VOICE 2 SCALE. Also fixed a bug that was causing unexpected values to display after typing into these parameters.
6. The Global menu is now updated after saving a block to the Blocks Library. (Previously, it was left disabled.)

Release 3.1.1 October 14, 2014

Axe-Edit 3.1.1 provides full support for firmware 16.02  
Firmware 16.02 is required to use this version.

Release 3.1.0 August 29, 2014

1. Full support for Axe-Fx II firmware versions 15.04-15.07 for the Axe-Fx II original, Mark II, and XL including new parameters and support for 768 presets in the Axe-Fx II XL.
2. Added missing Mic Spacing parameter to the Reverb block.
3. Added "Factory Cabs List" to the "Export as Text" options.
4. Added new "Undo Pending Changes" option to the right/ctrl click context menu of Axe-Manage. This discards any pending changes for the selected memory locations, reverting them to show what is currently stored in your Axe-Fx II.
5. Corrected "Bypassmode" labels to read "Bypass Mode".
6. Refreshing Cab Names (through Settings: Preferences) now also gets the contents of Scratchpad locations.  
Scratchpads are now labeled S001-S004 instead of "<Scratchpad 1>" etc.
7. Added a Scratchpad button at the top the Cab Picker in Axe-Edit, making it easy to navigate to this location.
8. Because preset tweaks may actually be desirable while auditioning cabs, added a new Preference to disable the warning when Axe-Manage Cabs detects that you are operating the Axe-Fx II via its front panel.
9. In Axe-Manage Presets, the currently selected preset is now also included in colored-text highlighting when performing a search.
10. Added a new Browser panel at the left side of both Axe-Manage Presets and Axe-Manage Cabs. This provides a range of new features and functions to be covered separately. Meanwhile, here's an overview:
  - a. Open any folder or bank file to see its contents.
  - b. Double-click any entry in the browser panel to audition it.
  - c. Easily select your choice of Scratch Pad locations to audition cabs.
  - d. Drag and drop desired presets or cabs directly into the Axe-Fx. (As with all Axe-Manage operations, changes are not permanent until you press the red SAVE button.)
  - e. Drag individual presets, banks, or folders containing the same directly into the Browser.
  - f. Re-sort browser entries alphabetically or in the order they were discovered on disk/added to the browser.

- g. Delete browser entries to remove them from view without affecting files on disk.
- h. Hover over browser entries to reveal their path on disk. ("Show Tool Tips" must be enabled in Preferences: Options for this to work.
- i. Turn on AUTO-AUDITION and use up/down arrow keys for a mouse-free way to step through the contents of your browser while playing the guitar to audition entries.
- j. Mark those cabs or presets you like best as FAVORITES by hitting the spacebar while they are selected.
- k. "Show only Favorites" gives you a condensed list when you're ready to drag presets or cabs into the Axe-Fx II. If you "un-favorite" an entry in this view, it will be hidden until you uncheck "Show Only Favorites".
- l. The "Cab Audition Easy Setup" wizard makes auditioning cabs easier than ever. For best results, please make sure you have selected a preset with a single mono CAB block prior to launching Axe-Manage Cabs.
- m. Bonus: If you load the browser with up to 128 presets, you can choose Bank... Save As to create a new bank file. Turn off AUTO-AUDITION to drag these entries into any order.

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Release 3.0.10                July 17, 2014
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Added full support for firmware 15.0.3
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Release 3.0.10                June 24, 2014
1. Added pushpin to allow preset auditioning when IMPORTING from a bank file (pin defaults to "IN").
2. Moved the Amp block Saturation switch to the OTHER page and changed to a dropdown.
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Release 3.0.10                June 19, 2014
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- 1. Full support for Axe-Fx II firmware 15 for the Axe-Fx II original, Mark II, and XL.
- a. Added ability to bypass the Mixer block when connected to an XL.
- b. Added "Power Amp Bias" parameter to the Amp block's Power tab.
- c. Changed Amp block parameter "Damping" to "Negative Feedback".
- d. Added "Output Comp" and "Comp Threshold" to the Amp block's Dynamics page.
- e. Removed Amp block "Thunk" parameter.
- f. Moved "XFormer Match" and "XFormer Drive" from Dynamics page to Speaker page.
- g. Removed "Comp" from Basic page as it already appears as "Cathode Thresh" on Dynamics page.
- 2. "Export..." function in Axe-Manage allows you to export one or more selected presets or cabs. Exporting a single item displays a dialog allowing you to edit the file name. Exporting multiple items asks you to choose a directory/folder where presets or cabs are then saved using auto-generated names.
- 3. Global Blocks can now be unlinked when exporting or taking a snapshot of a preset. There are two separate "Unlink Global Blocks" options located in Preferences:Options. One option allows Global Blocks to be unlinked when Exporting presets (this includes exporting presets from the Export button, from the Preset menu, saving a preset as a Template, and exporting presets from Axe-Manage.) The other option allows Global Blocks to be unlinked automatically when taking a Snapshot of a preset. Note that Axe-Manage will require you to SAVE changes before it can export presets, as these must be loaded individually in the Axe-Fx where global blocks can be unlinked.
- 4. Added a new option in Preferences to allow "picker" windows to search by the number field. For example, entering "50" would return Preset numbers 50, 150, 250, etc., plus any preset with "50" in its name (e.g. "My 50W Plexi Rig"). This feature is ON by default.
- 5. The case (UPPER/lower) of User Cabs is no longer displayed in "Title Case" (as it is for Factory Cabs, Amp Names, Effect Types, etc.) User Cab names are instead displayed precisely as they were created.
- 6. Pause can now be activated with the "F8" key.
- 7. Added an option in Preferences to disable tool tips.
- 8. User Cabs dropped into Axe-Manage are now checked to determine if they are empty before attempting to parse the name from the data. If the Cab IR is found to be empty, then "EMPTY" is used in place of the cab name.

#### FIXES & IMPROVEMENTS

- 1. When a Shunt is moved it is now deleted and a new one is inserted at the new location.
- 2. Swap now removes and then reinserts the swapped blocks. This prevents an "Insufficient CPU%" warning when attempting to swap a CPU intensive block. All modifiers and settings are retained.
- 3. Block context menu (right-CTRL-Click) edit items include the word "Block" (Cut Block, Copy Block, etc.)
- 4. Renamed "Bright" on the Amp block Basic page to "Bright Switch" and "Brightness" on the Tone page to "Bright" (to match the hardware.)
- 5. Disabled Grid and Effect Editor shortcut keys when any of the Mode dialogs are visible.
- 6. Improved how grid block states are displayed when a modifier is attached to BYPASS MODE.
- 7. Fixed a crash that occurred when the application was exited while the Cab block's picker window or Amp block's type picker windows was shown.
- 8. Modified Axe-Edit to disconnect from selected ports if the connected device does not have the correct firmware version or is not the correct device. (Previous versions would simply quit when this happened.)

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Release 3.0.9                Apr 8, 2014
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- 1. Implemented a "Keep Open" mode for all Picker windows (Preset, Amp Type, Cab Type, Tempo, etc.). This feature keeps the picker open until you manually close it, allowing you to audition various choices with a SINGLE CLICK, or using the ARROW KEYS to navigate and ENTER to load the current selection. You can "Pin" a Picker by holding Command (Mac) or Ctrl (Windows) while opening it, or by clicking the "Push Pin" icon in the upper right corner once the Picker window appears.
- 2. Improved the legibility of dropdowns and picker windows by soft-switching them from "ALL CAPS" to "Title Case" (with exceptions for special items like FAS, LFO, etc.)

ISSUES ADDRESSED

1. Corrected a bug in Axe-Manage Cabs that prevented Axe-Fx II XL user cab slots greater than 256 from being properly manipulated via drag and drop operations.

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Release 3.0.8

Apr 2, 2014

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NEW FEATURES

1. Modifiers can be directly accessed from the Controllers:Modifiers page by clicking on the details of a specific modifier.

ISSUES ADDRESSED

1. Corrected preset conversion from Axe-Fx II to Axe-Fx II XL. Note: Because of the different number of User Cabs on each model, you will need to manually reselect a desired User Cab by its name or number after preset conversion.

2. Corrected an issue where individual presets within an Axe-Fx II bank would not be imported into the Axe-Fx II XL via the Import Preset menu.

3. Corrected the Picker window's scrollable view area to correctly show only the vertical scrollbar instead of both vertical and horizontal scrollbars.

4. Corrected the issue where Axe-Edit was not updating correctly while running Cab-Lab or after exiting Axe-Manage.

5. Corrected an issue where Axe-Edit was not updating the block parameters correctly after linking a Global Block that was saved in one X/Y state to a block that was in the opposite X/Y state.

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Release 3.0.7

Mar 28, 2014

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NEW FEATURES

1. Axe-Edit 3.0.7 offers full compatibility with Axe-Fx II and Axe-Fx II XL Firmware 14.00.

2. Removed "Copy Preset" and "Paste Preset" from the Preset menu as these can now be found in Axe-Manage.

3. The Cab "picker" now shows an "F" for factory or "U" for user cabs.

4. When using keyboard navigation, all "Picker" dialogs now start navigation from the current/default.

5. The current X/Y state is now shown on the grid as a small overlay in each block that supports X/Y. While a grid block is selected, its X/Y state can now be toggled with the keyboard shortcut "x".

6. The Sequencer now has a new unified single page layout, making it easier and more user friendly to use.

7. A new Controllers : Modifiers page shows the details of every modifier in the current preset.

8. Firmware version is now shown in the error message when a saved block is incompatible with your firmware version.

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Release 3.0.6

Feb 28, 2014

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1. Axe-Edit 3.0.6 offers full compatibility with Axe-Fx II Firmware 13.07 including all new parameters on screen. Note: Axe-Edit 3.06 requires Axe-Fx II Firmware version 13.07 or newer. It will not work with older firmware versions.

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Release 3.0.4

Feb 6, 2014

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NEW FEATURES

1. Full Compatibility with firmware version 13

2. Axe-Manage has been reborn and includes two separate tools, Axe-Manage Presets and Axe-Manage Cabs, accessed via the Tools menu. Please see the Axe-Edit Getting Started Guide for full details on using Axe-Manage.

Here's the super-short version:

Please save changes in the editor before launching Axe-Manage. Presets/Cabs are "fetched" as required for an operation such as copy/paste. You can drag and drop, copy/paste, delete, rename, import, load (to audition). The default drag/drop action is SWAP. To MOVE, hold CMD/CTRL. To COPY, hold SHIFT. Once you make changes, they are indicated by red text/red dot. Red indicates pending changes that need to be SAVED. When you click the Save button (lower right) RED items are changed to GREEN one-by-one as they are stored in your connected Axe-Fx II. To cancel un-saved changes, close/exit Axe-Manage without first clicking save.

3. Pause - This new feature, which works only in the main Axe-Edit "home" screen, allows you to completely suspend all communications with the Axe-Fx II. This allows you to operate the Axe-Fx front panel or test a connected MFC-101 without audio gaps, stutters or page flips. Axe-Edit will be refreshed when you resume. If Axe-Edit is in the middle of a communication action, the Pause Communication will take effect once the communication is complete. While PAUSE allows you to use Fractal-Bot or Cab-Lab, it is recommended that you EXIT Axe-Edit during major operations such as backups or firmware updates. Pause is activated with a button in the title bar, or through the Settings menu.

4. Drag and Drop from Finder/Explorer/Desktop - Drop a preset or bank file into the main Axe-Edit window to import. Drop single presets or cabs into Axe-Manage to import.

5. Menu Consolidation - Items previously found under File are now found under the Preset menu.

6. Text File Export (Tools Menu) - This allows you to export the numbers/names of Presets and user Cabs to a tab-delimited text file.

7. Individual Import and Export "Most Recently Used" folder/directory locations are offered (Previously the two functions shared one MRU location).

8. Preset Templates (Preset Menu) - Preset templates provide a way to instantly import from a set of standard starting points. "New from Template" is the same as "Import" except that it always opens on your

designated Templates directory as specified in Preferences | Workspace. To add your own templates, use Preset | Save as Template or copy exported preset files (.syx) to the templates directory manually. Watch for a pack of templates from Fractal Audio Systems, coming soon.

#### ISSUES ADDRESSED

- Axe-Edit now sets the edit-state on the Axe-Fx after sending a block library item to the Axe-Fx.
- The Copy Scene command now copies the OUTPUT block's scene specific output level and, if inserted in the grid, the FXLoop block's scene specific output level. These levels are then pasted to the current scene or all scenes.
- Removed the Drive and Bit Reduction parameters from the Drive block's Tone/Duck page for the Reverse Delay type as they are not available on the Axe-Fx for this type.
- Changing scenes now queries the name of Amp block 1 and Amp block 2.
- Changed the Vol/Pan background. Moved Level to Mixer, and Pan L/R to main area.
- Global Presets greater than 7 can now be accessed from Axe-Edit. This was fixed in FW 13.00. Axe-Fx release notes: Fixed dumping effect to MIDI (for Axe-Edit) generates an invalid checksum if the effect references a global preset greater than 7.
- Fixed a bug in Axe-Edit that would stop processing block entries when an invalid entry was encountered. Axe-Edit now includes an error logging feature that creates an error log called "block\_library.log" in the top-level Blocks Library folder as defined in the Preferences dialog. Any blk file that fails to be read into the Block Library will be logged to this file with its file name and status. A popup dialog will be displayed when an error is encountered following the reading of the Block Library entries.
- Fixed issues related to XY and Global Block copy/paste.

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Release 3.0.3                      November 8, 2013  
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- Axe-Edit is now resizable! Grab the resizing handle in the lower right corner or use the resize buttons in the title bar.
  - The Tempo control of Axe-Edit now includes a dropdown where you can set the preset's TEMPO TO USE parameter.
  - You can now set custom workspace folders in Preferences. The workspace is divided into two directories: Snapshots and Block Library. Choosing a new Block Library directory will remove all available entries from the Block Library and repopulate the Block Library with entries from the chosen directory.
  - Added a "Refresh" category to Preferences with options to refresh preset names, cab names or Block Definitions. This is especially useful when User Cabs are updated via Fractal-Bot or Cab-Lab while Axe-Edit is running.
  - Added the "All" button to the Picker window. Upon opening the Picker for preset or cab viewing, the default selection is "All". Upon executing a search, the search window defaults to "All". When the search is cleared the Picker view remains on the button that was selected.
  - Added "Show Folder" context menu to the Snapshots button.
  - Axe-Edit now shows BYPASS state changes when a modifier is attached to a block's Bypass Mode. (Please note that there is currently no messaging mechanism between the Axe-Fx and Axe-Edit when a block's bypass state is changed from the MFC.)
  - Full support for all firmware 12 features including a "Scene" page in Controllers.
  - Preset SAVE actions are now confirmed with a "bubble."
  - Added bottom bar to the picker for "Save to New Preset Number"
- Bugs Addressed
- Fixed a bug in Axe-Edit where moving Shunts created new Shunts.
  - Added the updating of Phase/Rotary/Tremolo/Flanger/Chorus RATE and other parameters upon Tap Tempo.
  - Modified Axe-Edit to create the user-defined Block Library folder upon startup if it does not already exist. This is not applicable if the user chooses a new directory in the Preferences:Workpace as the chosen directory must exist, but on a clean install or an install whose Block Lib functionality was never used, this will ensure the default directory exists.

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Axe-Edit 3.0.2 READ ME - RELEASE NOTES - October 10 2013  
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Axe-Edit 3.0.2 is an interim release including fixes and new features.  
It is recommended for everyone using Axe-Edit 3.0.

#### New Features:

1. Implemented the Block Library. NOTE: The new Library is not compatible with blocks saved under previous Axe-Edit versions!  
You can find the Block Library in the Block menu, the Grid context menu (right-click) and the "Block Library" control in the effect editor pane of Axe-Edit when any amp, cab, or effect block is selected on the grid. Axe-Edit saves blocks to folders under ~/Documents/Fractal Audio/Axe-Edit/blocks/. Files anywhere in this directory will be read into the library based on their type. The directory structure is ignored. Block library files should never be edited by hand. Each file is validated with a checksum and invalid files will not be read into the library.  
Blocks files are saved to disk with a name and a date-stamp (similar to snapshots). Please note: the name of the file is not the name of the block as it appears in Axe-Edit. Changing the file name will not change the block library name. The block library name is internally stored and can only be changed through Axe-Edit. Blocks must be given a unique name per effect-type. For instance, one cannot create two Amp block entries with the name "Killer Tone". Block names may be reused across effect types, however. An AMP and a CAB block could each be named "Great Tone".  
Upon reading the blocks from disk, if a block currently being read has a name that is in use in the library for the given effect-type, then that block being read will have its name appended with a number. The original file will remain unchanged. For instance, if two Amp blocks have name "Great Tone", then the first read library entry will be "Great Tone" and the second read library entry will be "Great Tone(1)", and so on. This enables you to share library block files without having to worry about naming.  
Deleting a library block entry from the Block Library widget will also delete the file from disk.

2. Added the Global Mix button to the Mix control of the Delay, Chorus, Flanger, Formant, Megatap Delay, Multi Delay, Phaser, Pitch, Quad Chorus, Resonator, Reverb, Ring Mod, Synth, and Vocoder. For more on Global Mix, see the Axe-Fx II owner's manual.
3. Added support for Global Blocks.
4. Modified the "Preset Picker" to allow a horizontally scrolled view and applied this new control to all dropdowns containing more than 40 items. (Amp type, Cab type, Tempo, etc.).
5. Added the <Scratchpad> location to User Cabs.
6. Axe-Edit now displays "INSUFFICIENT CPU%" messages when you are prevented from inserting a new block. Note that this is not the case for "EXCESS CPU USAGE! REDUCE LOAD." Messages caused when trying to load an overly large preset or increase CPU with parameter settings.

Bugs Addressed:

1. "Coarse" Mouse wheel is the default for knobs and sliders except for non-integer parameters.
2. Renamed Block "Initialize" to "Reset."
3. Corrected the Preset "Save to New Location" confirmation dialog to utilize the display offset when showing the preset number.
4. Fixed the Voices parameter in the Chorus block.
5. Modified the windows native resize handler to force the size back to default until window-resizing is implemented.
6. Added a small context menu to the Controllers, Input, and Output buttons. This menu includes Block Copy, Paste, and Reset.
7. Removed LFO 3 and 4 from MultiDelay's "Quad Tape Dly".
8. Added a warning when attempting to bypass a block that has a modifier on the Bypass Mode parameter.
9. Removed extra Depth Range parameter from the Modulation pages of the Delay block.
10. Corrected the dotted lines around Frequency Type 1 and 2 in the PEQ block as they extended too far above the control.
11. Fixed the "Voice 1" and "Voice 2" parameters of "Intelligent Harmony" PITCH type.
12. Keyboard Shortcuts:
  - Return key: The return key will open the edit field of the selected control to allow modification.
  - The '+' key will display the menu associated with the '+' button on the selected dropdown control.
  - 'G' or 'g' key: The 'G' key will toggle the "Global" button for the selected control.
  - Simplified the keyboard shortcut for "Preset Refresh" to just F5.

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Axe-Edit 3.0.1 READ ME - RELEASE NOTES - September 4 2013

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Axe-Edit 3.0.1 is an interim release including bug fixes and new features. It is recommended for all Axe-Fx II owners using Axe-Edit 3.0.

Note: An issue with Axe-Fx II firmware version 11.02 causes it to be reported as 11.01 in Axe-Edit. This is nothing to worry about.

The location of saved Block Definitions has changed in version 3.0.1. Default Definitions are no longer installed with Axe-Edit, so you will be prompted to "Read and Save Block Definitions" when you first run the program. Block Definition locations are now saved in:

OS X:

/Library/Fractal Audio/Axe-Edit

Windows Vista, 7, 8:

\Users\\AppData\Roaming\Fractal Audio\Axe-Edit

Windows XP:

\Documents and Settings\username\Application Data\Fractal Audio\Axe-Edit

The Axe-Edit Getting Started Guide contains a wealth of information including helpful tips and tricks.

It is available at <http://www.fractalaudio.com/axe-edit>

WHAT'S NEW...

1. Full Support for Axe-Fx II firmware 11.02
2. Save to New Preset Number

This new feature (accessed via the Preset menu) displays a "Picker" that allows you to save the current preset to any memory location in the connected Axe-Fx II. (Please note that a redundant "mini-dropdown" on the save button was removed)

3. Paste To All Scenes is now an option in the popup menu (Right-Click or Control-Click any Scene button)
4. Up/down arrow keys now work to increment/decrement dropdowns and toggle switches in addition to knobs and faders.

FIXES & IMPROVEMENTS

1. In addition to Right-Click, Control+Click now opens popup menus (OS X).
2. Added missing "Mode" parameter to Looper block.
3. Re-selecting current scene no longer causes audio stutter.
4. Multitap Delay and Pitch block SHIFT parameter negative values entered via the keyboard no longer jump to max value.
5. Scene Select keyboard shortcut changed from ALT + Number to Ctrl/Cmd + Number. Also fixed scene button state update.
6. DELETE or BACKSPACE now remove a selected block or cable from the grid.
7. Clicking outside of an "edit box" applies the entered text (as if enter/return key was pressed). This works for both parameter values and preset renaming.
8. If the most-recently-used directory is invalid or no longer available, it reset to the Documents directory.
9. CPU usage updates correctly when changing parameters.
10. Block Copy/Paste now fully supports Modifiers.
11. X-Y Copy/Paste now fully supports Modifiers.
12. Amp block 8-band Graphic EQ frequencies updated to reflect new values in the Axe-Fx II.
13. Adjusting the Amp block "Amp Voicing" correctly updates "Pwr Amp Low Cut" and "Pwr Amp Hi Cut" parameters.
14. FX Loop MAIN (level) is now correctly handled during Scene selection/copy/paste.
15. The Edited LED now updates after X-Y Copy+Paste/Swap operations.
16. New Saved Block Definitions location prevents permission-related issues.

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Axe-Edit 3.0 READ ME - RELEASE NOTES - August 28 2013  
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Welcome to Axe-Edit 3.0. This is an entirely new version on an all-new platform designed to provide robust stability, high usability, and great extensibility across future firmware updates for the Axe-Fx II. The new features and enhancements are very self-explanatory, and very little change to your workflow is needed once you learn a few new techniques.

Please visit [forum.fractalaudio.com](http://forum.fractalaudio.com) or Fractal Audio Systems - Axe-Fx II Guitar Processor, Preamp, Effects Processor - MFC-101 MIDI Foot Controller for updates and additional information about Axe-Edit 3.0.

INSTALLATION

- \* Run the installer program to install Axe-Edit and its required components.
- \* Remember that Axe-Edit 3.0 requires an Axe-Fx II running firmware 11.0 (FINAL RELEASE VERSION, not BETA) or newer to be connected via USB. Firmware and drivers can be downloaded from Fractal Audio Systems - Support
- \* Please read the Release Notes for this version prior to using the software.

FIXED ISSUES

Initial Release - There are no known issues in this version.

NOTES

- \* Axe-Edit 3.0 requires Axe-Fx II Firmware version 11.0 or newer. It is not compatible with older Axe-Fx II firmware versions, or with Ultra/Standard.
- \* Axe-Edit works in tandem with the Axe-Fx II in a client-server type relationship, Axe-Edit requires an Axe-Fx to be connected for all operations. "Offline editing" is not supported and will not be added to any future version.
- \* The client-server relationship brings a host of benefits to Axe-Edit, most importantly, Axe-Edit can never "corrupt" a preset as only the Axe-Fx itself ever "owns" the data. This means you can program sounds with the confidence that what you see is what you'll hear is what you'll save.
- \* It is normal for the display of the Axe-Fx II to change screens automatically while Axe-Edit is in use. To avoid confusion, it is strongly recommended that you avoid using the Axe-Fx front panel while Axe-Edit is running.
- \* Please note the following program features are NOT available in the initial release of Axe-Edit 3.0. Future releases will add new features.
  - Axe-Manage
  - The Blocks Library feature
  - Support for Global Blocks
  - "Save to New Location"
  - The "Tempo to Use" parameter
  - All "Global Mix" parameters
  - User-configurable "Snapshots" directory
  - Grid Undo/Redo
- \* Axe-Edit 3.0 currently requires default CC# assignments for Looper, Tuner, and Tempo functions.
- \* Axe-Edit 3.0 requires the following settings on I/O:MIDI screen of Axe-Fx II:
  - PROG CHANGE: ON
  - MAPPING MODE: NONE
  - SEND REALTIME SYSEX: ALL (Required only for Tuner & Tempo in Axe-Edit)
- \* Axe-Edit 3.0 is not compatible with the Axe-Fx Ultra or Standard. Unsupported Legacy versions are available at Fractal Audio Systems - Axe-Fx II Guitar Processor, Preamp, Effects Processor - MFC-101 MIDI Foot Controller

NEW FEATURES

- Axe-Edit 3.0 has a new simplified design and a smooth, responsive "feel."
- Menus bring a familiar feel and greater ease of use.
- Keyboard Shortcuts for common operations speed workflow.
- Axe-Edit now uses standard OS dialogs for all file operations.
- Status bar provides important information while you work.
- Full support for SCENES including copy/paste.
- Copy & Paste entire presets right from the main program screen.
- All new "Presets Picker" includes a Search to speed finding desired items (Bank/Folder support currently not included.)
- Select a Bank File in the IMPORT dialog to "extract" a single preset for editing.
- Easily Create/remove connector "cables" by clicking block "Jacks."
- Bypass/Engage the selected block using the SPACEBAR.

- Larger "Grid" makes provides more "comfortable" preset display.
- Keyboard up/down arrows increment/decrement selected KNOB value.
- And much more...

\* \* \*